

WCSFAzine

The Fannish E-zine of the West Coast Science Fiction Association
Dedicated to Promoting the West Coast Science Fiction Community

#14

October 2008



SCHMAGG VOL.2 #1, WHOLE NUMBER 2, 1978
FANED: MICHAEL HALL COVER ARTIST: ROLDO

WCSFAzine Issue # 14, October 2008, Volume 2, Number 10, Whole number 14, is the monthly E-zine of the West Coast Science Fiction Association (founded 1993), a registered society with the general mandate of promoting Science Fiction and the specific focus of sponsoring the annual VCON Science Fiction Convention (founded 1971).

Anyone who is a paid member of VCON 33 or who has paid a membership fee of \$5.00 to WCSFA is a member of WCSFA till noon, Friday, October 3rd 2009 (when VCON 34 registration opens). No other criteria applies. Said membership involves voting privileges at WCSFA meetings.

Current Executive of WCSFA (effective October 21st 2008 Annual General Meeting):

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Since anyone can download WCSFAzine, the act of reading WCSFAzine does not constitute membership in WCSFA or grant voting privileges in WCSFA. Therefore you don't have to worry about WCSFA policies, debates, finances, decisions, etc. Unless you want to. Active members always welcome. Currently, easiest way to join WCSFA is to attend VCON 33. See info page

WCSFA Website: < <http://www.user.dccnet.com/clintbudd/WCSFA/> >

WCSFAzine *IS* a fannish E-zine publication sponsored by WCSFA to promote and celebrate every and all aspects of the Science Fiction Community on the West Coast of Canada.

You can download the latest issue (and past issues) from < <http://efanzines.com> > or contact the Editor at: < rgraeme@shaw.ca > and ask me to email you a PDF version.

WCSFAzine is not intended to be an information newswire service, or an industry promotional outlet, but rather an eclectic ongoing anthology of bits and pieces of nifty rumours and misinformation as viewed through a fannish lens. You can expect the focus to be on the West Coast, but with a peripheral vision including the entire world of fandom. Anticipate info on upcoming books, fannish events, local clubs and conventions, film reviews, short essays, weird cover art, spin doctor publicity announcements, peculiar speculations and astounding bits of trivia to put you in touch with your fannish heritage.

Anyone (even non-members) may submit short articles, mini-essays, letters of comment, art fillers (small pieces of art) and/or cover art to the Editor at:

R.G. Cameron, Apt 72G – 13315 104th Ave, Surrey, B.C., V3T 1V5.

Or: < rgraeme@shaw.ca >

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All uncredited articles are by The Graeme.

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EDITORIAL



This issue represents a parting of ways, of sorts... When I first started WCSFAzine it was because I realized I could get back into publishing a Sci-Fi Fanzine (albeit on behalf of WCSFA) at no expense whatsoever, thanks to Bill Burns allowing me to post it online.

You see, it was the cost of printing and mailing that had driven me away from fanzine publishing. I actually have a fair-sized history of publications prior to that event.

ENTROPY BLUES – a one-shot perzine published in 1986.

BCSFazine – I was editor for 77 monthly issues of this club newsletter from 1989 to 1995.

SPACE CADET – 11 issues of my perzine from 1994 to 2001.

CANFANDOM – 4 issues of an APA-like fanzine devoted to fanzinedom circa 1998/1999.

And then I couldn't afford to do this sort of fun hobby anymore.

So once I understood all it would cost me in time and effort, I plunged into publishing WCSFazine on a monthly basis, happily promoting VCON and Canadian fandom and what have you.

But you may have noticed fits and starts of items which perhaps do not fall under the mandate granted me by WCSFA, such as a number of articles on ancient history (another passion of mine). Bit of a dichotomy really, promoting West Coast Sci-Fi stuff mixed with my personal interests, almost as if I were doing Space Cadet again....

Bear with me... I'm a slow thinker... sometimes it takes months for the lightbulb to click on...

I started doing e-versions of my old Space Cadets to post online at efanazines.com (first six issues now available), and I got to thinking, pity I never did finish serializing my Grandfather's WWI war memoirs, or my 'Marvin's Mighty Mayan Marathon' account of a university travel course I took in 1981 visiting several dozen ancient Aztec & Mayan ruin sites....

And then (finally!) it hit me. Why not start up The Space Cadet Gazette again? Do it at a leisurely quarterly rate (Issue #12 due in December) and post it online as well? I'll continue to have fun publishing WCSFazine, but now I'll have superduper fun publishing Space Cadet!

So what does this mean for readers of WCSFazine? A number of things. For one, I'll be switching my 'Ghod-Editor' persona to Space Cadet, whereas for WCSFazine I'll just be the more fannishly neutral 'The Graeme'. But I intend to continue to invest WCSFazine with my own style and sense of humour in the hope this will add to the entertainment value (yeah, right...).

Any sudden outbursts of enthusiasm for history and archaeology will be reserved for Space Cadet. Taral's series of articles on coins, for instance. (It's quite traditional for perzines, i.e. personal fanzines, to talk about stuff other than Sci-Fi.) WCSFazine will continue to concentrate on conventions, fanzines, fan clubs, professional authors, film media, local events, etc. Newsworthy stuff.

The Retro Film Reviews appearing in WCSFazine I originally published in BCSFazine, and on the assumption that most contemporary readers of WCSFazine never saw my BCSFazines, I'm reprinting them here. After all, 'classic' films never age. But for each issue of Space Cadet, I'll write a NEW review (for the upcoming #12, a review of the 1929 film 'Mysterious Island'), which will eventually find its way into the pages of WCSFazine.

You see, I'm assuming a different readership for each zine, though I hope plenty of people will find it of interest to read both. This raises a knotty conundrum, namely duplication of material. For instance, my Ditto 8 review beginning this issue previously appeared in Space Cadet. And I intend to run Mr. Science reprints in both zines. Overall however, the vast majority of material will be unique to each zine.

So, to sum up:

- WCSFAzine will continue to be published monthly and be available online for free download.
- SPACE CADET will be published quarterly and be available online for free download.
- BCSFAzine is currently published monthly (Faned: Garth Spencer) and is available online for free download.
- First issues of BCSFAzine, starting with #1 circa 1973, is being put online by me and are available for free download.
- All of the above are to be found at Bill Burns's efanazines.com web site.

I should have the next issue finished by November 1st. Many thanks to Bill Burns at < <http://efanazines.com> > for hosting. Please send me feedback! < rgraeme@shaw.ca >

Cheers! The Graeme

CONVENTION STUFF

(BECAUSE WCSFA IS ALL ABOUT PUTTING ON CONVENTIONS)

THE HIDDEN HISTORY OF VCON 3 PART FOUR

THE 3rd VANCOUVER SF CONVENTION - FEBRUARY 22nd – 24th, 1974:

by *The Graeme*

SUNDAY, 24TH FEBRUARY, 1974:

At 10:00 AM Chuck Davis moderated a panel on "FANDOM REVEALED" with participants Hugo winner Susan Glicksohn (Susan Wood), Seattle fan Frank Denton, Elinor Busby, and Mike Bailey. This was my first introduction to the fact that fans produced and distributed their own zines, with mailings to up to 200 people "not uncommon." I found this amazing. Also the fact that fanzines "had something of their own vocabulary, apparently."

The one specific note on this panel in my diary reads as follows: "A girl from Regina (who?) quite aggressive. She'd handled publicity for TorCon 2 in Toronto last year. Said she showed reporters blowups of headlines from the first Torcon (held 25 years previously in 1948) which read: 'Zap! Zap! Horror Fiends invade town!' and told them not to do it again. So naturally they wrote: 'This is the image fans are trying to get away from but of course they can't.'

Chuck Davis interjected with the comment: "The one thing you must never do to a reporter is tell him what to say and what not to say. I remember interviewing you about a year ago and the first thing you said was, 'If you ask me any stupid questions I won't answer them.' I mean, WHOA! This is NOT the way you handle the media." It was an interesting conflict of viewpoint, she couldn't see that she had done anything wrong. Always better to treat media respectfully."

Indeed, still a problem whenever we hold a V-Con. Alas, once a geek, always a geek, so sayeth the media, who tend to search out the most visually arresting (and absurd) fans. Always a challenge for the con publicity officer to counteract this.

Incidentally, this was Susan Wood's first VCON. She won a fan Hugo with Mike Glicksohn in 1973 for 'Energumen', and would win another in 1974, and again, in 1977. In 1975 she and Eli Cohen moved to Vancouver after she was offered a position in U.B.C.'s English department. She later became assistant Professor and won tenure. I'm glad to say she became very active in both VCON and BCSFA.

At 11:00 AM the last scheduled event took place, another lecture by Professor Mason Harris. Originally he was to lead a discussion on the works of Philip K. Dick, but Kilian's talk on "FASCISM IN SF" had really gotten under his skin, and he felt compelled to deliver a rebuttal. If anything, he was even more animated, pacing up and down, swaying back and forth, shaking his fist. Add my description of him as *"a gangly New England type, long limbs and a high forehead,"* a sort of Lovecraftian John Cleese, and you have some idea of the drama of his lecturing style. Among his many points, he argued that fictional societies with medieval feudal overtones are not fascist, but indicative of family relations, clan unity and togetherness, and that in any case, a little fascist fantasy is good for you, in that it brings things out in the open where they can be confronted and dissipated. It was an exhilarating lecture which ended the convention on a high note.

Was the convention worth it? Despite some internal problems which led to a schism immediately afterwards, the convention itself was a great success. Mike Bailey had predicted (in BCSFA Newsletter #8) that 246 people would show up. The final attendance figure was 419 (paid). It would have been even higher but for the fact that people had to be turned away at the door because of space limitations. In fact, VCON III turned a profit of \$578.22. Not bad, not bad at all.

One reason for the increased turnout was undoubtedly the Guest of Honour, Frank Herbert. His novel "DUNE" was a phenomenal bestseller, with more than TEN MILLION copies in print! The majority of his readers were not SF fans at all, but 'mainstream' readers anxious to read the latest 'relevant novel' discovered by influential mainstream critics. So many of the people who attended V-Con III were there only to see Frank Herbert speak, and as soon as he left, they left, for the SF aspects of the con did not interest them. It is to be hoped, however, that we made at least a few converts to fandom.

NEXT ISSUE: PART ONE OF THE HIDDEN HISTORY OF VCON 4!

Go Now To VCON 33!

Yes! VCON is this coming weekend! Too late to pre-register a membership! Too late to book a room at the hotel! (Which is a very healthy sign re attendance.) Too late to do anything but lie awake at night excitedly until the Friday arrives and hotfoot it down to the hotel to pay your at-the-door fee (registration begins probably at noon, certainly within an hour or two) and plunge into 3 days of panels, lectures, demonstrations, book signings, opportunities to meet authors, artists, media personalities and fellow fans who share your interests and enthusiasms. Once you've paid for your membership, all events and happenings are included in your membership. (With one or two exceptions like signing up for the breakfast buffet.) Basically, your membership is your passport to the entire con!

And if SF convention-going is new to you, don't think the day is done when the lectures are finished. The hospitality suite remains open till midnight or later (a wonderful opportunity to mingle with fellow fans and quite often many authors and other professionals as well – it's quite common at SF conventions for the guests of honour to make themselves available to fans for casual conversation) and many a room party is hosted, usually on behalf of some fannish organization or an upcoming convention in some other city (they'll be happy to sell you a membership to THEIR con). Indeed, long time habitual con-goers are noted for attending conventions primarily for the room parties. Above all other things, SF conventions are SOCIAL events.

So if you're a newbie, don't just attend panels with notebook in hand, volunteer to put in some time helping out, be it in the hospitality suite or checking bags at the art show, which is great way to break the ice and start up conversations. Then be sure to stick around in the evening for the socializing. Meet new friends! Find out more about fandom, or a particular club or organization of interest to you. Relax, have fun, and learn new things!

And here's a big secret you should know. FANS LOVE TO TALK! Don't be intimidated by old fharts like myself, we just look grouchy (it comes natural with age). Deep down inside we're as excited as kids let loose in a candy store. Don't be intimidated by hundreds of strangers. They're all fans just like you, even the professionals who are lucky enough and talented enough to make their living in the genre. And EVERYONE LIKES TO TALK ABOUT WHAT THEY LOVE! So don't be afraid to plunge in!

Here's a few gambits for 'fitting in':

First: Panels and lectures frequently end with question periods and general discussions. Speak up! Ask a question! Even more shocking, venture an opinion! Don't be disconcerted if someone disagrees, it's all part of the fun. And it might lead to more conversation in the corridor outside, or further discussion in the hospitality suite.

Second: If you see someone whose presence on a panel you found interesting, be they pro or fan, go up to them, introduce yourself (you have as much right to be there as they do) and compliment them on their comments, maybe ask them something. Unless they're scheduled for another panel right away, they'll probably be glad to engage in conversation, if only for a few minutes.

Third: If you see someone manning a table promoting a club or some event or another, or just monitoring people passing in and out of the art show for instance, talk to them. Ask questions. They may suggest other people you can talk to learn more.

Fourth: Hang out in the hospitality suite. Don't just sit in a corner feeling lonely and wondering how is it all these people having fun chatting away seem to know each other and you're the only 'stranger' in the room. Chances are they don't know each other either, or didn't till they started talking. In other words, listen in to conversations. If the topic is one you're keen on, say something. Give an opinion, recount a funny incident, ask questions. And if the topic doesn't intrigue you, then drift over to the next clump of people and listen to what they're talking about. Sooner or later you'll hit on something or somebody that arouses your enthusiasm.



Fifth: Hang out at room parties. Make the rounds. Usually these parties are being held to promote something, which means there will be people there, the hosts, eager to talk to you! And room parties are PARTIES! The atmosphere is relaxed and convivial. You're supposed to have fun! So enjoy!

Granted, not everybody is necessarily worth talking to. Every large gathering has its share of cranks or people who make you feel uncomfortable. You have perfect freedom to open a conversation. You have perfect freedom to end a conversation. You don't have to accept everybody. Just seek out fellow spirits you enjoy talking to. VCON is a general interest SF convention. If you like anime, there will be others who share your enthusiasm; there will be gamers, artists, comic collectors, movie buffs, people who love to read, people who love to write, even a few fan historians like myself keen on the very history of organized fandom. Something for everybody!

So don't be shy! Plunge in!

And you old timers out there, you old con-goers with dozens of cons under your belt, don't be afraid to strike up conversations with newbies, make them feel at home, tell them what they'd miss if they go home now and don't stick around for the evening party round. Conventions, fandom itself for that matter, will only continue as long as there's a fresh infusion of new blood every year. Recruit! Enthuse! Fandom is a mighty maelstrom. Once they're properly hooked, they can't escape but are swiftly dragged into the very centre of things. Fandom is an engaging, exhilarating, life-long hobby. YOU are living proof of that. Share your joy! Reel them in!

Well, enough with the propaganda already, here are some basic facts:

VCON 33 -- (Oct 3-5, 2008) Vancouver, BC. Canada's oldest ongoing Sci-Fi convention (VCON 1 was held in 1971). Author GoH: Patrick Rothfuss (author of 'Name of the Wind'), Artist GoH: Lisa Snellings. There will be a breakfast in Jake's on Saturday and Sunday mornings, and a bartender and cash bar at the dance.

RATES: \$60 at the door. Day rates: Friday: \$30, Saturday: \$35, Sunday: \$25

Student rates are discounted by 25% (the at the door rate for students is \$45)

Children 7 - 12 are half the adult rate (at the door rate is \$30)

Children 6 and under get in free.

Students and 7 - 12s who look older must present ID to get their memberships. Everyone must present photo ID when signing in to registration on the weekend.

HOTEL: The VCON 33 hotel is the Compass Point Inn, formally called the Days Inn Surrey (this the same hotel where several VCONs have been held, namely: VCON 22 – 1997, VCON 23 – 1998, VCON 24 – 1999, VCON 25 – 2000, & VCON 28 – 2003. Always a cozy, intimate hotel, very popular with fans).

Address: 9850 King George Highway, Surrey, BC, Canada V3T 4Y3

Location description: Intersection of King George Highway (99A) and Fraser Highway (1A). Next to King George Skytrain Station (Expo Line eastmost terminal station).

Website: < <http://www.compasspointinn.com/> >

GETTING THERE:

Public transit: From any Skytrain station, board or make connection to Expo Line to King George station (eastbound). Exit at King George station (eastmost terminal station), walk through a parking lot or 1 block along sidewalk of King George Highway.

Northbound (coming from south; US): From Peace Arch Border, take Exit 10, turn right on King George Highway (99A).

Eastbound (coming from west; Vancouver and nearby cities): From Highway 1, take Exit 48, turn right at 104 Avenue, turn left at King George Highway (99A).

Westbound (coming from east; Fraser Valley and eastwards): From Highway 1, take Exit 50, follow 104 Avenue west, turn left at King George Highway (99A).

From Airport: From Highway 99 South, take Highway 91 East, exit on Nordel Way, turn left at King George Highway (99A)

PARKING: (At current time) Parking at the hotel is free of charge. Next-door pay parking (Impark) is \$4 all day.

If you'd like to help write: < vconchair@gmail.com > For updated info: < www.vcon.ca >

PREREG FOR VCON 34 AT VCON 33!

VCON 34 -- (Oct 2-4, 2009) at the Compass Point Inn, Surrey, next to the King George Skytrain Station.

AUTHOR GUEST OF HONOUR: Tanya Huff (Wizard Crystal, Blood Books, Smoke Books, other series.)

ARTIST GUEST OF HONOUR: Miles Teves (a concept/character artist/illustrator/sculptor for films as diverse as *Ironman*, *Chronicles of Riddick*, *Van Helsing*, *Pirates of the Caribbean*, *King Kong*, *Galaxy Quest* & numerous others – a fantastic Artist Goh!)

CONVENTION RATE: We traditionally offer a modest initial rate, available only at VCON, lower than any rate offered afterwards. Your chance at the best bargain possible! Rate TBA at VCON 33.

MY ADVENTURE IN SEARCH OF DITTO 8 PART ONE

THIS BEING A TYPICAL CON REPORT:

OR HOW I COULDN'T FIND DITTO 8 DESPITE STAYING IN THE SAME HOTEL!

by The Graeme

DITTO! One of only two annual conventions devoted to fanzine fandom, the larger being CORFLU. This year (1995), Ditto 8 was being held in Seattle. I couldn't resist. Having stepped down as 'God-Editor' of the BCSFA clubzine and switched my efforts to my perzine SPACE CADET, I just had to go and meet like-minded fans, especially those I trade with, so I could assign faces to names.

But I was nervous. I have seldom visited the States, and this would be the first time I'd be travelling on my own. Having spent a lifetime watching American TV news about rampant crime in the inner cities, I was worried. True, Vancouver has now graduated to gang warfare and drive-by shootings, not to mention the occasional serial killer, but I live here, I know what streets to avoid, whereas Seattle was a complete unknown. Yet I'd hate to miss Ditto 8....

I confided my fears to Spider Robinson. And he suggested I simply tuck the price of a bus ticket home in my sock in case I should be robbed of everything else. (Thieves hardly ever steal your socks, especially the ones you are wearing...)

Ah! Good advice! Better make it thirty dollars, just to be on the safe side. American dollars of course. Though faith in the Canadian dollar had been restored by the recent Federalist victory in the Quebec referendum, the vote had been so close, who knew how the money markets would react as time went by? I opted to enter the US with \$300 American plus a \$1,000 recently acquired extension on my credit card limit (I had to argue them out of giving me twice as much!).

