

BCSFA Zine

The Newsletter of the British Columbia Science Fiction Association

#481

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June 2013



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Please send comments, suggestions, and/or submissions to Felicity Walker (the editor), at felicity4711@gmail.com or #209-3851 Francis Road, Richmond, BC, Canada, V7C 1J6. *BCSFAzine* solicits electronic submissions and black-and-white line illustrations in JPG, GIF, BMP, PNG, or PSD format, and offers printed contributors' copies as long as the club budget allows.

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This and Next Month in BCSFA

Sunday 16 June @ 7 PM:	June BCSFA meeting—at Ray Seredin's, 707 Hamilton Street (recreation room), New Westminster.
Friday 21 June:	Submission deadline for July <i>BCSFAzine</i> (ideally).
Friday 28 June:	July <i>BCSFAzine</i> production (theoretically).
Friday 19 July:	Submission deadline for July <i>BCSFAzine</i> (ideally).
Sunday 21 July @ 7 PM:	July BCSFA meeting.
Friday 26 July:	July <i>BCSFAzine</i> production (theoretically).

About BCSFA

The incumbent BCSFA Executive members are:

President & Archivist: R. Graeme Cameron, 604-584-7562

Vice President: TBA

Treasurer: Kathleen Moore, 604-771-0845

Secretary: Barb Dryer, 604-267-7973

Editor: Felicity Walker, 604-448-8814

Keeper of FRED Book: Ryan Hawe, 778-895-2371

VCON Ambassador for Life: Steve Forty, 604-936-4754

BCSFA's website is at <http://www.bcsfa.net/> (thank you to webmaster Garth Spencer). The BCSFA e-mail list is BC Sci-Fi Assc. (http://groups.yahoo.com/group/bc_sci_fi_assc/). See <http://bcsfa.net/events.html> for more events. Low-resolution back issues of *BCSFAzine* are also archived at <http://efanzines.com/BCSFA/index.htm> (thank you to webmaster Bill Burns). Contact Felicity for high-resolution copies.

Letters of Comment

[*Editor's responses in brackets.*]

Kathleen Moore
manxkat@sphericalcows.net

Tuesday 30 April 2013

Good afternoon, Felicity.

Thank-you for the meeting notes. As I wasn't there, I can't reasonably comment on anything that wasn't covered by my proxy.

If I *had* been there, after "Garth thought that BCSFA should act like a dating service..." I would have corrected the information about Edmonton fandom meeting frequency:

From at least October 1982 to August 1988, ESFACAS¹ met *every* Thursday, (almost always in the 14th floor lounge of the Henry Marshal Tory building on the U of A² campus). That's four or five meetings a month, not just two.

And then there were the after-meeting meetings at long-suffering, I mean understanding, local restaurants...among other less-nutritious supplemental activities...

Regards,

Yer proxily prolix Treasurer,
Kathleen

Sheryl Birkhead
25509 Jonnie Court,
Gaithersburg, MD 20882
USA

Friday 3 May 2013

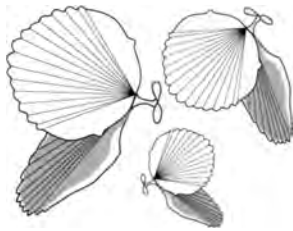
Dear *Felicity and the BCSFAers*,

Well, here I have a *melange* of issues. You could easily say I scraped the bottom of the...um...er...tote bag—two from 2012 and two from 2013. Okay, no snide remarks—eventually I **will** get caught up, just no idea when!

First off, every single one of them is graced by a *Foster* front ill—keep them coming! Congratulations to *Brad* on another *Hugo* nomination. Looking at all the research that went into the June ish—I wonder if, down the (time)line somewhere such diligence might result in an academic (well, you know what I mean) article or be collected into a book...

Aha—I got the "American Typewriter" font to work this time. Heaven only knows (and isn't divulging) why the font refused to show up last time—but one **can** mimic the typer. Okay, enough of that and back to the present.

In January the basement flooded—long expensive story. **All three sump pumps failed at the same time.** The bill for that has just been paid off and then the



1 Edmonton Science Fiction and Comic Arts Society.

2 University of Alberta.

car died; hawk flew into the car—both are okay—then a rock hit the windshield at high speed—**both car and rock**, then...well, you get the picture—just life happening!

FYI—the simple lines you see are actually what I have copied over my pencil sketches—it takes forever! When I find a pencil sketch I really like **the way it is** I have to re-invent the wheel to find a way to use it as is rather than redraw it. It takes some doing and some just never make the trip. If the paper I sketched on is not a brilliant white I end up with a gray background and...well what I see inside my head doesn't make it to the printed copy.

[*I've encountered that situation. Some scanners have settings (in the software) so you can tell the scanner to go lighter. Failing that, image editing software like Photoshop or GIMP can lighten the image after scanning.*]



Just (courtesy of Netflix) watched *The Hobbit Part One*—I guess the greatest comment I can make is that I

knew it was a two part-er, but I really didn't want to wait for that second part. In the back of my head was the comment—*Yeah—and Bilbo is the new (well, almost new) Sherlock's Watson...*

Now that the *Hugo* voting list is out—all who are eligible to vote—please do so!