Times were grim, but I was grimly determined to have fun, I tell you. Fiercely determined.

I entered the US via Greyhound bus with \$270 US in my wallet and \$30 US already in my sock (you never know, might get mugged stepping off the bus...) I told the US Customs Officer I was travelling to an Amateur Press Association convention. Incomprehension chased boredom across her face and I was waved back on board the bus. Good. Had she pawed through my carry-on case and discovered the fifty freebie copies of SPACE CADET -- who knows what might have happened?

But now I was in America! A foreign country! My keen eyes searched the passing countryside for signs of exotica. Good lord! The grass was the same colour as the grass in Canada! And evergreen trees. They had evergreen trees! And Crows! There were Crows in America! And look at that! Wow! They even had McDonalds in America!

I sat back to think things through. Obviously this alien land business was trickier than I thought. Perhaps it was in the subtler details that the otherworldness would be evident -- what should I be looking for? Then it hit me. Flags! The Yanks are nuts about their flag! Patriotic display is a fine art in their country. Look for the flags!

I did. For the longest time, and nary a one. Odd. Not what I would expect. Finally I spotted a star-spangled etc. flying from a pole in front of a motel, side by side with a Canadian flag to draw in tourists like myself. Well, that's not unusual. In Canada I can see the same display in front of hotels, only aimed at American tourists. Did this imply similar outlook, similar customs? Hmm, not very exotic.

We passed an aging station wagon driven by an elderly gentleman. There was a huge "Technocracy" sticker on the door of his car. For a moment my heart leaped. Then I remembered, in Vancouver this obsolete fossil of a political movement has its own building (or did, I understand it's for

sale now), so nothing uniquely American about the sight. Sigh. Was there nothing different in America? Nothing peculiar to America? Was America merely a slavish imitation of Canada after all?

Then we passed a sign reading: "VOTE BART FOR SHERIFF!" Aha! You don't see that in Canada! Now I knew I was in a foreign land.

And to digress, one with a truly expensive medical system. I derived great comfort from the fact I had purchased, via the Royal Bank, extra health insurance above and beyond my B.C. medical plan. I tell you, the only way to have fun is first to fully appease your paranoia....

And another important guiding principle for travellers is to empty your bladder as often as possible. I had visions of scurrying through thug-infested Seattle streets desperately trying to find my hotel before my bladder burst -- as dark a vision as can be imagined -- so when I felt the call of nature I strode briskly to the washroom at the back of the bus.

Or should I say cubicle? There I was, standing in the swaying bus attempting to take a leak, holding on to a bar with my left hand, holding on to the appropriate appendage with my right, shins braced against the sharp edge of the toilet platform, staring down a deep well at turbid green waters sloshing about below, and trying to urinate.

The bus lurched. The toilet platform cut into my shins. "Ow!" I cried. The bus lurched. Click! The door unlocked, and banged open. "Damn!" I shouted, and slammed the door shut. And locked the door. Click! The bus swayed. Shins again. "Ow!" Lurched the bus. Click! Bang! The door was open. "Damn!" Slam! Lock it again. Click! Leaped the bus. "Ow!" Click! Bang! "Damn!" Slam! Click! "Ow!" Click! Bang! "Damn!" Slam! Click! "Ow!" Click! Bang! "Damn!" Slam! Click! "Ow!" Click! Bang! "Damn!" Slam! Click!...

It took me the longest time to concentrate sufficient presence of mind to convince my bladder to empty.....

Ghod only knows what the Japanese tourists sitting beside the washroom thought I was up to.....

Refreshed, or at any rate sweating with relief, I staggered back to my seat, having experienced my first adventure. And then, after a mere 3 & 1/2 hours of travel, a glimpse of tall towers in the distance. For the next while we were embraced by the I-5 embankments, but all at once we were sweeping past Lake Union and the autumn leaves on Queen Anne hill shining glorious in the sun. What a sight! And the Space needle! And look at those office towers!

We turned off on the Stewart Street exit. I instantly placed myself on the map I carried in my pocket, a card with a cut-out portion of a Seattle map glued on to it, detailing the immediate area around the hotel. In my mind I had practiced my routine: scoot out the front door of the bus station, turn left, go west a couple of blocks, pass under the monorail, then find the hotel somewhere to my left. Dang if it didn't work. Nothing like advance planning to give you confidence.

Besides, my first impressions as I walked down Stewart were good. The buildings around me seemed a nice mixture of modern towers and well-kept older structures with nifty decoration, and there appeared to be more space between buildings than in Vancouver, even the sidewalks seemed wider, and the pedestrian and vehicle traffic less congested. Gee, could Seattle be a better city than Vancouver? Or was I just punch-drunk with fatigue?

The Mayflower Park Hotel (built in 1927) had a pleasantly ornate facade and looked kind of expensive. I rushed up the steps and through the lobby to the front desk, where I was quickly embraced by the 'Disney'-politeness America is famous for. In Canada sales clerks and counter staff are surly at best, and sometimes rude, whereas in the states such people, at least in the hospitality industry, cultivate the delightful habit of pretending to be glad to see you. At least, so I had been told, and it was nice to run into evidence of this. An artificial welcome, but hey, I'll take habitual politeness over hostility any day.

Glad to have arrived, pleased with the hotel, I entered room 401, flung my carry-all on the bed and ripped open the curtains of the window to enjoy my first hotel view of the city streets.

Aww, shoot. All I could see was a grungy brick wall about ten feet across a light well. If I looked straight up I could see an outline of sky and the tips of three office towers. Straight down: the top of a dirty skylight. To the left: assorted ventilation machinery. To the right: windows of other lucky tenants. I resolved not to open the window but rely on the wall vent for fresh air (though maybe it drew its air from the fans I could see outside my window?). Hmmm, a minor setback. Didn't let it get me down. Wanted to enjoy the con, I tell you.



I returned to the desk and asked about the con. The woman on duty pointed at a sign and said "It's all posted." I saw a listing of rooms, 'Green Room', 'Rose Room', etc., but there didn't seem to be any activity listed. I went up to the mezzanine to check out these rooms. Empty. Nothing. Well, it was early yet.

Then I went downstairs and discovered a ballroom full of weird-looking people. Huzzah! The convention! "Are you the Ditto crowd?"

About eighty strangers looked up from their deliberations round assorted tables and stared at me. "No! We're the N.C.L.S. people!"

Oops! Evidently I had stumbled upon a clandestine meeting of the NATIONAL CUCKHOLDS & LIARS SOCIETY and boy were they pissed! They didn't know who I was, and I didn't know who they were, so we were even. I backed out lest they lynch me.

A trifle shaken, I took refuge in 'Clippers', the hotel restaurant, and waited to be deluged with the legendary commercial hospitality (as previously mentioned). I waited a long time. The waiter seemed more interested in laughing it up with his buddies than in serving customers. But after a half hour of fatigue-sodden patience I was startled awake by said waiter asking if I had anything in particular in mind. I managed to communicate the concept of a menu, and fifteen minutes later when he drifted by, the precise aspect of the menu I was interested in. Then, while the giant ground sloth they evidently employed as a cook toyed with what would eventually become my food, I stared blankly out the window. When my hot turkey sandwich finally arrived, it turned out to be cold and tasteless. The french fries, on the other hand, while equally cold, were admittedly tasty. Good enough. I wolfed everything down and tipped 20%. Determined to have a good time! Even if I had to pretend!

Still the public rooms were devoid of activity. I passed through the mezzanine and walked down the corridor connecting the hotel to the Westlake Center (or 'Centre' as we'd write it in Canada) housing "hundreds of shops" (as the Ditto 8 flyer put it). There were only 80 shops. I felt vaguely cheated. Especially when I entered 'Suncoast Motion Pictures', a video store. Many films available in the States are not available in Canada, so I had been looking forward to snapping up some rare goodies, like maybe "Attack of the Crab Monsters." But everything in the store was run-of-the-mill stuff, readily found in Vancouver. Another minor disappointment.

Checked out the common rooms again. Nothing. Nada. Zip. ARRGH! Was I even in the right hotel? Beginning to feel trapped in a Twilight Zone episode. In fact, it WAS twilight. The sun was going down. I figured, hey, I don't want to walk around Seattle at night, why not go out for a brief walk while the sun was still up?

So, zombie-like I stumbled out of the hotel and lurched down the hill to Pike Street Market, innumerable locals scattering out of my path. Sometimes fatigue-dementia can be very handy. Quick look at the market. Lots of trendy junk ala Gastown in Vancouver. Thank Ghod I was travelling alone. The market would be a nightmare were I in the company of someone who liked to shop.

Then I hit upon the idea of seeking out the Seattle Art Museum so that I could visit it tomorrow without wasting time trying to find it. I stalked South along Second Avenue. Bit disturbed to notice hordes of office workers pouring into a cave entrance buried in a hill. Underground rapid transit? Or volunteer sacrifice in some Lovecraftian maze of unspeakable horror? Before my mind could fathom the truth of the matter (probably just as well) I passed the back of the Art museum. WoW! What a building! All sorts of vertical fluting and terra-cotta details and such. Post-modern Etruscan. Make a great club house!

The entrance was on First Avenue. I observed a large sign opposite the museum reading "Luscious Ladies Will Undress For You." Nothing to do with the museum, unfortunately.

Then I thought, "Hey, I'm here. Why not go in?" (--to the museum, not the luscious lady display...) But as soon as I'd paid the \$6 fee and started up the incredibly long 'palatial' flight of stairs leading to the exhibits, I realized I'd made a huge mistake. I was so tired I could barely focus my eyes. So I decided to take a quick gander, intending to come back the next day for a more detailed study. (I never did.) I raced through the entire museum in 20 minutes, spending about 60 seconds per gallery. Wowee! Something baroque! And there's something modern! Too bad I didn't have time to give it a second glance. I had the vague impression the museum guards were giving me disapproving looks. What was their problem? Weren't obvious morons allowed to look at art?...However briefly?

Actually, to be fair to myself, I did linger for a few seconds before some of the more impressive exhibits. The Mesoamerican cases showed pottery pieces I'd studied but never actually seen, like Nayarit tomb figurines and jolly old Xipe Xotec, the male fertility God (and patron of the Tlacaxipehualiztli festival, just in case you forgot) who always wore the flayed skin of one of his sacrificial victims (sort of an Aztec Santa Claus...well, sort of... wore a red suit.....). And the classical stuff was pretty cool too. I particularly liked the portrait bust of the Emperor Claudius. Rather daft-looking lad was he...

Headed North along First Avenue. Noticed some more interesting signs, like: "50 Beautiful Ladies! And 3 Ugly Ones!" and "Live Girls!" (I should bloody well hope so. An exhibit of dead ones would be unnerving, to say the least...)

Staggered back in to the hotel, still grimly determined to have a good time. Still no sign of obvious congoers. I checked the public rooms one last time. Empty. (How was I to know about ten minutes after I left they began to fill the Green Room with fanzines?) I couldn't find anybody! Yet I still wanted to have fun. What to do?

The obvious thing. I returned to my room to watch TV for the rest of the night. First thing I discovered, no Canadian channels! The hotel is missing a bet there. Tourists from the deep South would find Canadian TV an amazing piece of exotica, but then, maybe not. I've heard that Americans generally don't hold with funny foreign stuff..... In Vancouver, on the other hand, cable services provide more American channels than Canadian.....

After awhile, as I lay spread-eagled on my bed, it occurred to me that I'd travelled a couple of hundred miles deep into the most powerful nation on Earth in order to watch an hour-long documentary on Dung Beetles.....

Still, learned something new. Did you know that Dung Beetles flying through the night, when they take it into their tiny little brains that maybe its time to descend to the ground, simply tuck their wings under their carapace and plummet straight down, smugly secure in the knowledge that sooner or later they will, in point of fact, land? Certain convergent similarities with fandom it seemed to me.

Eventually I tired of all this good fun and took a bath. After relaxing in the warm, soothing waters for about twenty minutes I discovered \$30 in now extremely soggy bills clinging to my ankle. Ah, the consequence of Spider's advice! Yes, I had tucked the money into my sock. But (you'll be glad to know) I had taken off my socks before getting into the bathtub (the rest of my clothes as well, in case you were wondering). But I'd failed to notice the money still hanging on via my ankle hairs.... Somehow symbolic of this day in its entirety.... Sigh.

I take one last look out the window before climbing into bed. Something like a full Moon is shining between the 'horns' of one of the office towers visible above the lip of the lightwell. Weird. Downright eerie in fact.

I fell asleep circa 11PM, having missed the fanzine activity in the Green Room, the Hospitality Suite on the second floor, the partying into the wee hours of saturday morning..... I fell asleep, still grimly determined to have a good time.....

Now you know why I call my personal zine "SPACE CADET."

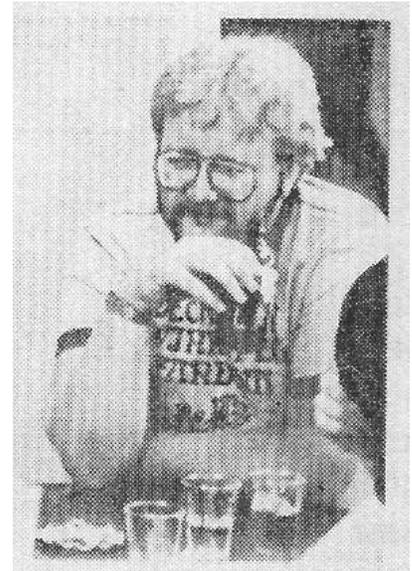
NEXT ISSUE: I DISCOVER DITTO 8

FANATICAL FANAC FABLES

RETRO CANADIAN FANZINES:

Last issue it was reported by Garth Spencer that legendary Canadian Fanzine Editor Michael S. Hall passed away August 1st from a heart attack. I then put together the following tribute which I reprint here:

Michael S. Hall, a native of Winnipeg, Manitoba, first came to notice with LAID, 12 issues of a (normally) single-sheet perzine/newszine pubbed out of Winnipeg (& then Edmonton), from 1977 to 1984 by 'BeFlatte Publications'. Garth Spencer wrote in MAPLE LEAF RAG: "LAID is Mike's occasional hoax newszine, intended to carry nothing but lies, as long as they're 'close' to the truth." As a hoaxzine filled with fannish injokes LAID was successful because Canadian fanzine publishing was flourishing at the time, providing Hall with both a wealth of subjects to spoof and a captive readership of faneds eager to be spoofed.



Michael at VCON 6

While in Winnipeg he also published 2 issues of his genzine SCHMAGG circa 1977/78 (which he revived in 1984 as an APAzine for MINNEAPA). SCHMAGG was approved by 'Decadent Winnipeg Fandom', the name by which five active Winnipeg faneds were known in the late 1970s. They were: Garth Danielson, faned of BOOWATT, Randy Reichardt, faned of WINDING NUMBERS, James A. Hall, faned of JABBERWOCK', Michael S. Hall, faned of LAID, & Stuart Gilson, a fan artist whose work appeared in such diverse zines as WINDING NUMBERS, SIMULACRUM, & US fan Mike Glycer's SCIENTIFRICTION.

At some point Michael moved to Edmonton and became one of the 'Edmonton Gang of Four' ie: the four faneds of THE MONTHLY MONTHLY genzine (14 issues 1979 to 1981 – the last two issues were titled THE BI-MONTHLY MONTHLY). The other three faneds were: David Vereschagin, Bob Weir & Robert Runte. Their title was a takeoff on the so-called 'Gang Of Four' prominent Chinese (including Mao's wife) who were tried for treason after the death of Mao; it implied that these faneds were in some way dangerous outcasts. They were, in turn, spoofed by the creation of 'The Ganglion Of Four' in Victoria.

Between 1981 & 1985 Michael and Robert Runte co-edited 8 issues of NEW CANADIAN FANDOM, a genzine with a fan historical perspective. Michael also published a one-shot, NEW WAVE VIDEO SNACKS, consisting mostly of book reviews, in April of 1984.

I may have missed listing other zines Michael may have done or contributed to, but I believe you'll agree the above constitutes a solid legacy of fanac, for which he was awarded the very first Canadian Unity Fan Fund trip, attending Torque 2 in Toronto from July 10th to 12th, 1981.

Now I chose to review Michael's SCHMAGG #2 as a further tribute to his memory and contributions to Canadian fanzine fandom:

SCHMAGG #2 (1978) -- Faned: Michael S. Hall

Note: On the upper righthand corner of Schmagg #2 as reproduced on the cover of this issue of WCSFAzine is the notation 'SCHMAGG SW'. This tells you that this zine was originally part of

Susan Wood's collection which was donated to the BCSFA posthumously by her estate, said donation being the beginning of the BCSFA fanzine archive. She had received copy number 2 in a run of approximately 240 because "You are a fan of Winnipeg Fandom" and "Eet ees an event sociological."

Further note: All artwork appearing in this review of SCHMAGG #2 is reproduced from SCHMAGG #2.

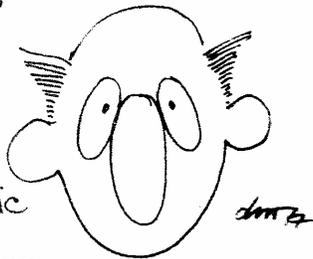
This fanzine is approved by Decadent Winnipeg Fandom. This issue is dedicated to Mary-Karen Reid, Joyce Rubin, Larry Reid, and Dave Vereschagin. I have learned a lot.

Michael begins by pondering the nature of fandom:

... fandom came along at the right time. I've been reading this sf stuff for quite a while, and now I finally have someone to talk with about it...

WHAT MAKES WINNIPEG
DECADENT, PART I
THE STUART GILSON
CARTOON

IT DOES NOT TAKE
TOO MUCH IMAGINATION
TO DISCERN THE PHALIC
ORIGINS OF THE EYES
AND NOSE, YET ANOTHER
MANIFESTATION OF WINNIPEG'S DECADENCE.



...The whole thing is hard to explain on paper, it's more of a feeling. Ever since experiencing fandom, I've been trying to come up with some sort of definition in my mind – some all-encompassing way in which I can express "fandom". An equation sort of thing, fandom = _____. I have been unsuccessful. And yet, this world is different from the mundane world. I've read a few things over the past year talking about fandom, and have been

trying to integrate these with my observations. It is a long, hard road, I feel.

Several people have asked me to define my parameters, so to speak, so they know what they're dealing with in the way of a fanzine here. I guess I'm not the only one trying to stick a label on everything that moves and file it away in a box. (Hmmm.... I'm going to need a pretty big box for fandom...) Right now, a personalzine would probably come pretty close to my conceptualization....

Winnipeg fandom is growing all the time. We even seem to have acquired a female member. What will this do to our decadent image? Stay tuned for further details!

Michael then gives several brief con reports, of which I quote excerpts:

MINICON 13

My second con. One part of me was curious, in a way, to compare the experience here, with that of Autoclave 2. Now that I look back on the convention, many of the same people around me helped to make it Autoclave continued...

A mile from my apartment, I ran out of gas. I walked half way back, got a gallon, and tried to start the car, but the battery was dead. I phoned Jim to come and give me a jump. It stalled twice more on the way to Jim's, and I had to ask people on the street to give me a jump. After all the car trouble, we finally got going around 3:00 PM, and arrived in Minneapolis around midnight.

I woke about 10, but didn't get downstairs until noon. Garth (Danielson), Allisa and Jason had arrived while I slept, bringing our entourage to 10, an impressive number for so small a fan group.... Went to see THIS ISLAND EARTH, which I had never seen. They make great sf movies these days, but there's a certain indefinable "something" that 50's films have about them, something that ~~hopefully~~ cannot be duplicated.

Coming out of the movie, I heard Jon Singer calling out my name across the lobby. (My egoboo quotient shot to an all-time high. I had only met Jon in passing at Autoclave 2, but he remembered me. *goshwow* only in fandom.)...

I also met a couple of authors at the con. There were none to be found at AUTOCLAVE, and though I didn't go there with the express purpose of meeting, I was curious to see some of these guys in the flesh and blood. Like more than one person, I guess, I expected them to be larger-than-life, and was a bit surprised to find that sf authors are a lot like people you meet on the street. (Hmmm...) Simak looked like somebody's grandfather (I guess he is) and Haldeman, he didn't look like the guy I imagined either (6'5", crew-cut). Ah, the neo in me is coming out. Back to dirty old SMOFdom.

After I woke up the next morning, I went downstairs and finally checked out the hucksters. Down in the lobby, I finally met Mike Glicksohn. Mike doesn't think DWF will ever be a force in fandom, and I talked with him about this. Naturally, I take the opposite view, but after talking with him, I can appreciate his side too. I saw him from a distance at AUTOCLAVE (from a distance, because he was surrounded by people at least two deep every time I saw him) and was really too shy to introduce myself to him anyway. It must be that I fear the worst all the time, but he didn't bite my head off or anything. Surprise, Surprise.



WHAT MAKES WINNIPEG
DECADENT, PART 2
FACIAL HAIR

IT IS A WELL-KNOWN
FACT THAT SOME MEMBERS
OF WINNIPEG FANDOM
ALLOW HAIR TO GROW ON
THEIR FACES. SUCH LAZINESS
IS NOT UNUSUAL IN DECADENT
SOCIETIES.

Jim and I went out Saturday afternoon... to see DEEP THROAT. I've heard so much about it, pro and con, that it was something that I just had to see...ended up seeing it in a double bill with THE DEVIL IN MISS JONES. I wasn't impressed. In fact, the sex got to be boring after the first 10 minutes or so...I've never seen a really hardcore porn film before.... And this may be one of the last times I pay to see one again. Somehow, they manage to make sex seem cold, and almost clinical. Sex should be fun, not a job...My advice, unless you have to satisfy your curiosity is; don't go.

...Saturday night was also the combination AUTOCLAVE, WINDYCON and WINNIPEG IN '94 party in one or two of the Chicago fen's rooms. Quite a lot of people were there, and the party kept moving (or was it me?) from one room to the other, to the hall, back into a room and so on. I heard lots of DNQ-type stories from Ben Zuhl, and Ken Fletcher. One thing that stands out was Denice Mattingly walking around with a large black leather whip around her neck. I never got up the courage to ask her what it was for...

Later on that evening, about midnight, I saw HARDWARE WARS, a short flick that must have played at every con imaginable this year. I was on the floor, laughing most of the time. What a funny film. It is set up as a "coming attraction" for the film itself, and looks like it was put together by a bunch of film students. "You'll laugh, you'll cry, you'll kiss three bucks goodbye!" Right on.

Sunday was leaving day for everybody but Bob, James and I...I spelled bob for a few hours behind his huckster table. Quite an interesting experience. You meet a totally different kind of person sitting behind the table. Well, perhaps not different kinds of people, but people... well, it's hard to explain. (I know, cop-out.) Quite a few of them came up to the table, didn't say a word, picked out a few books, gave me the money, and left. Bizarre.

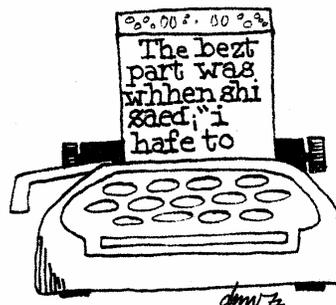
Later on that night, in the room next to the con suite, I saw THE ROCKY HORROR PICTURE SHOW for the second time during the con.... On Saturday, it was in a small hotel room, and all of us in the room sang along with the film. On Sunday, a few of us tried to sing along, but we were shhhhhhed! Quiet. Nevertheless, I had quite a good time. I never seem to grow tired of RHPS. I keep expecting boredom to set in one of these viewings, but so far, it has been 12X and I look forward to 12 more...

V-CON 6

Ah ha! A Winnipeg fan at a west coast convention? What is the world coming to? We'll be annexing North Minehead before you know it! And then, Toronto!

This was to be a different sort of con for me. I wouldn't be hanging around with the local boys at all. My first two cons were spent in the company of (most of the time) one or more of the local fen. I was the only Winnipeg fan going to V-CON. (or so I thought...)

Why did you go to V-Con, Mike, why not MIDWESCON, or any number of other Midwestern conventions?... to make a short story long, I've been corresponding with Robert Runte in Edmonton. Well, that isn't the right word, but I can't think of one that gets across the reams of material we sent each other... In one of his letters, he mentioned that about 25 of the local Edmonton fen would be attending V-CON. I had only met Robert and Dave Vereschagin on the telephone, and many of the other Edmonton people through DADAPA. I had this feeling, call it intuition if you like, that I would get along great with them. I was right.



WHAT MAKES WINNIPEG DECADENT, PART 3
TYPOGRAPHICAL ERRORS

WHETHER THE ERRORS FOUND IN MANY WINNIPEG ZINES ARE DUE TO LACK OF SKILL WITH A TYPEWRITER OR JUST AN INABILITY TO SPELL IS STILL UNCLEAR.

IN ANY CASE, DECLINES IN SUCH RUDIMENTARY ABILITIES ARE A SURE SIGN OF DECADENSE.

...Flew to Calgary, an uneventful trip. Got off the plane and went into the terminal to meet Robert (Runte). I see this wasted looking (Robert looks like this 83% of the time) figure lurching toward me, with a box of Girl Guide cookies in his hands. ME: "You must be Robert." ROBERT: "Hi there. Do something bizarre!" ME: *sputter* *cough* Somehow, he had the impression that I'm a bizarre guy. How strange. (Tell them about LAID, Mike. Tell 'em about...) Ahem. Yes. Whatever. Robert and I talked and talked and talked (the first time we had been able to do so for less than \$20/hour) for the whole trip from Calgary to Vancouver. The lady sitting on the other side must have got quite an earful. She did look at me kinda strange when we got off the plane...

...The Gage rez at UBC is the perfect place to hold a convention. Each floor is separated into four sections, and each section has 6 bedrooms, and a bathroom around a central hallway, with a living

room/kitchen and a balcony a bit farther on. The living room and hallway are perfect for parties, and the fridge is a bit of unaccustomed luxury for keeping the beer in. (Bathtubs are ok, but...)

On Thursday night, Robert and I went to a pre-con party in the con suite. I met most of the concom there. The Vancouver fans are a great bunch of people. I'd never heard of any of them before, (This had a lot to do with the fact that we in Winnipeg are more or less, a part of Midwestern fandom.) but I'm glad I met them all. Hen Flanders, Steve Forty, David Greer, Vaughn Fraser, Barbara Prezeklasa, Fran Skene, and on and on. They sure know how to put on a con.

WHAT MAKES WINNIPEG DECIDENT PART 4: LARD.



Up early Friday morning... I got drafted... on one of the Edmonton Trivia teams...I was on the alleged #2 team.... It consisted of Robert Runte, myself, Jon Gustafson and a token Edmonton Trekkie, Adrian.... It seemed I knew all the answers when I was sitting in the audience watching another team up there, but when I was up on stage, they asked questions that I didn't know. A couple of times I was astounded when nobody could answer a

question like, "Who is known as the Hermit of Hagerstown?" (A: Harry Warner Jr.) ... During the time I was up there, my palms were sweating, my breath was coming in short gasps, in fact, all of the signs of extreme nervousness. But I think I made a respectable showing and didn't live the good DWF name down. That is, until the last game, when we got at least a zillion questions on Eric Frank Russell. Really, he's been on my list of things to read for quite a while now... What helped our bunch stay in the running was Jon's virtual monopoly of the art questions. Thanks, Jon.

...The party that night was a combination "Edmonton in '02 and Harlan Ellison Birthday party". I think "Winnipeg in '94" was in there somewhere, but it sort of got lost. Dave bought party hats and favours, and went around the whole con making merriment. Someone brought a stereo, and played Rocky Horror over and over again. We all sang along and danced and had a general good time...

...When I got up in the morning (Sunday) everyone was on their way to the brunch banquet. I have this aversion to these kind of affairs, for a few quite sensible (I think) reasons. They cost a lot of money for a meal. I am usually on a tight budget, in fact, these days, all the time, and every buck counts. And the food, without exception, (so I've heard) is terrible. This one was taking place in the Student Union Cafeteria, and I had already experienced their food. Would you believe killer omlettes? This banquet was no exception in the bad food dept., and I heard about it for a while...

...On tuesday morning, Robert and I...went to one of the libraries on the UBC campus. We both had apazines to do to meet deadlines, mine for DADAPA, and his for BCAPA. The typewriters they had were crappy old manuals, and I managed to knock out a page in an hour and a half or so. Robert is completely spoiled by his Selectric, and couldn't compose on the typewriter...

MY SUMMER

I had a lot of fun at V-CON, and, after Mary-Karen Reid invited me to Edmonton, I thought, why not? I really liked them, to the extent I was able to get to know them at V-CON, and after a long talk over a beer with her husband, Larry, I accepted...

I finally arrived in Edmonton at 6:00 PM. 23 hours after starting. *sigh* The next week was one party after another. I never really got a chance to catch my breath. One thing I remarked on later was the fact that I didn't go to sleep before 6AM any day I was there. I was simply having too much fun, doing too many things, seeing too many people. I started friendships at V-CON; I strengthened and cemented them on this visit. Much of the time was spent talking; I like communicating, as evidenced by this fanzine.... I liked it so much there, that I went back a second and a third time...

The third trip was for NONCON, held October 7-9. I managed to get off work for two weeks, so I headed out, once again, a week before the con. The week before the con was very busy. I had volunteered to help with the preparations, and little did I know how much there was to do! I ran ditto for the first time, for the short story competition, and experienced the ESFCAS (Edmonton SF & Comic Arts Society) Rex Roneo. Ugh. Remind me never to buy one.

This time, I stayed the first week in Frog Manor, the local equivalent of a slum shack. Dave Vereschagin, Diane Walton, Rosanne Charest, and Georges Giguere live there, but Georges was away for the week, so he offered me his room...



I was assigned to security for most of the con. This meant that I had to stand and check the badges of people coming into the dealers/films/art/ show area. Mostly, it was a drag, but it was in a good cause, so I didn't mind. The parties were what I was there for, and they didn't let me down. The Tillamook in '81 party, replete with a slide show of Tillamook, Oregon, hosted by Carl Juarez and David Stuart was one of the good ones. Sunday night, Randy Reichardt (the only other Winnipeg fan there)

and I held a filksing in my room. This was the first one I participated in, and it was a lot of fun. Randy is a good guitarist, and I'm mostly a hacker, so I followed him on the chord changes when I could.

At the con, I met a few people I hadn't met before... Grant Canfield and Marion Zimmer Bradley are very interesting people indeed, and I'm glad I got the chance to meet them. MZB always has a story that she can reel off at a moments notice, and they are all fascinating. Grant is a very easy-going guy, and he helped to knock down those myths I erected in my mind about pr's being somewhat akin to God. Doug Barbour was another person I got a chance to talk to... I had this image in my mind of a stooped, old man with a white beard, with a cane in one hand, and a copy of DALHGREN in the other. He's much younger than that, and the white hairs are far off. There's not too many other people that I can talk with about the Tom Robinson band....

The next week, I stayed with Mary-Karen and Larry Reid again. The pace was a lot slower that second week, as everybody was really burned out. (I felt great!) The night before I left, they held a surprise birthday party for me, (ok, if you must know, my 23rd) my first birthday party in over 10 years. To say that I was shocked and speechless would be an understatement. Wow. A fine end to the whole two weeks.

THE WINNIPEG SCIENCE FICTION SOCIETY

The Winnipeg Science Fiction Society was founded in 1951 or so, and it lived for a short time, with rigid Robert's Rules of Order type meetings. The meetings went on for a while, but for over 15 years the society existed only at Chester Cuthbert's insistence, and people would come over at various times, and discuss sf, fandom, and whatever else came along. We decided to try and get a local fan group going, and the WSFS was as good a start as any. We held a one-day convention on September 9, 1978, and to our good fortune, it was a success, with over 550 attendees. Several meetings have been held since then, and though it is shaky, the society is off to a start. Hopefully, the people we found through the con will help in the running of the society, but from the response so far, I am very optimistic.

I've also been involved in a radio show on behalf of the society on a local FM radio station once every two weeks off and on over the summer. It's called STEP BEYOND, and we do readings from sf, both brand-new and "golden age". The radio show has given me a lot of experience, some of which I hope to use one day. I can't tell you how nervous I was the first few times in front of the microphone, but confidence has come with experience.

DECADENT WINNIPEG FANDOM TODAY

"Winnipeg fandom isn't dying, it just has terminal cancer." – Mike Nichols.

"It's in the intensive care unit with an IV in its arm." – Randy Reichardt.

I've spent a few weeks talking to everyone here about this topic. Everyone agrees DWF has changed. For the better, or worse? I don't know. Probably for the better, but only time will tell...

Last summer has, at times, been referred to as "the heyday of Winnipeg fandom." We were all very close friends, partied a minimum of four days a week together (mostly at Jame's place) because our best friends were each other. We all had other friends, but we had a lot of fun together. The core group at that time was 8. Then the school year came, and Randy went to Edmonton, and Jason to Waterloo. Garth got a job working night shift, so we rarely saw him during the week, only weekends. Stu's fanac dropped, because his workload at school was so heavy...

Going over to Jame's was almost like second nature. It was assumed that I would find Garth there every Saturday night, Friday night, etc., and the regular cast of characters would always show up.... The gatherings over the winter were much smaller... DWF hasn't been the same since... It was inevitable that we would grow apart, find other interests, but I'm a little disheartened...

Winnipeg fandom is not dead, yet, as James is still here, but his amount of fanac goes up and down a lot. I hope he will be able to keep it up without the rest of us here to bug him. Even while I am living in Edmonton, I will remain a member of Decadent Winnipeg Fandom, in spirit if I can't in body. Long live DWF!



On a happier subject, I am moving to Edmonton... I will be moving in with 3 other fen, Diane Walton, Georges Giguere, and Rosanne Charest. I'm really looking forward to it. I'll be leaving Winnipeg on January 3 or thereabouts, and we'll see how it goes from there. Yes, I am sad I am leaving Winnipeg, but I think everything will turn out the better in the end. I think....

The rest of the zine includes a hilarious interview with Garth Danielson, editor of the infamous BOOWATT, some poetry, and a really good loc column, but I'll leave off, content simply to have reprinted Michael's own words about what fandom means to him.

This is not my tribute to Michael S. Hall, in a way this is Michael's tribute to himself, an honest account of how much fun it is to be a fan. He will be missed.

ORIGINS: THE BEGINNING OF IT ALL

Before WCSFA (the West Coast Science Fiction Association) put on VCON, there was BCSFA (the British Columbia Science Fiction Association) which first begat VCON in 1971, and before BCSFA, there was the UBC SFFEN (the University of British Columbia Science Fiction Fen -- plural of fan -- Society) which begat BCSFA in 1970. When did the UBC SFFEN first form? 1968.

As Archivist for both WCSFA and BCSFA (the latter still exists as a social club or association, whereas WCSFA is a registered society sponsoring VCON), I possess all sorts of odds and ends re the history of both organizations, as well as pertaining to VCON itself. Recently I came across the minutes for the first two meetings of the UBC SFFEN. I record them here as I believe they will be of interest to local fandom. To explain:

In the fall of 1968 a bunch of University of British Columbia (UBC) students who worked part time in the University computer centre maintained a 'lending library' of SF books for members of their group. Two of these students, Maynard Hogg and Claire Toynbee, decided it would be neat and nifty to develop the group into an on-campus Science Fiction club. So Claire Toynbee put a notice in the student newspaper "The Ubysey" to promote a meeting (at 12:40 pm, October 9th, 1968 in Math 104) to establish a club. Twelve 'members' (of the library group) and possibly as many as 12-13 newcomers, some of whom had been unaware that other fans -- let alone fandom -- existed on campus, answered the call. Among the students showing up for the first meeting were Mike Bailey (who later founded BCSFAzine), Daniel Say (who later got the ball rolling for the first VCON), as well as Brent Maclean, Ed Beauregard, Maynard Hogg, Claire Toynbee, Bill Webb, Vince Manis, and Don Marquardt.

MINUTES OF THE FIRST UBC SCIENCE FICTION FAN CLUB GENERAL MEETING OCT 9, 1968

12 members present. The meeting convened at 12:40 PM in Math 104.

Maynard Hogg is the Chair.

MAILING ADDRESS:

As arrangements for a club mailing address in SUB (Student Union Building) have not yet been made, the mailing address of the club was given as M. Hogg, Fort Camp.

DUES:

Mike Bailey paid the \$2 membership fee. All other members present have donated books.

CLUBS DAY:

Maynard reported that 20 people had signed up for clubs day.

LENDING LIBRARY:

The library will be housed in a storage locker in SUB.

Mike Bailey will talk to Ron Webber of Better Buy Books about loaning books from his personal collection to club members.

It was pointed out that the Special Collections division of the UBC library has a large section of Science Fiction, including prozines.

DISCUSSION GROUPS:

A decision on whether or not to hold discussion groups on various special interest topics was postponed until the next meeting.

ORGANIZED FANDOM:

General feeling was that the club should join the National Fantasy Fan Federation.

ELECTIONS:

1) Moved Claire Toynbee, seconded Bill Webber:

“That the acting General Chairman appoint a temporary executive until more members have been recruited.” Carried unanimously.

Maynard Hogg, as acting General Chairman, appointed the following temporary executive.

General Chairman – Maynard Hogg.

Secretary/Treasurer – Claire Toynbee.

Librarian – Don Marquardt.

Information Officer/ Public Relations Officer – Mike Bailey.

CLUB ACTIVITIES AND SOCIAL EVENTS:

It was suggested that the club ask some faculty member to give a talk on J.R.R. Tolkien. No decision was reached.

Maynard suggested a coffee party be held some time. No decision.

NEXT MEETING:

2) Moved Vince Manis, seconded Ed Beauregard:

“That the next meeting of the club be held Wednesday October 16 at 12:30, preferably in Buchanan 222.”

There was some discussion, as one of the members could not attend that day. Carried.

The meeting adjourned at 1:20 PM.

Respectfully submitted by Claire Tounbee, Acting Secretary Treasurer.

Ed Beauregard remembers the meeting as rather dull and that the only activity the new club offered was the lending library which was open just two afternoons a week. However, membership was but 2 dollars and 5 books. As Ed put it: *"At the next meeting I coughed up the \$2 plus the five worst books culled from my collection."*

MINUTES OF THE SECOND UBC SCIENCE FICTION FAN CLUB GENERAL MEETING OCT 29, 1968

14 members present.

The meeting convened at 12:40 PM in Buchanan 222.

Maynard Hogg is the Chair (Actually, he sat in the aisle).

MINUTES:

Claire Toynee read the minutes of the October 9 meeting.

1) Moved Vince Manis, seconded Don Marquardt.

“That the minutes be accepted as read.” Carried

LIBRARIAN’S REPORT:

Don Marquardt reported that the lending library had been moved into Locker 16, SUB 216 (club workroom).

2) Moved Vince Manis, seconded Ed Beauregard:

“That no member have more than five lending library books at any one time.” Carried.

Don mentioned that he would be available in the palace (Civil Engineering 123) at 8:30 weekdays, all day Saturday. The library hours will be posted on the locker door.

Discussion about arranging to donate duplicate paperbacks to Sedgewick library's paperback collection.

Discussion about organization of library files. It was decided to keep the files on IBM cards. Vince volunteered to lend his report generator for the IBM 1130 for library lists.

INFORMATION OFFICER'S REPORT:

Mike Bailey reported that he had a list of the addresses and rates of the National Fantasy Fan Federation and of various publications.

Mike offered to lend members books from his private collection. He also mentioned that members may have access (through him) to the collection belonging to the owner of Better Buy Books.

ELECTIONS:

The elected executive for the academic year 1968/69 are:

General Chairman – Maynard Hogg.
Secretary Treasurer – Claire Toynbee.
Librarian – Don Marquardt.
Information Officer – Mike Bailey.
Public Relations Officer – Vince Manis.

DISCUSSION GROUPS:

3) Moved Vince Manis, seconded Ed Beauregard:

“That no formal action be taken on discussion groups, but interested members organize the groups themselves.” Carried.

NOTICES:

4) Moved Claire Toynbee, seconded Ed Beauregard:

“That all notices of general interest to club members be posted on the outside of the club's locker.” Carried.

MEETINGS:

5) Moved Vince Manis, seconded Steve Schmidt:

“That no formal meetings of the UBC SFFEN be held in SUB (Student Union Building) during the winter session 1968/69 because of booking difficulties.” Carried.

6) Moved Vince Manis, seconded Mark Stirling:

“That an executive meeting be held within the next week in order to plan a program and that all members be notified of the outcome.” Carried.

The meeting adjourned at 1:25 PM.

Respectfully submitted, Claire Toynbee, Secretary Treasurer.

The club, already known as the UBC SFFEN by the second meeting, was neither large nor especially active in the 1968/1969 academic year. As Mike Bailey put it: *"It neither received nor published any fanzines and had no contact with fandom at large. Most importantly, no personal bonds were welded among club members and consequently the club was weak."*

However, before the end of the academic year, the club did produce a constitution (in April of 1969), no doubt with the intention of laying the groundwork for the club's function and activities in the 1969/1970 academic year to come.

Article I stated: *"The name of the club shall be UBC Science Fiction Fan Club, abbreviated as SFFEN or UBC SFFEN."*

Other Articles of interest include:

Article II: *"Purpose of club. 1) To provide reading material to science fiction fans on the UBC campus. 2) To provide information about the field of science fiction to science fiction fans on campus."*

Article V: *"All banking and financing shall be done through the Alma Mater Society subject to rule and regulations of the A.M.S."*

And among the Bylaws, Bylaw IV (Duties of Officers) includes the following:

That (among other duties) the Public Relations Officer *"shall represent the club in all dealings with the UBC Alma Mater Society and the University Clubs Committee,"*

And that the Information Officer *"A) Shall be responsible for publication of a club newsletter at least bimonthly during the University year, B) Shall, through the newsletter, keep club informed of club activities and of current events in Science Fiction and fantasy fandom."*

In fact, No newsletter or fanzine was published (just the minutes and copies of the constitution) but the next academic year (1969/1970) would witness the birth of the UBC SFFEN Newsletter.

To sum up the activities of the club in its first year, the group met infrequently (for one thing, they lacked an office on campus) but as they were a UBC club they could and did reserve on occasion rooms in the Student Union Building (SUB) for partying purposes, usually on Friday nights. Most parties were held in member's homes. Claire Toynbee, who was a member of MENSA (the organization of high IQ people) hosted several, sometimes combining UBC SFFEN meetings with MENSA meetings (which must have been interesting!). A small beginning, but a beginning.

NEXT ISSUE: UBC SFFEN REVS UP!



ASK MR. SCIENCE!

(As submitted by Al Betz, Corresponding Secretary for Mr. Science.)

Mr. Mr. GS, of Vancouver, B.C., asks:

WILL THERE BE CHICKEN IN OUTER SPACE?

(This is a condensation of GS's original question, which occupied fourteen pages of typewritten text.)

Mr. SCIENCE: All life on Earth is descended from microbes in the excrement of a race of chicken-like aliens which visited here 3.26 billion years ago. What we will find in outer space is the result of a large number of evolutionary changes in these creatures. They are not likely to take kindly to being considered as candidates for the frying pan.

Mr. Mr. LM, of North Vancouver, B.C., asks:

WHY DOES LOOKING AT THE SUN MAKE ONE SNEEZE?

MR. SCIENCE - The Solar Sneeze is a distorted racial memory of Sun Worship. An acquaintance of Mr. Science always, when looking at the sun, sneezes three times, not more, not less. This is the result of the ancient priests so often exhorting their followers to "give three cheers for the sun." Ra! Ra! Ra!

FILTHY PRO NEWS

THE ONGOING SAGA OF PROMOTING ALYXANDRA J. SHAW'S FANTASY TRILOGY 'A STRANGE PLACE IN TIME'

By The Graeme -- her husband

Well, I had planned to review the second volume in the trilogy for this article, but I've run out of time. Next month Alyx, I promise!

Meanwhile, here are a couple of unsolicited reviews of her first novel posted on the internet. Word of mouth continues to spread! Authors are lucky to live in the age of the world wide web! Your fans will spontaneously do promotion for you! Fantastic.

This review was written by [Moth2Fic](#) for the online Live Journal group '[WomenInPrint](#)'.

A STRANGE PLACE IN TIME BY ALYX SHAW

Excuse me while I rave!!!

Alyx Shaw's trilogy is available online via her website. I 'invested' in the exquisitely printed and bound collector's edition of Book 1 (congratulations to Laura Thomson of Doppelganger Press) and am glad I did.

The story deals with a biker, a Hell's Angels figure, who falls or is pushed into an alternative world, and then realizes he has been there before. His adventures are bound up in those of a group which includes friends and lovers, and on whose successes and failures the lives of thousands depend. It is a rich high fantasy tale, interspersed with sex and humour, and the small details of everyday lives that give a reality and humanity to strange alien beings. As a result it shows how people have the same emotions and aspirations, whatever their physical configuration or cultural background.

The adventures are exciting in themselves, and there is enough romance to satisfy anyone. There are m/m and m/f pairings, and at least one cross-species couple, both, of course, sentient and intelligent. The 'baddies' are suitably evil and the world in which it all takes place is lovingly described.

A lovely, lovely book. I started reading slower and slower because I didn't want it to end ...But then I realized Alyx was going to give us further glimpses of her world in her LJ - they are worth waiting for. Go and friend Delaese and go to her website and READ!!

And here is a review by 'Naurring' posted in her webpress blog (Note: Naurring is a German citizen, English is a second language to her. She is currently translating numerous short fiction by Alyx into German, as well as her novel.):

[A Strange Place in Time - Book 1: The Recalling of John Arrowsmith - Alyx J. Shaw](#)

September 24, 2008

Rating: 10/10

Note: Availble as E-book or as kindle edition

Original title: A Strange Place in Time - Book 1: The Recalling of John Arrowsmith

Author: Alyx J. Shaw

Original-language: English

Read in: English (And German, hehe)

Published by: Torquere press, March 12, 2008

ASIN: B0019VTTFG - or at [Torquere press](#)

Genre: Fantasy

Summary (taken from amazon.us): Raised in a motorcycle gang, John Arrowsmith has a bad case of wanderlust. He's not sure what drives him, but he knows he has to go, and he has the perfect machine to ride on; the big custom bike he calls Harley. When he and Harley get run off the road and wake up someplace completely unfamiliar, Arrowsmith knows something has gone pretty darned wrong. With a cast of characters that include thieves, Moonhounds, and ogres, John has to find his way through this new world, trying to understand why he's been transported there, and why he's falling for a guy named Infamous. What Arrowsmith finds out surprises him, and might just kill him. Can he survive to find his way home?

Review:

Looking for a book that will destroy every chance of getting a second of sleep at night until you finished it? Then this is definitely the right thing.

When I first read it I spent the better part of a night with it and then hurried home as fast as I could the days after to return to it. It's one of the most amazing things I've ever read, and even though there'll probably be some people who'll think I'm exaggerating for their sake, I'm not.

I waited a long time with writing this review because I wanted to think about it and be able to point out things that make me like it so much, but I just can't put a finger on many things.

It's a highly imaginative book. Didn't often meet first sentences that instantly pulled you in like that but the one of this book did. Just like Arrowsmith relationship to his bike Harley at once. The characters in general are well defined and very likeable. There are bunches of new races (just love the mycinocraft), plants and other things. It's so full of that stuff and you just notice it's not something half fleshed out but that the author took care in creating a complete world where everything fit together, complete with a history. Just love books with a background, where you just see that there is so much more hidden in the background. It's also full of small hints of foeboding which create a great atmosphere (only noticed how much when reading it for the second time).

It's just a really awesome book. I can only recommend it.

AUTHOR HAPPENINGS OF LOCAL INTEREST

(New information highlighted in violet.)

DON DEBRANDT < <http://www.sfw.org/members/DeBrandt/index.html> >

Don has his 'Cyberjunk' website, which has not been updated in several years, **has recently begun renovations**. See his website under the name 'Donn Cortez' < <http://www.donncortez.com> > for a complete listing of books, stories, articles & comics under both names.

Don lives in the Lower Mainland area. His latest books include the mystery *'The Man Burns Tonight'* and the thriller *'The Closer'*.

Don has also written the four volumes of the CSI MIAMI series titled *'Cult Following'*, *'Riptide'*, *'Harm For The Holidays: Misgivings'* & *'Harm For The Holidays: Heart Attack'*. He is currently under contract to write three more volumes.

Don's classic SF novels are: *The Quicksilver Screen*, *Steeldriver*, *Timberjak*, & *V.I.*

Foreign Editions include:

Italian:

L'Uomo Dei Mondi Di Polvere (Steeldriver); Urania

L'Uomo Del Mondo Selvaggio (Timberjak); Urania

French:

Interet commun (Shakedown); Fleuve Noir

Plongee Mortelle (Riptide); Fleuve Noir

Russian:

The Closer; Redfish

Currently he is returning to his roots by working on a Sci-Fi trilogy, starting with his upcoming hardcover mystery/sci-fi novel *'Lucidity'*, which is about two 'Ectives' (emotive detectives) in the near future where emotions can be read, implanted, bought, sold, and stolen.

Note: Don will be attending VCON 33.

DAVE DUNCAN < <http://www.daveduncan.com> >

Dave lives in Victoria, B.C. His latest books: *'The Alchemist's Apprentice'*, & *'Children of Chaos'* (the latter winning the 'Best Long-Form Work in English' Aurora Award at Canvention 27/VCON 32 which he was happy to accept in person from presenter Peter S. Beagle).

'Alchemist's Apprentice' is available in trade paperback, & mass market paperback from ACE..

'The Alchemist's Code' has been released by Ace in trade paperback & the third book in the series, *'The Alchemist's Pursuit'*, will be published in 2009.

'Mother of Lies' (presently available in hardcover) is now released by Tor in mass market paperback.

In August 2008 *'Ill Met in the Arena'* was released by Tor in hardcover.

Dave has sold *'Speak to the Devil'*, the first book in his new swordsmen & sorcerers series *'The Brothers Magnus'*, to Liz Gorinsky at Tor Books. It will be published in 2009.

Many of Dave's books, including long out of print volumes, are available for e-download at < <http://www.ereads.com> > **including 'Magic Casement' -- Many races inhabit the land of Pandemia--imps, elves, fauns, djinns, and more. Only in remote Krasnegar do businesslike imps and warlike jotnar live in harmony. When Holindarn, king of that land, learns that he is dying, he sends his only child, Princess Inos, away to safety in the Empire, knowing that she cannot inherit peacefully. But the kingdom is the least part of her inheritance, for she is widely believed to have inherited a word of power as well. Only the stable boy Rap remains loyal. Realizing her danger, he sets off on a fearful trek through goblin-haunted frozen wastes to bring her warning. But Rap, too, is suspected of knowing one of those priceless words, and evil is on his track. So begins the saga. . . .**

WILLIAM GIBSON < <http://www.williamgibsonbooks.com> >

Bill lives in Vancouver. Check out his web site for his Q&A interview 'Across the Border to Spook Country'. His latest book: *'Spook Country'*.

On September 13th Bill blogged what may possibly be a bit of his current writing. At any rate it's his description of a well-known Vancouver scene, titled VANTERM:

"When she'd reached her left, onto a wide, north-south street called Clark, she was past the fancy infra-bits and into a more low-down, more careworn architecture, a lot of it clapboard. Non-franchise brake repair shops. Small manufacturers of restaurant furniture. At what she guessed was the foot of this wide street, suspended against distant mountains, some truly kick-ass Soviet Constructivist project had been erected, perhaps in belated honor of a designer who'd

earned himself a one-way to the Gulag. Vast crazy arms of orange-painted steel, canted in every direction, at every angle.”

MATT HUGHES < <http://www.archonate.com/> >

Matt lives on Vancouver Island. His first Henghis Hapthorn novel ‘Majestrum’ is now out in trade paperback from Nightshade Books. The second novel in the series, ‘*The Spiral Labyrinth*’ is available from Nightshade Books in hardcover.

The complete Guth Bandar saga is now published as a novel titled ‘*The Commons*’ from Robert J. Sawyer Books.

On his Website Matthew writes:

Having been once again turned down for a literary grant -- an outcome frequently experienced by writers of genre fiction -- I need to make some money. So I am once again hanging out my shingle as a critiquer and editor of science fiction, fantasy and crime fiction. I've been told I'm pretty good at it, and will provide references to any for whom my bibliography is not testament enough. Fair warning, though: I don't come cheap.

So, if anyone has a novel in progress and wants a professional evaluation or an edit/rewrite, send me an email at the address in the footer and we'll discuss terms.

Ian Sales has reviewed [Template](#) in the latest *Interzone*. He says, "At some point reading *Template*, everyone is sure to ask why we need Hughes when we have Vance. And the answer is: because we can never have too much Vance. And providing it's done with invention and wit, then it's as enjoyable as the real thing. Happily, Hughes matches the wit and invention of Vance. He also brings slightly off-kilter philosophical musings to his stories, and they provide a depth Vance sometimes lacks."

I had a chat with Jeremy Lassen from Night Shade today and got updated on the schedules for the trade paperback of [The Spiral Labyrinth](#) and the hardcover of [Hespira](#). The official word is that the Spiral tpbk will ship in mid-October, and the hc of Hespira will be out at the end of October. My apologies to those who have pre-ordered and are waiting by the mailbox, but small press publishing is not an exact science.

EILEEN KERNAGHAN < <http://www.lonelycry.ca/ek/> >

Eileen lives in the Lower Mainland area and attended VCON 32. Check out her latest books: ‘*Winter on the Plain of Ghosts: a Novel of Mohenjo-daro*’, ‘*The Alchemist's Daughter*’, & ‘*The Sarsen Witch*’.

[The Alchemist's Daughter](#) “This brief and witty historical novel, with overtones of fantasy, is both intellectual and entertaining. Kernaghan takes us back into the Early Modern period to treat with Queen Elizabeth and William Shakespeare through the adventures of Sidonie Quince, an alchemist's daughter. The text is filled with curious details of alchemy, with its rich allusions and metaphysical manderings, demonstrating the interplay between magic and science admirably, both in the alchemist father's teachings and in the doings of the daughter, who is a seer.” (Helen Pilinovsky)

Her latest Young Adult Novel ‘*Wild Talent, A Novel of the Supernatural*’ was published in September 2008 by ThistleDown Press.

In her Blog Eileen writes:

“On Sunday, October 19, 1 to 4 p.m., I'll be launching *Wild Talent* at Grimoire's Books in New Westminster. Linda DeMeulemeester will also be on hand, to launch the second book in her popular [Grim Hill](#) YA fantasy series, *Grim Hill: The Secret Deepens*. Grimoire's castle ("where



the magic happens!") overlooks the Fraser River at #102- 319 Governors Court, New Westminster BC. For directions see [Grimoire's website](#). Everyone is invited and costumes are encouraged."

Note: Eileen will be attending VCON 33.

CRAWFORD KILIAN < <http://crofsblogs.typepad.com/> >

Continues to teach at Capilano College in North Vancouver. His latest books: *'Writing Science Fiction and Fantasy'* (1998), & *'Writing for the Web'* (1999). See E-address above for his blog. He is currently working on another novel, plus "a couple of nonfiction books and articles for online journals." Both of the books mentioned above are available from Self Counsel Press; < <http://www.self-counsel.com/ca/> >

In a recent blog, Kilian writes:

I dropped in to see my publisher yesterday, and he blindsided me by reporting that Writing for the Web 3.0 has practically sold out. But he doesn't want to reprint it—he wants a fourth edition.

Well, that was welcome news, and I can think at once of several areas that deserve fuller treatment. Writing for blogs is an obvious one. Maybe some concrete advice on search-engine optimization. And certainly some more exercise material, both in the book and here on its blog, would be useful.

But this is an interactive medium, so I'd be grateful for your suggestions on what you'd like to see in a new edition of the book. Even if you haven't read it, tell me about what your concerns and interests are. If the present edition already deals with them, great. If not, even better—I'll be sure to address your issues in the new edition.

Note: Kilian might be attending VCON 33.

DONNA MCMAHON < <http://www.donna-mcmahon.com/> >

Lives in Gibsons on the Sunshine Coast. She won a 2001 Aurora Award for her book reviews published in Tomorrow SF, BCSFAzine & other publications. Check out her novel *'Dance of Knives'* which is set in Vancouver in the year 2108. The sequel *'Second Childhood'* is pending publication.

A quote from the prologue for *'Dance of Knives'*:

There was a pause. Dhillon looked down at the hidden packet.

"I can't leave this here."

"OK, so we take it. And get rid of it somehow."

Dhillon hesitated. The other officer stepped past her and knelt down. "Here..."

Dhillon reached under her coat, pulled a pistol, reversed her grip and struck his skull with the gun butt. The man pitched towards the water, but she grabbed his arms and hauled him back, staggering under his weight. She looked around urgently, and Blade glimpsed her calculating expression in the dim light from the wharf.

For several seconds Dhillon stood holding her slumped comrade, then she shifted her grip on his arms and lay him out face down on the float with his head and shoulders hanging out over the water. After one last glance around her, she knelt over him, knees on either side of his buttocks, gripped his wrists in one hand, and then lowered his head into the water. The man's legs kicked convulsively. Little waves rippled out across the calm water, bubbles bobbing in their wake.

Dhillon held him under for a long moment, then she sat back, grabbed his legs and slid the body slowly and quietly into the water. Trapped air bubbles swelled the man's parka, then boiled out as he began to sink.

Dhillon turned and retrieved Chan's package, cramming the wet fishing line deep into an inside pocket of her parka. Then she looked down into the dark water and smiled.

"I'm Canadian. I write a kinder, gentler future urban hell." – Donna.

Note: Donna will be attending VCON 33.

NINA MUNTEANU < <http://sfgirl-thealiennextdoor.blogspot.com> >

Lives and teaches in Victoria, B.C. You can order her Sci-Fi novel *'Darwin's Paradox'* by Dragon Moon Press from Amazon.ca (release date was November 15, 2007), and her short story *'Virtually Yours'* is to be found in *'The Best of Neo-opsis Science Fiction Magazine'* anthology published by Bundoran Press and unveiled at VCON 32.

Nina contributes frequently to the blog site. Recent articles include: "The Novelist: Common Pitfalls of the Beginning Writer – Part One", and "Aeon Flux: Motion Picture & Animation."

My upcoming book, *"The Alien's Practical Guide to Cool Writing"* will be released in December 2008 (see the [Pixl Press blog](#) for details). Here's an excerpt of Chapter S on Sensual writing:

We have five major senses and several minor ones we aren't even consciously aware of. The major ones include sight, hearing, smelling, touch, and taste....

Ultimately, literal description doesn't quite cut it. To have the sense really sink in and linger with the reader, the sense should be linked to the emotions and memories of the character experiencing it. By doing this, you are achieving several things at the same time:

- You are describing the sense as the character is experiencing it—emotionally;
- You are revealing additional information on the character through his/her reaction; and,
- You are likely creating a more compelling link for the reader's own experience of the sense.

How is this done? There are several tools a writer may use to achieve this. (For EG.):

Metaphor

The most compelling fiction arises when "truth" is portrayed obliquely, when objects or scenes are described through "impression", or what I call truth-interpreted, rather than through literal description....

The use of metaphor does several things when used to describe an object or place through one or several senses: it adds a dimension of emotion, tone and direction.

Janet Fitch (in *Fiction Writer*, April 2000) provides a good example of use of metaphor to describe the sky. The richest, most vivid words, she says, are words that use more than one sense at a time. She compares the term "yellow sky", which provides one sense (vision) to a "lemon sky", which gives you not only a visual sense but suggests taste, smell and even texture. The metaphor of "lemon" suggests an emotional as well as a vivid sensual description.

Note: Nina will be attending VCON 33.

SPIDER ROBINSON < <http://www.spiderrobinson.com/index2.html> >

Spider lives in the Lower Mainland area. His book: *'Variable Star'*, (Tor), has the first 8 chapters are posted on the site <http://www.variablestarbook.com/>.

For info on, *'The Lifehouse Trilogy'*, a reissue of *'Mindkiller'*, *'Time Pressure'* and *'Lifehouse'*: see < <http://www.spiderrobinson.com/books.html> >

The first two books of [THE STARDANCE TRILOGY](#), the omnibus of his collaborations with Jeanne, based on their Hugo- and Nebula-winning novella (STARDANCE, STARSEED and STARMIND), have been released as [Blackstone Audiobooks](#).

And then there's the exciting Stardance movie project slated to be produced in Imax format by James Sposto. For more information go to: < <http://www.stardancemovie.com> > which includes clips of Jeanne Robinson & Dancer Kathleen McDonagh experimenting in Zero G dancing aboard a 'vomit comet' last December 30th. Also go to Jeanne's blog at < <http://stardancemovie.blogspot.com/> > for the latest info.

Also check out Spider's latest podcasts at: < <http://www.spiderrobinson.com/podcast.html> > Recent topics include readings from his novel '*Very Hard Deaths*' and its sequel '*Very Hard Choices*'.

Spider's newest book < [VERY HARD CHOICES](#), > the sequel to VERY BAD DEATHS, is available at bookstores or at < www.baen.com. >“

“As a special, once-in-a-lifetime offer, we are proud to present sample columns collected in *The Crazy Years: Reflections of a Science Fiction Original* (Benbella Paperback, November 2004). This special posting is the only chance readers will ever get to see exactly what Spider wrote, with no intervening vision and no changes or cuts at all—a rare intimacy between reader and writer.”

See < <http://www.spiderrobinson.com/crazyyears.html> >

Spider reads his short story "Distraction" on the [StarShipSofa](#) Podcast. Download the episode [here](#).

Spider gave a print interview to the [Internet Review of Science Fiction](#). Link to the interview [here](#), but you have to sign up for a free subscription first.

Note: Spider and Jeanne will be attending VCON 33 as Guest of Honor Emeritus, & Programming Guests.



ROBERT J. SAWYER < <http://www.sfwriter.com/> >

Robert lives in Mississauga, Ontario (but who is out here on the West Coast so often we view him as one of our own).

Rob is currently in the middle of writing a new trilogy about the World Wide Web gaining consciousness, under a six-figure deal jointly with Ace Science Fiction (a division of Penguin USA) and Penguin Canada.

The three volumes have the working titles of *Wake*, *Watch*, and *Wonder*, and collectively will be known as the *WWW* trilogy. Read all about the deal in [this entry](#) in Rob's blog. Unabridged audio books of all three volumes of the trilogy are forthcoming from [Audible.com](#).

ABC has definitely committed to film a TV series pilot based on Robert J. Sawyer's novel [Flashforward](#). David S. Goyer and Brannon Braga have written the script, which David will direct; Rob is serving as consultant. In his Blog Rob writes:

“*The Hollywood Reporter* published an article at 10:00 p.m. Pacific time on Thursday, September 18, 2008, saying we were close to selling my novel *Flashforward* and a pilot script based on it written by Brannon Braga and David S. Goyer to ABC. Reuters picked up the story, and now it's everywhere, including *SciFi Wire*.

Actually, the deal *has* closed, and it had even before the *Hollywood Reporter* piece went online. It closed at 5:55 p.m. Pacific time that day, after many days of marathon negotiations between ABC and David's agents at CAA, Brannon's agents at Endeavor, and my agents at Created By. We're going ahead. I've read David and Brannon's pilot script, and it is magnificent.”

David S. Goyer (*Batman Begins*) and **Brannon Braga** (*Star Trek Voyager*, 24) have scripted the pilot episode, which is now in pre-production. David Goyer will direct the pilot, and **Jessika Borsiczky Goyer** and **Brannon Braga** are among the Executive Producers.

Sawyer will serve as consultant on the pilot, and on each episode of any subsequent series; he will also write a first-season episode.

Flashforward tells the story of a mysterious event that causes everyone on Earth to get a brief glimpse of their future lives.

The novel, first published in 1999 by Tor Books, New York, and continuously in print since, won Canada's *Aurora Award* for Best Novel of the Year as well as Spain's *Premio UPC de Ciencia Ficción*, the world's largest cash prize for SF writing.

An unabridged audio version is available through Audible.com, and translated editions are available in German, Italian, Japanese, and Spanish.

CNN called the novel "thoroughly entertaining," and in its starred review, denoting a book of exceptional merit, *Publishers Weekly* said the book is "a creative, soul-searching exploration of fate, free will, and the nature of the universe," adding that, "This first-rate, philosophical journey, a terrific example of idea-driven SF, should have wide appeal."

IDENTITY THEFT AND OTHER STORIES now published!

"A collection of great stories; highly entertaining and thought-provoking. This book has something for almost any science-fiction fan." —*Quill & Quire*

Identity Theft is now out from Red Deer Press! Robert J. Sawyer's second & final collection of short fiction, with an overall introduction by Robert Charles Wilson and RJS's own notes on each story.

Includes the Hugo finalist "Shed Skin," the Nebula finalist "Identity Theft," the Aurora winners "Biding Time" and "Ineluctable," and 13 others. < [More about *Identity Theft and Other Stories*](#) >

Unabridged audiobooks of Robert J. Sawyer's science fiction novels *The Terminal Experiment*, *Calculating God*, *Hominids*, *Humans*, and *Hybrids*, plus the Hugo Award-nominated short story "Shed Skin," are all available through < Audible.com >

Rob will be the Author Guest of Honour at Pure Speculation 2008 in Edmonton Oct 19—20, 2008, a program participant at the Surrey International Writers Conference, Surrey, B.C October 23-26, 2008 < <http://www.siwc.ca> > & a panelist at the World Fantasy Convention in Calgary, Alberta, Oct 30 – Nov 3, 2008.

Note: Robert will be attending VCON 33.

ALYX J. SHAW < <http://alyx.wozupdoc.net/> >

(See also her live journal at < <http://alyx-j-shaw.livejournal.com/> >)

Lives in Surrey. Her novels *The Recalling of John Arrowsmith* & *The White Palace Awakens* (Books One and Two of her trilogy 'A Strange Place in Time'), are available from online publisher Torquere Press: < http://torquerebooks.com/zencart/index.php?main_page=index > in electronic download PDF format for **only \$5.95 US**.

'The Recalling of John Arrowsmith' is also available at the online publisher 'All Romance eBooks' for only \$5.95 US at < <http://allromanceebooks.com/> > (search title 'A Strange Place In Time' to find), and in Kindle electronic book download at Amazon Books for \$4.99, for which see:

< <http://www.amazon.com/exec/obidos/ASIN/B0019VTTFG/shelfari-20> >

'*The Recalling of John Arrowsmith*' (Book One of her trilogy is also available in hard cover for \$150 US (red Japanese book silk cover, French-style sewn on cord binding) by mail order from Doppelganger Press: < <http://doppelgangerpress.com/> > and now also book two, '*The White Palace Awakens*' is available "for \$260 plus \$5 shipping and handling for US addresses. International buyers please add \$30 extra shipping for orders."

The illustrations in the second volume are by Eveline Koeppen of Leipzig, Germany, with front piece by S. H. Desjardins. "The book design is by Laura J. Thomson of Doppelganger Press with the assistance of Steve Miller and Anna Embree of the University of Alabama Book Arts Program. The main edition was quarter bound in Asahi crimson Japanese silk book cloth and handmade pastepaper using a French groove style binding structure. The edition was signed by the author and number seventy-five with twenty-five printers proofs."

Note: '*A Strange Place in Time*' is a completed trilogy. Both publishers have contracted to publish all three novels '*The Recalling of John Arrowsmith*', '*The White Palace Awakens*' and '*The Merry Executioner Returns*' in due course.

Also available at Torquere by Alyx is ***Taste Test: Love Saves The Day***, a 3 story sampler of her fiction ready for download for only \$2.49. Under 'authors' in the green section upper left hand corner of the website, select 'Alyx Shaw', click, and both works will come up.

In the near future both German and Czech language versions of some of her short fiction will be available for free download from her 'Welcome To Somewhere' web site at

< <http://alyx.wozupdoc.net/> >

Note: Alyx J. Shaw is also a regular contributor to '*Forbidden Fruit*' online magazine which is updated quarterly.

Note: Alyx will be attending VCON 33.

LISA SMEDMAN < <http://www.lisamedman.topcities.com/> >

Lives in the Vancouver area and attended VCON 32 as the Gaming GoH. Her latest novels (on the 'Lady Penitent Trilogy': Book 1 '*Sacrifice of the Widow*', and Book 2 '*Storm of the Dead*', plus upcoming later this fall, Book 3 '*Ascendancy of the Last*'.

Lisa has also had a number of short science fiction and fantasy stories published in various magazines and anthologies, and has had three of her one-plays produced by a Vancouver theatre group.

Lisa was one of the founders of *Adventures Unlimited* magazine, which provides scenarios and tips for roleplaying games. She has designed a number of adventures and written short fiction for the Advanced Dungeons & Dragon roleplaying game's Ravenloft and Dark Sun lines, and has designed gaming products for Star Wars, Indiana Jones, Cyberpunk, Immortal, Shatterzone, Millennium's End, and Deadlands.

Her original games include ***Valhalla's Gate***, a tabletop skirmish miniatures game drawn from Norse mythology and runic lore and *Scrapyard 500*, a tabletop road racing game.

After working for more than 20 years as a journalist, Lisa now splits her week between her job as an editor at the ***Vancouver Courier***, a weekly newspaper (for which she writes the column *History's Lens*) and writing fiction. She lives in Richmond, B.C. with her wife, their son, four cats, and two pugs.

In addition to her journalism diploma, Lisa has an anthropology degree. She is fascinated by history and archaeology, particularly the Bronze Age.

An avid gamer, Lisa belongs to the ***Trumpeter Wargaming Club***.

Valhalla's Gate

An original tabletop miniatures skirmish game by Lisa Smedman.

From his throne in Asgard, the god Odin looked down upon Midgard, Alfheim and Nidavellir, the lands where humans, alfs and dvergar dwell. Many were the battles fought in these lands, and great were the feats of bravery and skill, but who among the mortal warriors should Odin send his Valkyries to claim? Only one more warband could be admitted to Valhalla, the great hall of warriors...

***Valhalla's Gate* pits warbands of eight or nine humans, elves or dwarves against each other in a race for the rune stone that will admit them to Valhalla. Designed for 25mm or 28mm miniatures, it features 25 different runic spells, stats for 12 monsters drawn from Norse mythology and 25 different scenarios.**

If you like easy-to-learn rules that offer fast-paced play with the option of either a one-night game or full-on campaign, this is the game for you.

To see sample pages from the game, [click here](#)

To order a download of the game, visit www.rpgnow.com

Note: Lisa will be attending VCON 33.

NOTE: Most of the novels mentioned above are available at **White Dwarf Books**, 3715 West 10th Avenue, Vancouver, B.C., V6R 2G5. Phone (604) 228 – 8223.

E-address: < whitedwarf@deadwrite.com > Web site < <http://www.deadwrite.com> >

MEDIA MADNESS

RETRO FILM REVIEW: THE BRAIN EATERS (1958)

By The Graeme

I have been promising to unleash a review of THE BRAIN EATERS for months now. At long last, here it is! I know you've been waiting for it! What a film treasure! It not only stars Joanna Lee (one of the space aliens in PLAN 9 FROM OUTER SPACE) and features Leonard Nimoy (!) but was directed by Bruno Ve Sota, the star of ATTACK OF THE GIANT LEECHES and the director of the infamous INVASION OF THE STAR CREATURES.

Even more exciting is the fact that BRAIN EATERS was the first film version of Heinlein's PUPPET MASTERS! (Or at least Heinlein thought so. He sued. Ve Sota admitted reading the book, but didn't think there was any resemblance. Nevertheless they settled out of court, probably for more money than the film ever actually made...)

The film is only an hour long. It has a kind of demented pacing with rapidly spoken dialogue. Either it was meant to be longer but the actors spoke too fast, or it was an incoherent script to begin with.

The film begins with a teenage hoodlum walking the streets of Riverdale, Illinois late one summer night. A man bumps into him so the punk beats the man to a pulp. Situation normal? No. The punk was carrying a glowing glass ball (about a foot in diameter) partially hidden by a cloth. The citizen had caused the punk to drop it to the pavement where it shattered. It must have contained something nasty because we see a trail of squiggly slime and hear a strange hissing as 'something' leaves the scene.

Next we see Glen and Elaine driving through the countryside. They hear a loud noise (lightning? explosion?) and stop the car to go for a walk in the woods. To investigate the noise? The film doesn't say. Maybe they just felt like a walk. It was a long walk, for they left the car in broad daylight, and it's pitch dark by the time they find two dead men, a dead dog, and a fifty foot tall spiral-shaped metal cone. Elaine seems mildly upset, I think because of the dog.

Cut to Washington D.C. where a gruff, not to say rude, Senator by the name of Walter K. Powers (no one calls him 'senator' in this film, he's always 'Mr. Powers') arrives late to see an army film detailing the initial investigation. (I have the feeling the actor playing Powers is basing his

characterization on Brian Donlevy's portrayal of Quatermass in THE QUATERMASS EXPERIMENT which was released under the title THE CREEPING UNKNOWN in the states two years before BRAIN EATERS was made, but this is just a hunch.) The footage has a pleasing 'documentary' feel to it. Scaffolding has been erected to enfold the cone, and we learn that a certain Dr. Kettering has discovered the cone has a "total resistance to pressure, heat and acid" -- whatever that means.

Despite the fact that a number of "the town's leading citizens" have been murdered, Powers is gleeful: "I'm going to poke so many holes in that spaceship fairy tale the lid'll be off in twenty-four hours!"

Together with his assistant Dan, he flies in to Riverdale and is met by Glen rather than the Mayor, who's missing. Glen is the Mayor's son, but doesn't seem perturbed. He offers the Senator a lift in his ratty old station wagon and off they go to visit the cone. There we meet Paul Kettering (the hero, played by Edwin Nelson, the film's producer), Dr. Hyler (pointless old sidekick) and Alice (the heroine, played by Joanna Lee) . Glen is merely the film's point-of-view character, though at times Ve Sota seems to forget.

One of the distinctive features of the cone is an open hatchway near the tip. Nobody has yet bothered to enter. The scientists would rather find out what's inside by penetrating the impenetrable wall of the structure, and of course, they haven't succeeded.

Understandably annoyed by this, "You science boys tend to get all wrapped up in your test tubes and the obvious things escape your attention," Powers demands to know what's inside the open hatch.

Paul tries to put him off with a lot of doubletalk about sonic tests and pressure ratios, then unexpectedly shouts, "Watch this!", whips out a pistol and fires into the open hatchway. Even Powers is impressed. At last he's met someone ruder and more abrupt than he is. Needless to say, any aliens inside can be forgiven for forming the impression that the natives are not very friendly.

In any event, after a great deal of echoing and ricochet-type noises, the bullet shoots out the hatch (knocked back by an alien flyswatter perchance?).

"Now is as good a time as any," says Paul (now that the aliens have been riled up, what with being shot at and all) and climbs into the hatch to crawl through a spiraling, featureless tunnel. Hours later he crawls back out.

"What did you find?"

"Nothing." Pressed for a more scientific description he comments: "Tunneling all the way through... spirals....like a toy railroad train, up and down, over and over again." (Never seen a toy railroad train set like that. I want one!)

Just as they're deciding whether or not to break for lunch, the Sheriff phones to let them know the Mayor's back. Everybody piles into Glen's ratty old station wagon and ride to city hall. Meanwhile we see the twitching, sweating Mayor attempt to shoot himself in the head. We suspect he is not his normal self. As soon as everyone enters the room the camera tilts so that each shot is viewed at an angle. This is either a deliberate attempt to convey an off worldly all-is-alien tension, or the tripod leg slipped and the cameraman didn't notice.

After much "you don't look well" "I feel fine" dialogue, Paul asks the pertinent question. "What's that on the back of your neck, Mayor?"

Brief, sweating pause, then: "There's....nothing on my neck." This is absolutely correct. There is NOTHING on the back of his neck. On the other hand, the back of his BACK is pulsing strangely.

Well, conversation deteriorates when the Mayor pulls out his gun. Paul decides to slug it out. (Kind of a pun there actually.) When Paul locks his hands together and brings them down hard on the Mayor's back, on IT, on the slug-like whatsit under his clothes, the Mayor does something so weird it's actually quite scary. He stands bolt upright, screaming, his eyes staring up at the ceiling, his arms held stiffly at his sides, pistol firing straight down into the floor. In this manner he runs from the room. No wonder the cops in the hall outside pump him full of bullets. Scary stuff.

Everyone gets a bit depressed by this, and hang around somewhat morosely waiting for the results of the autopsy. Fortunately the Doc has good news. Wasn't the cops who killed the Mayor. He would have died soon anyway. When the 'parasite' died (upon being crunched by Paul's fists) it secreted an acid which would have eaten away at the Mayor's nervous system. Everyone is relieved to hear this, which seems odd, especially in Paul's case, since it means that HE killed the Mayor. But at least it's established you can't remove the parasite without killing the host. They decide to keep quiet about this. (So that more people can die?)

The Sheriff decides to go out for a drive. He stops the car to avoid hitting a body in the road. It's the punk again, who gets up and beats the Sheriff to a pulp while a bearded young lad stands by with a glowing ball. At one point the Sheriff manages to clout his attacker on the back, but this has no effect. Apparently the punk's parasite is a lot tougher than the one which ruled the Mayor. The Sheriff ultimately loses of course, and soon the three of them go off in the squad car together.

Next we see Paul dissecting a skinned parasite (or a multi-lobed piece of fat, whatever) in a high school biology lab. Then he decides to hold hands with Alice. A small section of the parasite skitters across the table and leaps on to his arm, where it transforms into a piece of felt. Paul staggers to his feet, clutching his arm, shouting "Hit it! Hit it!" Alice smashes him twice with her clipboard and he grimaces in pain. No wonder, as she missed the parasite and hit Paul's hand instead. Desperate, he lunges toward a Bunsen burner and holds the flame about two feet to his side. This evidently scares the critter off his arm. (The camera angle is supposed to make it look as if he'd applied the flame TO the parasite ON his arm. Doesn't work. Nice try though.)

Then, by fortunate chance, the phone rings. It's Dr. Hyler. He's got an idea! However, for some reason he won't tell Paul over the phone. So Paul and Alice wake the entire cast in the middle of the night and they all ride to the cone in Glenn's ratty old station wagon. In essence, Dr. Hyler has decided the cone is simply the discarded fuel cell of an alien spacecraft orbiting overhead "floating perpetually."

Senator Powers, on the other hand, while relieved that the cone is only "a piece of useless junk," figures the rest of the spacecraft is somewhere nearby, and asks Glen to organize a search plan on a map. And since they're all up anyway, they decide to stand around discussing the nature of the parasites for those members of the audience who haven't clued in yet. We learn that a) the parasites control their hosts, and b) that this is not good.

Powers phones the Sheriff. We see the Sheriff sitting blankly at his desk. His back is pulsing. There's a glowing globe resting beside the phone. Gosh! What could this portend?

Back at the Cone, Powers gives up on trying to reach the Sheriff. Glenn hands him a map. "Well, here's the map. It's not a good job, but it's a map." Gee. Sounds like Ed Wood style dialogue to me! He couldn't have had a hand in this could he? Or, a striking possibility, was the scriptwriter (Gordon Urquhart) imitating Ed Wood? Nah. PLAN 9 wasn't released till the following year. Still..... this film is worthy of Ed Wood.

Anyway, the cast splits up and drives around the countryside looking for a spaceship. Paul and Alice find another dead man, Glen and Elaine get trapped in a burning cabin and shoot their way out, and Powers, Dan and Dr. Hyler exchange incomprehensible dialogue.

Example: Dr. Hyler to Dan: "You don't talk very much, do you?"

Followed by Powers' comment: "That's why he's my assistant. Now you take parrots; they're great talkers, lousy fliers." Like I say, sure sounds like something Ed Wood wrote!

Everyone meets back at city hall. Alice happens to open a closet and discovers several empty alien balls. They look like big, round jars. Somehow Paul guesses they're used by the hosts to carry the aliens about to infect others. Though logical, it's a bit of a leap, unless they're stamped "made by Martian Union Labour" on the bottom. I mean, maybe the Mayor just had a thing about collecting giant glass jars?

Powers calls the telegraph office to have a warning sent to the State Governor. The telegrapher sends the following instead: "Everything peaceful here. Spaceship pure bunk." Aha! Another back pulser! It's still dark outside, so everyone goes back to bed.

The Sheriff and his newfound buddies pull up outside the apartment where Alice is sleeping. The punk climbs up the fire escape to her window. We see a close-up of a hand pulling a rotten sponge out of glowing water. Then we have a point-of-view shot seeing what the alien sees as it races across the floor and climbs up on her bed. Well, sort of a POV shot. The parasites are only a couple of inches high, and the camera lens is maybe one to two feet off the floor. I guess the camera was too bulky to allow it to drop lower. Still, another nice try.

Alice comes striding out the door wearing her nightie and high heels (I guess she wanted to look her best). There seems to be a wad of cardboard on her back underneath the nightie. When she gets in the squad car she leans back against the seat. You'd think that'd be uncomfortable for the parasite, but...

Glen and Paul smash Alice's apartment door open (did she lock it when she left? How thoughtful of her parasite). She's gone! (Who told them? I mean, why are they here?)

"They've got her," says Glenn.

"If I kill that thing it means we'll have to kill her," muses John, "and if I let it live, it means she'll be a menace to everyone else." They pause to consider the profound nature of this ethical dilemma.

Then Glenn pops the question. "Where to now?"

"Out to the cone," replies Paul, "Where else?"

When they reach the cone they find that Dr. Hyler has discovered a dying man who'd crawled out of the cone! Paul recognizes him, a certain Professor Helsington who'd disappeared years earlier (from where?). From the holes on his neck they know he'd been controlled by a parasite. Why did it leave him?

"A car with a bad engine. Would you buy it?" explains Paul. "He's got a bad heart." They figure he'll go crazy when he regains consciousness, so they tie him up. Nice guys!

At the hospital they ask Helsington what happened to the other members of his expedition; a certain Professor Cole for instance.

"Carboniferous!" shouts Professor Helsington. "Death!" And dies.

As you or I or any other sane person would, Paul instantly concludes (but than we've already witnessed his intuitive leaps, haven't we?) that the parasites are creatures from the carboniferous age who have dwelt beneath the Earth for 200 million years and have only now surfaced to 'bug' the human race. Hence the spiral nature of the cone. It's not a spaceship, but rather a colossal drill! It didn't come from above; it came from below!

Powers attempts to phone the Governor, but the operators all have pulsing backs! So he and Dan head out to the radio station to broadcast an alert. But the station operator has a pulsing back! And turns down the volume while they transmit their warning. Meanwhile Paul and Glenn have a fist fight with the town telegrapher and some of his friends....who have pulsing backs. Quite the fad, actually.

All else having failed, everybody meets back at the cone. Paul climbs to the top of the scaffolding to check some equipment. Two back-pulsing cops climb after him and start shooting. He escapes by climbing down between them and then jumping to the ground (huh? I guess they're really lousy shots). Paul joins the others in shooting the cops off the scaffolding. They fall, hit the ground, bounce a bit, then get up and keep on coming, arms raised high, snarling like dogs. Paul shoots them dead.

Glenn, possibly being dumber than even the script provides for, asks: "What did you kill them for?" Paul shows him the still-living parasites. They blast them to pieces.

"We'd better reload," says Paul. "We're going back inside the cone right now." Might as well I guess, probably safer than staying outside.

Paul squirms through the cone's tunnels with Glenn close behind him. This time he discovers a large, mist-filled room lined with glass tubes full of Tribbles...er, I mean proto-Tribbles...uh, parasites. And, oh yes, sitting in the middle of the mist, a man in a hooded monk's robe and sporting a long white beard, none other than Leonard Nimoy! (Listed as 'Nemoy' in the credits. He must have been pleased.) Professor Cole in other words.

Cole explains that he now serves a higher cause, that the beings he is in empathy with do not "engage in violence of any kind. Why should we, when we can scatter silently like seeds in the wind?"

"You spread like a disease, like some viral plague from the corruption of the Earth," says Paul.

"Our social order is pure, innocent. It has the exactitude of mathematics. We shall force upon man a life free from strife and turmoil.... It will take time but we have learned patience in 200 million years."

"We are not so well-adjusted," comments Paul. "We've reached the end of our patience. You're flesh and blood!" And whips out his pistol.

"Drop them!" shouts the Sheriff, appearing out of nowhere. Paul shoots him dead (pretty handy with a gun, this scientist).

"Kettering, the leeches!" shouts Glenn. Indeed, fuzzy little furballs with engaging pipe stem cleaner antennae are twitching about everywhere. Paul and Glenn flee the cone. And Nimoy? I guess he took off his robe, accepted his pay cheque, and got the hell out of there.

Outside, everyone takes cover further up the ravine. Paul talks Glenn into walking out to an abandoned power company vehicle and driving it to where they're hiding. Paul removes an air-powered line-throwing 'harpoon' gun from the truck. He tells Glenn he's going to the other side of the ravine (presumably somewhere beyond the cone) and instructs him: "When I give the signal, you fire the gun." Which Glenn does, more or less directly at Paul, narrowly missing him. Paul secures the wire to a tree, and then uses it to pull a length of heavy electrical cable -- which Glenn attached to the wire - - across the width of the ravine. Paul scrambles back to the others.

"What is all this, what's your plan?" inquires Senator Powers, speaking on behalf of the viewers, who are as confused as he is.

Paul points to high tension lines carried on towers above the ravine. "They carry 60 to 80 thousand volts. They'd like nothing better than an easy path to the ground. If it did you'd see some pretty fancy fireworks, the kind that kills." (I tell you, Ed Wood MUST have had a hand in this somewhere!)

"Sounds good," says Powers. "Just one thing, who's going up there and splice that cable on? Suicide plain and simple." Paul explains that all they have to do is shoot another wire over the cable with the gun.

At this point Glenn decides to go insane, I think. For no particular reason he smiles and says, "Do you want me to stay on? Just say the word."

Paul stares at him. "You want to?"

"No," replies Glenn, but I intend to just the same." I mean, what's all this in aid of? To establish Glenn as a heroic coward? To add complexity to his character? A bit late in the movie, wouldn't you say?

Then Alice appears at the top of the scaffolding. No doubt astounded at the idea she could have climbed up there wearing high heeled shoes (though perhaps not so astounding. I once saw a woman climb the incredibly steep steps of the Castillo pyramid at Chichen Itza wearing nothing but a red bikini and a set of red high-heeled shoes....), Paul clambers up the scaffolding to confront Alice.

"If peaceful means fail they'll be compelled to use force," warns Alice. Paul promises to look after her and find a way of removing the parasite without killing her.

"Never!" she hisses, "How can I think I ever loved you!" and shoots him.

He falls forward, grappling with her. "Fire the gun!" he shouts.

Down below, Glenn refuses to fire. Powers tries to grab the gun away from him. Glenn snatches it back, fires. The wire drops over the high tension lines. Scratches appear on the film emulsion. Alice drops to the planks of the scaffolding. Paul topples to the ground. Nimoy falls into the mist. Parasites mill about aimlessly. Then silence.

"Nothing could have lived through that," comments Powers, practically smacking his lips in glee. He and Glenn enter the cone to make sure (and just how did they deactivate the power line?).

"They're all dead, every last one of them."

"No," says Glenn, "there's still some in town."

"I'll attend to that," says the Senator, "just watch my dust." Bloodthirsty, isn't he. Powers and Dan set off to wipe out the rest of the town's inhabitants.

"Oh, Glenn!" says Elaine. End of film.

BRAIN EATERS sounds better than it looks. There simply wasn't enough useable footage shot to ensure a smooth visual continuity, especially towards the end of the plot. Facial expressions of Paul in particular vary from one cut to the next, and sometimes even emergency bits of narration thrown in fail to adequately explain what's going on. It's as if Ve Sota suddenly ran out of time, or money, or both, and attempted to salvage the film in the editing process.

For all that, there are some genuinely creepy moments, such as the Mayor running berserk, or the matter-of-fact zombie-like nature of the victims. If you're a little kid, those pulsing-backs can send shivers up your spine. What ultimately dooms the film are the parasites themselves. They're so cute! Bill Warren -- in his massive two volume book KEEP WATCHING THE SKIES -- reveals that the parasites were created by the film's producer Edwin Nelson (who played Paul). He cut up a fur coat, glued pieces of the coat onto windup Ladybug toys, and added pipe stem cleaners for antennae. And by gosh, that's about what they looked like on film, only blown up real big so you could see all the intricate detail of the pipe cleaners. Better to have left the critters to the viewer's imagination, as in the opening scene. Then the film might have worked, sort of.

Hey, it's only an hour long. You get to exercise your jaw (it keeps bouncing off the floor), and there are some chuckles. Besides, it makes you think that even you could make a better film than this. Who knows how many directors started their film careers after watching this? On a dare, as it were.

And besides, this is Ve Sota's BEST film as director. His INVASION OF THE STAR CREATURES is much worse! Hmmm, maybe I'll review that one next...

UPCOMING NIFTY FILM PROJECTS:

RED DAWN, the alternate history 'Soviet Union invades USA' film is being remade, to be scripted by Carl Ellsworth, quote: "Why not scare the hell out of people again?" To be directed by Dan Bradley.

ALICE IN WONDERLAND, an upcoming Disney film, will be directed by Tim Burton and feature Johnny Depp as 'The Mad Hatter'. Sounds delightful. I'd like to see 'The Mad Hatter' the film's hero!

THE LONE RANGER is an upcoming Jerry Bruckheimer production. Johnny Depp will play 'Tonto'! "Looks like we're surrounded by Indians!" "What do you mean 'we', kimosabe?" (Mad Magazine)

WAKE WOOD is an honest to gosh theatre movie now being filmed by a resurrected HAMMER FILMS, about a daughter killed by dogs coming back to visit her family for 3 days. Sounds dull.

MERDE is a short (French?) film about a sewer monster attacking Tokyo. Said to have a great opening but is quickly buried under metaphor and allegory. Sounds like something Sarte wrote...

LET THE RIGHT ONE IN is a Swedish horror film about a young boy terrorized by bullies, who befriends a young girl with a horrific secret. Said to be so good a remake is underway! (Arrgh)

REPO: THE GENETIC OPERA is a musical about Repomen who repossess body organs from people who've fallen behind on payments for organ transplants. Very gory, and all dialogue is sung!

SEVENTH MOON is about a young couple in China who honeymoon in an obscure village during the Hungry Ghost Festival. Bad idea. Said to be an unwatchable ripoff of BLAIR WITCH PROJECT

TERRA is a Canadian-produced animated kids film about a very nice (and strikingly alien) planet under assault by nasty aliens who turn out to be a hoary cliché. Beautiful to watch, but very preachy.

ZOMBIE GIRL: THE MOVIE is a documentary about a twelve year old girl making a zombie movie called PATHOGEN. Said to be utterly fascinating. 146 hours of film condensed into 88 minutes.

HAMMER FILMS REBORN!

By Stan G. Hyde

It's kinda nice to see something coming out under the Hammer banner, after the many rumoured restarts and different versions of the company that have been attempted.

That said, I wonder if there really is much point if there's little or no relationship of modern material to the original films produced by the company. I'm not really sure what the "name-recognition" value is worth for a film like WAKE WOOD.

Previous re-start rumors that trumpeted re-makes of QUATERMASS made a bit more sense . . .

I don't really disagree about remakes - I just don't see the point of the branding if the product doesn't have much connection beyond the fact that it's "horror."

However, yes, it's not like I thought DARK CASTLE was such a great idea or that there was any reason to remake the William Castle films either.

The general dilemma is film - both here and abroad it seems - needs to hang its hat on concepts that already exist in order to reassure the investors.

Hence, re-makes, revisioning, and company branding that actually doesn't make much sense (oh yes, and a million comic book movies too . . .)

Er, there's this thing called CREATIVITY . . . but it's dangerous, unruly, and very hard to explain to bankers . . .

That said . . . I'd be kinda interested in re-makes or new versions - with modern fx and the ability to push things a bit, of:

THE REPTILE

PLAGUE OF THE ZOMBIES

RASPUTIN

(the first 2) QUATERMASS FILMS (I think the 3rd is too good to remake, but Brian Donlevy can easily be replaced in the first 2)

HANDS OF THE RIPPER

CURSE OF THE WEREWOLF

and my all-time favorite

DR. JEKYLL AND SISTER HYDE

That said - Hammer already proved back in the 70's (with Ralph Bates) that there's no point making a new Dracula or Frankenstein film without either Peter Cushing or Christopher Lee . . .

STan (brother) HYDE

LoCs

(LETTERS OF COMMENT)

From: LLOYD PENNEY, September 20th 2008

I am forging ahead and tackling a huge stack of zines, and I am nearly done. Coming up now is WCSFAzine 13. This issues are getting bigger all the time. Good thing it's electronic, hm?

I never did see copies of Borealis, and I wish I had. It's a fanzine? Based on the quality of the art on the cover, I thought it might have been a prozine. More description later on in thish... Borealis sounds like it would exist halfway between a fanzine and a prozine, definitely sercon and historical. I know of only one other person who could produce a zine like that, W. Paul Ganley of the Buffalo, New York area, who used to produce Weirdbook. Paul is of First Fandom, and he's an award-winning author of essays about Robert E. Howard, Lord Dunsany, August Derleth and others who produced similar dark fantasy.

Another publication I'd never seen was Genre Plat, and I'd wondered where the title had come from. Now I know. Truly, fandom is a long continuing education course.

While I've tried my hand at SF short stories, I've never gone through a writing workshop. We put some measure of ego into our writing, and some judges are too harsh with their criticisms.

I didn't know you'd been given such bad timeslots at that Primedia. Same at Torcon... I think there was the appeal of a big convention coming to Toronto, but Torcon offered something for the literary fan, and Primedia was definitely for the media fan. Torcon did not advertise an actor GoH, but there's no surprise that no one at Primedia was interested in Torcon. Unfortunately, Torcon did a fairly good job of alienating anyone who shows much interest in helping with the convention. If I recall, Yvonne and I left Primedia fairly early on the Sunday; it had run out of steam, and did not find it much of a friendly convention. The show about hamsters and Guinea pigs was the Hammy Hamster Show, a kids' programme Ottawa fandom embraced perhaps a little too much.

I'd like to be able to come back to Vancouver and VCon, but October will see me and Yvonne in Montréal for Con*cept 2008, about a month away now. Yvonne has been able to construct a serious science programme track, and I will be assisting with what may be a mini fanzine lounge. We'll see what the interest is in that, and see if it will deserve a full lounge next year. Everything you list as details of the next VCon should be on the back of a convention flyer. Too many conventions assume that anyone who might be interested would automatically know what goes into a science fiction convention.

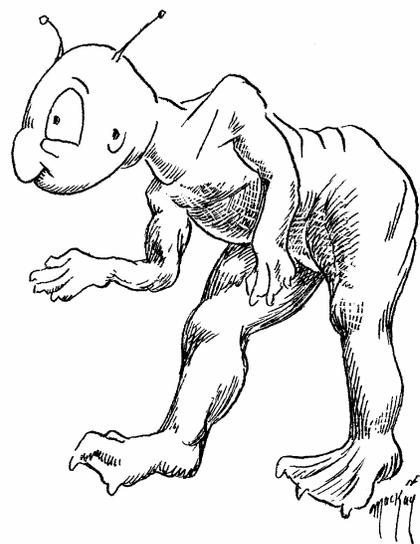
Good to see these Barry Kent MacKay cartoons...it's been a long time since I've seen his fine line. His style reminds me of Terry Jeeves' illos.

I did not know that Gene Day and Charles Saunders were connected with the SPWAO. I was a member for a few years, trying to get some fiction published, but without success. I believe that the SPWAO exposing me to the small press at the time might have gotten me more interested in the fannish small press, namely fanzines.

Over the years, I have received fanzines from clubs and similar organizations from Spain, Lithuania, Japan, and a few other countries...they have been good enough to initiate correspondence, and I have dutifully written back. The zines I received were expensive to produce and send, and I suspect many of these clubs were school-based, and those who produced the zines and started writing to me graduated and left their club behind.

Taral's article...I was never a member of OSFiC because as I became aware of it, it was shutting down, and few had good things to say about it. I have a few OSFiC publications in my collection, and with so many titles and editors, it was difficult to figure out what the club was about beyond fannish politics. I was in Memory Lane a few times, and I met Captain George Henderson, and Yvonne was a member of George's Count Dracula Society, When he passed away, the store was take over, by whom, I don't remember, and I believe the store was shutdown not long after. I don't know where George's collection went to.

Bakka Books... I knew that Charlie McKee founded the store (he's now a bookseller in New Westminster), but I thought he did so with Raymond Alexander, who was the Toronto in 2003 Worldcon bid's first treasurer. When fellow journalism student (and current DnD novelist) Ed Greenwood first took me to Bakka, the bookstore took up two stores, side by side, and while one section was SF the other was comics. Later, Ron van Leeuwen moved across the street to start the Silver Snail chain that once had stores elsewhere in Toronto, plus Ottawa and Hamilton, but is now



reduced to a single store, still on Queen St. W. Bakka also had space above the store it rented out to poor fans or fans who worked for the store, or held parties or movie nights. (Bakka's current location on Queen St. W. is literally one major block north of where I work at the secondary offices of The Globe and Mail.)

Elizabeth Pearse was a gregarious Australian lady, one who made us all aware that she used to be in the Australian Navy. She was an artist, and she was the founder of The Team, Eh?, the team who staged art shows for conventions in Toronto, Ottawa, Buffalo/Niagara Falls and Detroit, not to mention several Worldcons. I was never a member of the Draco Film Society, but I do have a club pin. I was a member of Lloyd Wasser's Star Trek club, but a revived version, long after any absorption by OSFiC.

Club-wise, Toronto has the USS Hudson's Bay, a general media SF club, and several small organizations that seem to exist mostly on the Web, but it's been a long time since we've had a club, since OSFiC was shut down. I think the club was shut down because so many of the old guard had gone away, and new people (like me) were an unknown factor. Mike Wallis was my first contact with local lit fandom, and through him, I joined the Ad Astra committee, became a member of TAPA, and started wondering what all these fanzines were about, and how could I get involved. It always has been Wallis' fault.

Your Alexiad review... I have produced or helped to produce fanzines in the past, and I am planning to produce my own zine. I hope to see if I can agree with John Purcell. In the meantime, I do try to produce as many letters of comment as I can. This goes to Joseph Major's observation that the same names keep showing up in the local, and that there are no new lochacks. There are a number of zines out there where I am the sole respondent/correspondent, but then, I think there are some people who are not quite sure how to contribute. This is where a detailed article in the zine might bring some people out to help out. But then, people often feel they don't have time to contribute, or they think you've got my money, what more do you want?



I've asked Rob Sawyer if he'll be at Con*cept 2008 in Montréal in October, but no, he'll be at Pure Speculation in Edmonton before heading further west to the Surrey International Writers' Conference.

I also saw mention of the passing of Mike Hall online on Mike Glycer's www.file770.com website. Check out that site, Graeme, and you'll see an article about Yvonne. I've written here and elsewhere about the book of condolences she started after the sudden death of Sir Arthur C. Clarke, and how after going to several SF conventions and space conferences, the book was sent to Air Arthur's brother Fred, and the reaction is amazing, as it the announcement that there will be an ACC museum, and the book of condolences will be installed into the museum.

Not long after I sent you my letter of comment, I found there is a zine fair coming up called CanZine coming up. I must dig for more info, and see what it is, what its focus is, and where it will be. Also, coming up near the end of the month, on the 28th, is The Word on the Street. I think it's in Vancouver, too. Should be quite enjoyable.

Eliminate fan awards? We've talked about that before, with the Hugos. I think many fans wouldn't vote at all if there were no fan awards to vote upon, but given that the Fan Hugos still refer to fan

activities that the majority of fandom know little about, if anything, many might not care one way or the other. The CanFAAn Awards might work, but we'd have to see how many fans might participate, and how many fans might be eligible for any of those awards. It looks like there might be too many awards voted on by too few fans, and given to too few fans.

You're probably right about my suggesting too many awards. Needs to be cut down. But I still think it might work, if we could just get a few more people pubbing their ish. So how is ARCADE coming along?

I tried PrimoPDF for a QuarkXPress 5 document...didn't work. I might have to ask Bill Burns if he can convert it, or maybe I should create it on Word, and it should be much easier to .pdf. PrimoPDF works on a number of formats, but doesn't list .qxd files in its repertoire.

Well, I do everything on Word. It works for me. I keep things simple, just straight forward plug in the text, forget about columns, and then insert the illos. Efficient. Saves time. I know many fen like their zines an art form, but I prefer just to let the words speak for themselves with white space and fascinating illos to give the eye-tracking a bit of a rest. Can't afford to take the time to be fancy, what with churning out WCSFAzines and reborn SPACE CADETS and old BCSFAzines (e-versions) to post at Bill Burn's excellent web site. So try an ARCADE in word. Primo .PDF will handle it no problem.



The RASC is history, and I now have another new job. I am in the midst of my second week at Southern Graphics Systems of Etobicoke, and I proofread packaging for consumer goods. The pay is excellent, and I am very hopeful that they will keep me. Once again, getting to become a full employee would be the best Christmas present I could ask for.

Good luck, fingers crossed...

As for a new zine...I am not sure if I want to do anything new, or just want to do something. I've already asked people for articles, and will continue to ask about just about anything they'd like to contribute. The word ARCADE suggests a mix, and I'd like to get contributions from a variety of sources.

Hmmm... I might come up with something... maybe a rant pushing the CanFaAn Awards? But with humour so it isn't too tedious? And short? Short is good.

When we're in Montréal for Con*cept, we intend to join a tour of the Palais de Congres, and I have some hopes that I can find which room I'll be using for the fanzine lounge. There seems to be lots of available rooms, for the Palais looks pretty roomy, but I make no assumptions about what I'll be getting. These days, fanzine fandom will get what's left for a lounge. Denver proved it again; as we did in Winnipeg in '94, Chris Garcia got an unused bar/lounge, but he made it work, and I gather it was comfy, if a little noisy...it was close to the registration area.

All done for the moment. I should ask if you are planning to go to Anticipation. Because of the privacy laws, the progress reports have presented an incomplete list of people who are planning to go. I'm certain that when we get there, I'm sure I'll see some people I wasn't expecting to see.

Take care, say hello to Alyx, and see you next issue.

Yours, Lloyd Penney.

MASSIVE INFORMATION DUMP!

Upcoming Conventions
Local Events / Local Clubs / Non-Local Canadian Clubs
Canadian Sci-Fi Facebook Sites / Canadian Sci-Fi Web Sites of Interest

(Yes, you can stop reading if you like, no more articles, just information.)

UPCOMING CONVENTIONS

Sources < <http://www.locusmag.com/Conventions.html> >
& < <http://www.sfnorthwest.org/northwestcons.html#cons> >

VCON 33 -- (Oct 3-5, 2008) at the Days Inn Surrey/Compass Point Inn, 9850 King George Highway, Surrey, BC, Canada V3T 4Y3.

- **Nature of Con:** Canada's oldest ongoing Sci-Fi & Fantasy convention (VCON 1 was held in 1971). Sponsored by the West Coast Science Fiction Association (a Registered Society).

- **Guests of Honour:** Author GoH: Patrick Rothfuss (author of 'Name of the Wind'), Artist GoH: Lisa Snellings-Clark. Gaming GoH: James Ernest (of Cheapass Games), Science GoH: Dr. Jaymie Matthews.

- **Attending Authors:** Mary Choo, Eric Choi, Don DeBrandt, Linda DeMeulemeester, Eileen Kernaghan, Donna McMahon, Rhea Rose, Tamara Sheehan, Lisa Smedman, Marcie Lynn Tentchoff, Gareth Von Kallenbach, Linda Williams & Casey June Wolf.

- Others Attending: Devon Boorman (Historical Swordplay)

- **Hotel** is the Compass Point Inn.

Location description: Intersection of King George Highway (99A) and Fraser Highway (1A). Next to King George Skytrain Station (Expo Line eastmost terminal station).

Hotel Website: < <http://www.compasspointinn.com/> >

- **At the door rate:** \$60 at the door. Day rates: Friday: \$30, Saturday: \$35, Sunday: \$25. Student rates are discounted by 25% (the at the door rate for students is \$45) Children 7 - 12 are half the adult rate (at the door rate is \$30) Children 6 and under get in free.

- **Hotel Room Rates: All rooms booked. Sorry!**

- **Features:** Art show, dealer's room, gaming room, masquerade, hospitality suite, fan club tables, turkey readings, room parties.

- For updated info: < www.vcon.ca >

PURE SPECULATION 2008 "Attack of the 50-Ft Spec!" -- (Oct 19-20, 2008) at the Hazeledon Community Hall, 9630 66 Avenue, Edmonton, Alberta.

- **Nature of Con:** "Edmonton's one and only sci-fi and fantasy festival!" Sponsored by ON SPEC Magazine, Bioware Corp & Inkworks.

- **Guests of Honour:** Author GoH: Robert J. Sawyer, Game Designer/Writer GoH: Monte Cook, Artist GoH: Herman Lau.

- **Other Attending Special Guests:** Author Thomas Wharton, On Spec Magazine Editor Diane Walton, The Edmonton Gamer's Association.
- **Hotel:** None, You're on your own.
- **Events:** "Each year we bring Edmonton's geeks the very best of what they love the most. Panels, demonstrations, readings, games: We have it all!"
- **Registration:** Weekend pass \$20 to July 31st, available through PayPal. Aug 1st to Oct 12th, weekend pass is \$25, available through PayPal or in person at all Happy Harbour Locations. At the Door: weekend pass \$30, Sat \$20, Sun \$15, Costume Shindig only: \$10.00.
- **Contact Pure Speculation:** Email < purespeculation@gmail.com > or write to Pure Speculation, c/o 8410 104 Street, Edmonton, AB T6E 4G2.
For latest updated info, see < <http://www.purespec.org/> >

SURREY INTERNATIONAL WRITERS CONFERENCE 2008 -- (Oct 24 - 26, 2008) at the Sheraton Vancouver Guilford Hotel, 15269 104 Ave, Surrey, B.C. V3R 1N5 (across the street from Guilford Mall).

- **Nature of Con:** Professional all-genre writers conference/trade show/book fair.
- **Guests of Honour:** Includes **Robert J. Sawyer:**
Rob will be offering a three-hour master class on Thursday, October 23: "*The Intimately Human and the Grandly Cosmic*" In addition, he will be doing a 75-minute workshop on Sunday, October 25: "*Showing, Not Telling.*" And he'll be appearing on panels on "*Speculative Fiction*" and "*Writing Best Sellers,*" plus giving a keynote address."
- **Events:** Numerous panels, Master Class workshops and a banquet for conference registrants, Writing Contest (deadline for submissions is 4 pm Friday, Sept 5th -- Four categories, each with \$1,000 prize), plus a FREE open-to-the-public Book Fair & Author Signing on Sat Oct 25th from 5:30 pm to 7:30 pm.
- **Registration:** Online via [SiWC Online Registration](#), or by mail to Community Programs, SD 36, Surrey International Writer's Conference, Unit 400, 9260 140th Street, Surrey, B.C., Canada, V3V 5Z4.
- RATES:**
- 3 day Conference Package including Friday lunch & Banquet, Saturday Lunch & Banquet & Sunday Lunch: \$529 Cdn before Oct 1, \$559 after Oct 1.
- Basic 3 day package, no meals: \$379 before Oct 1, \$399 after Oct 1.
- Single day rates with lunch: Friday \$249/\$279, Saturday \$249/\$279, Sunday \$179/\$199.
- Young Writers under 19 with bag lunch included: Friday only \$50.
- **Hotel:** See < [The Sheraton Guildford Hotel website](#) > for info and making online reservations. Be sure to mention you are part of SIWC when booking room to take advantage of any special rate offered. Group rates available till Sept 17th.
Phone 1-800-661-2818 for toll free reservations. Local Hotel no is 604-582-9712.
- [*Note: like all other hotels in B.C., NO SMOKING allowed in building, not even in your hotel room. There are no smoking rooms. Smoking allowed outside building only, and you must be at least 5 metres (approx 15 feet) away from nearest door, vent or open window. It's the law!]*
For latest details and info see < <http://www.siwc.ca/> >

WORLD FANTASY CONVENTION 2008 -- (Oct 30 - Nov 2 , 2008) at the Hyatt Regency Calgary Hotel, 700 Centre Street SE, Calgary, Alberta, Canada T2G 5P6. Tel: (403) 717-1234. Fax: (403) 537-4444. Web site: < <http://www.calgary.hyatt.com> >

- **Nature of Con:** Largest annual convention devoted to Fantasy genre.
- **Room Rate:** CDN \$165 Single/Double Please mention "World Fantasy Convention" to receive the convention group rate and to properly credit our event. The group code that you want to use is WFCC or G-WFCC. This will give you the preferred rate of \$165.00/night. This rate expires October 1, 2008.
- **Guests of Honour:** Author GoH's David Morell & Barbara Hambly. Publisher GoH: Tom Doherty. Artist GoH: Todd Lockwood. Toastmaster: Tad Williams.

- Current **Membership Rate:** \$125 US or CDN. Supporting: \$35 US or Cdn.
Register on-line (via Pay Pal) at < <http://www.worldfantasy2008.org/ro.html> >,
or to register by mail, go to < <http://www.worldfantasy2008.org/reg.html> >
& choose appropriate form. For more Info check the convention website: <
www.worldfantasy2008.org/ >.

ANTICIPATION / WORLDCON 67 -- (Aug 6-10, 2009) Hotel: Palais des congres de Montreal.

- **Guests of Honour:** GoH: Neil Gaiman. Invitee d'honneur: Elisabeth Vonarburg. Fan GoH: Taral Wayne. Editor GoH: David Hartwell. Artist GoH: Ralph Bakshi, Publisher GoH: Tom Doherty. MC: Julie Czerneda.

- Contact address: Anticipation, C.P. 105, Succursale NDG, Montreal, QC, Canada H4A 3P4. For info: < info@anticipationsf.ca > or < www.anticipationsf.ca >

LOCAL EVENTS:

I.P.M.S. SHOW (International Plastic Modelers Society)

11 October – 9:00 AM to 4:30 PM

@Bonsor Recreation Complex: 2nd floor 'art room', 6550 Bonsor Avenue, Burnaby, near Metrotown
Annual fall model show (with trophies) & swap meet.

Admission \$3, or Free if 16 or younger. Vendor tables \$30.

This is always a fantastic show! You won't believe the quality of workmanship on the best items! Lots of military stuff & cars of course, but the Monster Attack Team Canada participants put forth their best SF & Fantasy models, a very high level of craftsmanship indeed! And if you're into modeling, there's always a super selection of models, not just those currently available, but old ones collectors had been hanging on to. I once picked up a rare model of the R100 dirigible, for instance. Models elevated to the level of art! Well worth \$3 and an hour or two of your time!

For more info see < [2008 FALL SHOW & SWAP MEET](#) >

EILEEN KERNAGHAN BOOK SIGNING

19 October, Sunday, 1 to 4 PM

@ Grimoire's Castle "Where The Magic Happens" #102 – 319 Governors Court, New Westminster, B.C. (the old B.C. Pen building). < [Grimoire's website](#). >

"I'll be launching *Wild Talent*. Linda DeMeulemeester will also be on hand, to launch the second book in her popular [Grim Hill](#) YA fantasy series, *Grim Hill: The Secret Deepens*."

OF HORRORS AND HEROES 10!

26 October, Sunday,

@ the Heritage Hall at 3102 Main Street at Main and 16th in Vancouver.

MONSTER ATTACK TEAM INVADES THE DARK TOWER OF THE HERITAGE HALL
to battle with UNIVERSAL MONSTERS! TRANSFORMERS! and DEADLY TOYS!

See! Demonstrations of model building and painting!

See! Demonstrations of sculpting.

See! Weird creatures, robots and spaceship created before your eyes!

See! Awesome panel presentations!

See! The Fantastic Sci-Fi Model show!

Enter! The Model Contest and Trivia Quizzes!

People in monster costume get in FREE!

Trivia quizzes!

A science fiction model contest! BRING YOUR FIGURE KITS, SCI-FI VEHICLES, ANIME MODELS, FANTASY MINIATURES, or any other FANTASTIC MODEL!

\$3.00 DOOR FEE allows you to enter AS MANY KITS AS YOU CAN CARRY!

PANELS AND CONTESTS

11:30 -12:00 THE AMAZING MONSTER TRIVIA CONTEST PART ONE!

12:00 - 1:00 URBAN VINYL: WHEN TOYS GET TOUGH!

with Christian Mackenzie from VOLTAGE on Main

1:00 - 2:00 HEAVY METAL: Collecting TRANSFORMERS and DIE-CAST TOYS

with Spencer from AGES THREE AND UP and Mike the Die-cast Sensei

2:00 - 3:00 UNIVERSAL MONSTERS as MODELS

A loving appreciation of Universal Monsters and all the model kits based on them by Monster Attack Team Canada.

3:00 - 3:30 THE AMAZING MONSTER TRIVIA CONTEST PART TWO!

MODEL CONTEST JUDGING

3:30 - 4:00 THE PRIZES

LOCAL CLUBS:

B.C. BROWNCOATS:

The B.C. Browncoats, founded April 2004, are fans of Firefly and Serenity, created by Joss Whedon. 300 members.

“Every Thursday from 8-10 PM we meet in the Canadian Browncoat’s Chat Room. New members are always welcome, so please come and join us for a chat!” Simply register at < <http://p201.ezboard.com/bccanadianbrowncoats2932> >

See < <http://www.browncoats.ca/> > website for details & info, or The Vancouver Firefly/Serenity Meetup Group (Vancouver) at < <http://firefly.meetup.com/12/> > “Grab a drink, pull up a chair and join us online! It’s free...and it’s FUN!”

B.C.S.F.A. – THE BRITISH COLUMBIA SCIENCE FICTION ASSOCIATION:

Founded 29th January, 1970. **Membership is now free!** BCSFA holds a monthly social gathering at the home of the Treasurer (currently on hold), a book discussion on a monthly basis at the ‘Our Town Café’, and offers free monthly on-line issues of BCSFAzine (or, if you have no computer access, a paper version at cost, availability severely limited).

Note: no point in checking out the BCSFA Club website listed below as it is currently frozen, not being updated, until a new website manager is chosen/volunteered/drafted.

BCSFAZINE ADDRESSES:

BCSFAZINE EDITOR (submissions, letters of comment, trades) – BCSFAzine, c/o Garth Spencer, P.O. Box 74122, Hillcrest Park, 4101 Main Street, Vancouver, B.C. Canada V5V 3P0.

OR: email < garthspencer@shaw.ca >

BCSFAzine SUBMISSION DEADLINE: Friday October 10 – See Garth at Fred beginning at 8:00 PM or send to Editor Addresses above.

BCSFA MEETING & PARTY: Venue TBA.

BCSFA BOOK DISCUSSION IN VANCOUVER: Thursday October 16 @ 7pm at the "Our Town" café, 245 East Broadway, Vancouver. The topic book will be ‘*That Hideous Strength*’ by C.S. Lewis and ‘*Starship Troopers*’ by Robert Heinlein.

BCSFAzine PRODUCTION: Friday October 24 - See Garth at FRED for your paper copy. Trying to reduce the number of paper copies as much as possible.

BCSFA SPONSORED WEB SITES:

BCSFA CLUB WEB SITE: < <http://www.bcsfa.net> > (Currently 'frozen' pending new site manager)

BCSFA YAHOO DISCUSSION GROUP: < http://groups.yahoo.com/group/bc_scifi_assc/ >

CANADIAN FANCYCLOPEDIA: < <http://members.shaw.ca/rgraeme/home.html> >

B.I.F.F. MEETINGS (Burrard Inlet Fan Fellowship) – Every Friday (except long weekends & VCON weekend) @ 6:30 PM till closing time (officially 9:00 pm). A weekly social meeting for SF fans, founded June 11th, 2005. Held at The Eighties Restaurant, 110 West 14th Street (at Lonsdale) in North Vancouver.

“There are no rules (beyond the fact that the restaurant asks that anybody who comes orders some food, but as you can get something reasonable to eat for very little if funds are tight), and there are no membership fees or dues (although sometimes we ask for donations to cover some expenses), and nobody is in charge (things just sort of happen.)”

Every BIFF event typically has a theme, be it a particular film, panel discussion, guest speaker, etc. For Example:

This week, we're going to experience Save the Green Planet, a Korean-made flick which, I have it on good authority, is: One of the Weirdest sci-fi films Ever made.

Looking ahead to next week, it's VCON time, and, as has been our practice on VCON weekend, BIFF will be meeting, but we won't be meeting at the usual place and time. Instead, we will be meeting at Amber Jack's Tap House, the pub in the Compass Point Inn, across the parking lot from the King George Skytrain Station in Surrey. Note that, even though this is the hotel for VCON, the pub is not part of the event space, so you don't have to be a member of VCON to come. (Think of it as participating in VCON by proxy, if you will.)

But BIFFarinos won't be crying in our beer alone. Oh, no. As we have done in years past, we will be celebrating a joint meeting with FRED (Forget Reality – Enjoy Drinking), the long-running weekly fanmeet which inspired the creation of BIFF, so you could say that it's going to be a family reunion. Not only that, but we'll also be meeting with the Vancouver Doctor Who Meetup Group. As far as I'm concerned, the more, the merrier. Let's take over the pub, and order Romulan Ale, Fruity Oaty Bars, and Newt Nuggets! (But not Soylent Green.)

Even though I'm posting a startup time (arrivals 6:30, Event start 8:00), the truth is that people will be popping in and out all night long, and also checking out room parties and other events at the con.

To find out what is currently planned for the near future (usually on relatively short notice), please check the BIFF web site at: < <http://biff.realityfree.ca/> >

FANCOUVER: VANCOUVER SCIENCE FICTION AND FANTASY MEETUP – Vancouver, B.C. Founded Sept 21, 2005. 118 Members. “Meet fellow Sci-fi/Fantasy Fans near you! Come to a local Sci-fi/Fantasy Meetup to have fun talking science fiction and fantasy in literature, media, gaming and art. Who knows, maybe we'll hit a convention too!”

For details & info: < <http://scifi.meetup.com/278/> >

F.R.E.D. MEETINGS – Every Friday @ 8:00 PM. F.R.E.D. stands for “F*** Reality, Everybody Drink”, a weekly social meeting for SF fans, founded May 3rd, 1979. Currently held at Boston Pizza, 1333 West Broadway @ Hemlock (2 blocks East of Granville), Vancouver.

Note: Keeper of the FRED Ryan Hawe reports:

Yes indeed, FREDsters, the event that launches Fannish Octoberfest is at hand. (Well, traditions gotta start somehow....)

So, as per usual, we won't be having FRED on the the Friday night of VCon. What would be the point? You'll be at VCon!

HOWEVER -- As has become our tradition for a few cons now, the local fan-meets shall be having

a BIG social mixer at the closest groggery to the convention. This time, it's Amber Jack's, located in the Compass Point Inn (where VCon is being held: 9850 King George Highway, Surrey, BC.)

With us shall be BIFF, as usual, and also the local Doctor Who Meetup Group! (As a former member of the Time Meddlers of Vancouver, let me re-use the 1996 TV Movie-with-the-Pertwee-logo promo phrase: "...and it's about time!")

Officially we start at 8, in order to give folks who want to catch the opening ceremonies the means to attend. I let the pub management know that people might start looking for space around 6:30, though... so they should have some tables available then...

This is the big one folks. Tell your friends, spread the word, grab other cabals of fandom, we're going to rock the joint!

Forget Reality--Enjoy Surrey?

One week only!

Amber Jack's

9850 King George Highway, Surrey, BC

Arrivals 6:30, event start 8:00, going on until close

See you at the 'con!

“For info see < <http://www.facebook.com/group.php> > or contact Ryan Hawe, Keeper of the FRED, at < luxdoprime@yahoo.com >”

MONSTER ATTACK TEAM CANADA

“This group is mostly for members to keep up with the latest events and happening for the club. MONSTER ATTACK is situated in British Columbia's Lower Mainland, and while anyone is welcome to join to stay up with club events, the primary interest will be to members and those thinking of coming to a Monster Attack - Canada event in Vancouver B.C. or the Lower Mainland. At the same time, we want to answer as many questions as we can for people interested in SF, FANTASY, ANIME, and MONSTER modeling - and encourage people to use the site to pose questions about kit building. Think of this as an online clubhouse as well as an info site - and PLEASE ASK AWAY!”

For details & info: < <http://groups.yahoo.com/group/MonsterAttackTeamCanada/?yguid=8788> >

MONSTER FIGHTERS ONLINE CLUB (of Monster Attack Team Canada)

“This Group is for anyone who wants to talk Science fiction and Fantasy films, Figure Garage kits, Monster toys, DVDs, up-coming films, and just plain cool stuff! PLEASE: this is a place to have FUN!!! It's about the love of the hobby, not about flaming someone who feels differently than you do. Please try to express your opinions in a way that is respectful of others' opinions. Let's talk monsters!”

Every month a MOTM (Monster of the month) topic is chosen. “Monster of the Month is designed to inspire Monster Fighters to study their enemies. Sometime during November watch the MOTM . . . then post comments, reviews, thoughts, or pictures to the clubhouse.” The MOTM is announced at the beginning of each month. November's was MYSTERIOUS ISLAND (1961), Oct: IT CAME FROM BENEATH THE SEA (1956), Sept: ATRAGON (1963), etc. “We're still hungry for info on models, toys, pictures and other cool stuff devoted to those monsters. Scan the web, search the world, and deliver the results of your searches back here!”

For details & info:< <http://movies.groups.yahoo.com/group/MonsterFighters> >

THE 13TH COLONY – VANCOUVER'S BATTLESTAR GALACTICA FAN CLUB

“If you've ever wondered if your boss is really a Cylon, if you've dreamed of flying a Viper, or if you find yourself using the word "frak" in casual conversation, then this is the place for you!”

“Battlestar Galactica is the coolest show on TV, and it is made right here in Vancouver, so why not take advantage of that? If you would like to meet up with other BSG fans in the Lower Mainland, join us!”

“Our motto is "We found Earth, but where can we find coffee?!" Therefore, coffee meetups are pretty regular, but we also hold viewing parties and location scouting missions.”

“Welcome to The 13th Colony. So say we all!”

“To keep up with our adventures online, check out our blog: <http://13thcolony...> “

USS MAJESTIC NCC-78601 (REGION 10 STARFLEET)

This Star Trek vessel is the flagship for Region 10 Starfleet (see non-local clubs), and is based in Victoria, B.C. About 18 members listed.

“Like many ships, our crew is diverse and has a variety of interests, but for us on board USS Majestic our major activities include social events such as watching movies, hiking, games and short story writing.”

Recently began publishing a monthly newsletter titled ‘Majestic Mews’ available online.

For details & info: < <http://www.uss-majestic.org/> >

NON-LOCAL CANADIAN CLUBS:

FREDERICTON SCIENCE FICTION SOCIETY:

“Along with our official meetings, members of the group congregate on Monday Nights for a gathering at Tingley's Traditions/Quiznos on Dundonald Street, Fredericton, NB. The times vary, especially during the summer months, but generally anytime after 8:00pm until closing at 10:00pm.”

“The FSFS also helps in the volunteering at [Communicon](#), which is a local gaming convention held the last weekend in January. Though it is a separate entity from the FSFS, it is run by two of the club members and many of the club participate in one facet or another.”

For details & info see < <http://www.celtic-dragon.ca/fsfswebitemain.html> >

K.I.D.C. – KLINGON IMPERIAL DIPLOMATIC CORPS:

“World’s largest & most popular Klingon cultural website... dedicated to the promotion and preservation of Klingon culture and society here on Earth. On this award-winning website, you will find over 225 pages of Klingon data; info on the KIDC, Klingon rituals, ceremonies and traditions, intergalactic cuisine, Klingon fashion and costuming, ships and weaponry; as well as popular discussion forums, numerous Klingon-related mailing lists, and more...”

“The KIDC is an independent and neutral Klingon organization that does not get involved in intra-club political disputes or disagreements. We believe that a Klingon is a Klingon, no matter what organization, club or group they belong to or are affiliated with. We hope to serve as a central resource of Klingon cultural information to all Klingons, regardless of their background.”

“Our headquarters is the *Klingon Imperial Embassy*, based in the Montreal Sector of Canada... The KIDC has many different departments and sections; one of which you will be assigned based on your qualifications and your career preference. Each of our members chooses a Klingon name and puts together a character or persona that fits plausibly within the generally accepted view of the Klingon Empire within the period of The Grand Alliance.”

“Depending on your location on the globe, there are many different ways of participating in the club. We highly encourage interaction between member's characters both through role-playing and through real-life communications via regular snail mail, e-mail and participation in our many Klingon related mailing lists as well as our [Klingon Imperial Forums](#). Members can also become involved in Klingon cultural research, assisting with website maintenance, recruiting and promotion, organizing display tables at conventions, club fund-raising, and organizing or assisting in charitable events.”

For details & info: < <http://www.klingon.org> >

MARITIME SCIENCE FICTION MODELERS:

“The Maritime Science Fiction Modelers consists of about 20 model builders who enjoy the realm of Science Fiction model subjects. We now have members in Nova Scotia, New Brunswick, Quebec and Ontario.”

“Formed in 1993 in Halifax, Nova Scotia, the group gathers once a month to discuss the sci-fi modeling world, talk about new science fiction movies and television, and swap model building techniques. At our meetings, we are able to work on our latest model, or we can show off our most recent modeling triumph.”

“Many members of the group are involved in promoting the model building hobby, and we have had models in several model contests, museum exhibits, science fiction conventions, local television and movie theatre lobbies.”

“It wasn't until 2002 that we finally put a website together so that more than just the Maritime provinces of eastern Canada could see what we were up to. Enjoy your visit!”

For details & info see: < <http://msfm.seryan.com/> >

MonSFFA – THE MONTREAL SCIENCE FICTION AND FANTASY ASSOCIATION:

“MonSFFA a club for fans of the science fiction and fantasy genres. We are your connection to the SF/F community, local, national and international. We have been active since 1987. Our areas of interest span the full spectrum of the SF/F universe: literature, movies, television, comics, gaming, art, animation, scale-model building, costuming, memorabilia collecting, film/video production and more!”

MonSFFA is probably the most active SF club in Canada, with a healthy membership base, event-packed club activity, the monthly newsletter IMPULSE (available for download) and a quarterly clubzine WARP (members only download, or discretion of editor). Their website is well worth checking out for the downloadable fan films BEAVRA, MOOSE MAN, and THE SIMPLETON'S LIFE.

For details & info: < <http://www.monsffa.com/> >

OSFA – THE OTTAWA SCIENCE FICTION SOCIETY:

“The Ottawa Science Fiction Society is an organization of fans of science fiction, fantasy and other speculative fiction in its various forms, whether in prose novels or comics, television or motion pictures, hardcopy or software. OSFS is the oldest operating science fiction club in Ottawa: Founded in 1977 and incorporated in 1979.”

“Our regular monthly meetings are usually held at the Dalhousie Community Centre at 775 Somerset St. W. at 2 PM on the last Sunday of each month, except during summer hiatus.”

“Our regular newsletter, the OSFS Statement, is published monthly. OSFS members receive hardcopies by mail.”

For details & info: < <http://osfs.ncf.ca/> >

SFL - SCIENCE FICTION LONDON:

“Science Fiction London (SFL) evolved out of an earlier club called Star Trek Ontario, founded in 1980 by a group of Star Trek fans. Science Fiction London (SFL) is a group of science fiction enthusiasts living in and around London, Ontario, Canada. We meet monthly in London to discuss science fiction. We also get together occasionally for social events like movie days and barbecues.”

“To get the most out of the meetings, you should read the book that we will be discussing prior to the meeting, assuming that the topic is a book. The schedule of upcoming meetings can be found in the [Meeting Topics](#) section of this Website. Please note that if the topic is a film, the meeting will include a showing of the film prior to the discussion so you won't need to prepare ahead of time. If the topic is a theme, there may or may not be reading that you should do before you attend the meeting; in that case, the details will be displayed in the [Meeting Topics](#) page.”

“Our meetings take place at the Central Branch of the London Public Library at 251 Dundas Street between Wellington and Clarence Streets. Meetings about books will be held in the Tonda Room. Meetings about films will take place in the Stevenson and Hunt Room, which is beside the Tonda Room. Both rooms are on the first floor of the Central Branch.”

For details & info: < <http://sfl.london.on.ca/> >

STARFLEET REGION 10:

“Starfleet was founded by Star Trek enthusiasts in 1974 and has become an international fan organization whose members (4000 +) are united the world over in their appreciation of Star Trek. Hundreds of chapters worldwide link members into local fandom as well as the international organization.”

“Region 10 encompasses the geopolitical areas of Alaska, Alberta, British Columbia, Northwest Territories, Saskatchewan and Yukon.

Includes Starships: USS Majestic (Victoria, B.C.), USS SOL (Alaska), & USS Bondar (?).

For details & info: < <http://www.10thfleet.org/> >

CANADIAN SCI-FI FACEBOOK SITES:

CANADIAN FANDOM:

You guessed it! A Canada-wide Facebook devoted to Sci-Fi fans, actors, artists, authors, concom, costumers, panelists, sfx people, fan writers, zine editors and all kinds other imaginative people. 143 members.

< <http://www.facebook.com/group.php?gid=3198365242> >

CANADIAN UNITY FAN FUND (CUFF):

A discussion group for fen who want to promote CUFF, the Cdn fan fund which sends an Eastern fan to a Western con/Convention (Aurora Awards) & West to East in alternating years for sake of Cdn fannish unity. 10 members.

< <http://www.facebook.com/group.php?gid=6119342503> >

F.R.E.D. (FORGET REALITY ENJOY DRINKING):

This is a Facebook for a Vancouver centred social club which has been meeting weekly at local watering holes since 1979. Sci-Fi orientated. (See also F.R.E.D. under Local Clubs.) 56 members.

< <http://www.facebook.com/group.php?gid=2351668529> >

MONTREAL FANDOM:

“A celebration and gathering of all past and present members of Montreal Fandom, as well as their many friends throughout the world.” 35 members.

< <http://www.facebook.com/group.php?gid=3433145295> >

OTTAWA FANDOM:

A Facebook for Ottawa fans & anyone interested in keeping in touch with them. 28 members.

< <http://www.facebook.com/group.php?gid=3254325206> >

SCI-FI ON THE ROCK II:

A Facebook for concom, attendees & fans of SCI-FI ON THE ROCK, Newfoundland’s annual Sci-Fi convention, founded 2007. 76 members.

< <http://www.facebook.com/group.php?gid=4107298179> >

VANCOUVER FANDOM:

A Facebook for Vancouver & Lower Mainland fans & all those interested in knowing them. 33 members.

< <http://www.facebook.com/group.php?gid=2399759573> >

VCON:

A Facebook for concom, attendees, & fans of VCON, Canada's longest-running ongoing Sci-Fi Convention (founded 1971). Held annually Vancouver/Lower Mainland area. (Next VCON will be #33 in October 2008.) 96 members.

< <http://www.facebook.com/group.php?gid=2315972840> >

CANADIAN SCI-FI WEBSITES OF INTEREST:

CANADIAN FANCYCLOPEDIA:

This is a 'work in progress' project I've been working on for more than a decade. Essentially my working notes for an A to Z 'Incomplete Guide to the History of Twentieth Century Canadian Science Fiction Fandom'. It is my intention to list and describe every Canadian Sci-Fi fanzine, club & organization since the 1930s as well as explain and detail fannish slang, custom, lore and legend. Granted, most of the traditions which form the underlying infrastructure of 'fandom' originated in the United States and Great Britain, but I include as much Canadian material as possible as I stumble across it in my research. For example, only Canadian zines are described. Don't have the time or space to detail foreign zines. So yes, a world-wide Fancyclopedia, but focused on Canadian fannish history.

NOTE: Sometimes people visiting my site, instead of finding the latest A-Z version, hit upon an earlier version that is merely A-C. Don't know why. Solution is simple. Click on 'C' to get the page dealing with 'C' subjects. At the top of the page where it says "Go to [E](#) or back to [Main Page](#)", click on 'E' and it will take you to the 'E' page and also magically jump to the latest A-Z version so that you can now jump to any page. Weird. So rest assured, the Canadian Fancyclopedia is *NOT* stuck in limbo but is in fact updated on a quasi-regular basis. On the Main Page just click on 'Info on Updates' for a list of the latest addition.

< <http://members.shaw.ca/rgraeme/home.html> >

CANADIAN SF -- THE CANADIAN SPECULATIVE FICTION FORUM:

"Fans, publishers, and authors of Canadian SF are welcome to join the discussion of speculative fiction. Log on and chat about science fiction, fantasy, alternate history, or any combination of the genres that make up the varied landscape of speculative fiction in Canada."

- Know of a convention, reading, or other event? [Post it on our coming events board](#).
- Have you just published or discovered a new [science fiction](#) or [fantasy](#) story? Announce it [here!](#)
- Want to discuss Canadian [science fiction](#) or [fantasy](#)?
- Chat about [science fiction](#) and [fantasy](#) literature for children.
- Or [click here](#) for an overview of forum topics.

For details & info: < <http://www.pippin.ca/cgi-bin/YaBB/SF/> >

FANDOM.CA:

"Before Fandom.ca was a website, it was a protest. In 2000, a company calling themselves Fandom, Inc. attempted to register a trademark on the word "fandom". Their application was denied, as "fandom" was a word in common usage since its first appearance in Webster's Dictionary in 1903. Despite not actually having a trademark, Fandom, Inc. began legal proceedings against a fan who owned another website... The fraudulent legal exploits of Fandom, Inc. caused Science Fiction fans all

over the world to begin registering domain names with the word "fandom" in them to keep those domain names out of unscrupulous corporate hands. Seeing such a need, I registered Fandom.ca with the [Canadian Internet Registration Authority](http://www.cira.ca/)."

"Then, in February 2002, the development started, and here is the result. Like all good websites, it's a work in continual progress. I hope to make it part information resource, and part weblog. In either of these areas, if there is some information I have missed, that should be known to all fandom, please feel free to [contact me](#) with links to information of interest. With help from fandom at large, this will hopefully become one of the better fannish resources available."

Andrew C. Murdoch < <http://www.fandom.ca/> >

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