For whatever reason, the “1980s-esque couch” gracing the back cover on #476 struck me as having Klingon overtones!

[*I can see that!* (Readers: see #476 at *eFanzines*.)]

Aha—mention of bloodstains—now that you mention it...Never having learned how to really “do” art, I went to an art store and figured out a way to, well...almost...I started out making a pencil sketch and positioned art vellum over it and used a drafting (*Rapidograph*) pen to trace and smooth lines. Then I'd go back with an exacto knife. This only happened once (I learned my lesson)—I was so intent on gently scraping errant ink away that I did not notice blood (those blades are so sharp I never felt...) dots on the vellum. I had to creatively trim before photocopying (for the sake of completeness, I also reduced everything so those not perfect lines looked better—now the computer **makes** them perfect). Ah yes, put blood sweat and tears into...

Lloyd—keep on hunting—fingers (antennae?) crossed for you on the job hunt scene.

So, I still have about six pages of pencil sketches that need attention—but cannot find the time. I wish I had both the time and money to have someone train me in using software that utilizes color. As it is, I limp along, but cannot figure out how to make the mental image match the computer image. I figure I could get closer if I did up pastels—but I already know (experience says...) they do not copy well (read as true). But, just having those sheets lying around makes me want to dump work for a week or...three and see if I can get them whipped into shape.

Again—thanks for the issues—you put in a lot of time and effort—it is appreciated!

[*Thanks for writing!*]

'Bye,

Sheryl

Hi Felicity,

Busy day for SF!

Harryhausen is dead.

Vernor Vinge has a video talk on IIEET.³

[Is it *this one*? He has cool ideas about intelligence. He needs an actor with a nice voice to read his words.]

Billed as the best futurist they have. My own opinion is that they need to up their standards. He is interesting to listen to but the chart behind him is wrong.

Physics has figured out how to eliminate Heisenberg uncertainty...*grin*.

Penney has dissed the Holy City of Las Vegas. Hardly surprising since it is not quite the glittery metro he's from. When I left it had 45,000 population and was the biggest city in Nevada. Later on it became the fastest growing city in the world with all of the infrastructure problems that entails. It only exists to swindle those who are too dazzled by the bright lights to notice. The other industries are government stuff you can't talk about. Cheery things like nuclear weapons testing and Lockheed Skunk Works (Area 51 to the UFO fringe crowd).

[Theory: J-Rod is the future offspring of J-Lo and A-Rod.]

Nevada has its own morality based on what works for the conditions there which puts it at odds with those who think there is a moral high ground. I think any morality that is not survival based is bogus. I also think laws are written down when there is an acknowledged failure of the "morality" of a culture.

One of the grandkids brought me the *Hobbit* movie. It was surprisingly adult in tone. When I read the book I always considered it to be quite juvenile compared to the *Ring* trilogy. Worth a look even if you're just there for the action scenes.

I'm working my way through the adventures of Ed Straker *UFO* TV series. It shares a few of the worst failings of *Thunderbirds*. Mostly military in nature, secrecy is fine, failure to have a reserve and alternates is unforgivable...*grin*.

If you need something to do try <http://www.hoxity.de/papercraft>.

There are quite a few versions of the Draken fighter perfectly in scale for your *Starguard* forces. I also found *HMS Dreadnought* available for free downloads. Paper modelling is interesting and has the advantage that you can easily fix what you did wrong the next time around.

I just finished re-reading *Pandora's Legions* from the Baen Free Library. Highly recommended.

I hear Amy Schumer has a TV show. Like Redd Foxx before her I'd rather see the parts they can't air.



takes the matter of security very seriously indeed. That's why we use a sophisticated encryption system to protect your credit card details." And then print out your e-mail at our centre so that anyone can read it...

3 [Institute for Ethics and Emerging Technologies](#).

Error message of the week:

“The Microsoft Exchange Information Store service depends on the Microsoft Exchange Directory service which failed to start because of the following error: the operation completed successfully”...

“Spacewar serves Earthpeace.”

...Catholic priest says *Vatican* in contact with extraterrestrials: well, we’d have hoped so...

MPAA Executive Tampered with IFPI Evidence in Internet Piracy Case
and to top it off

<http://scarfolk.blogspot.co.uk/>

That should do it for this LOC. I also heard from Taral.

Warm regards,

Dave Haren

Jim McPherson

Saturday 11 May 2013

jmcp@phantacea.com

Guess it’s been a while since I wrote BCFSa. Haven’t put out anything since *God-dess Gambit* circa Imbolc Day 2012 (http://www.phantacea.com/gambit_page.htm) so that might explain that.

Here’s the graphic novel’s press release:

PRESS RELEASE

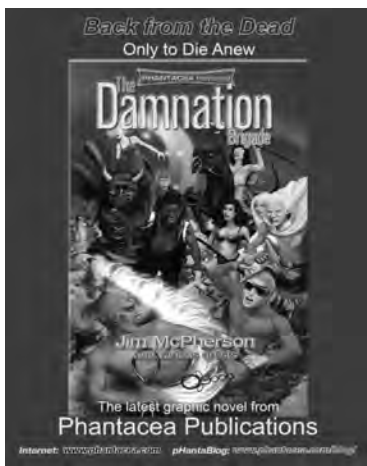
FOR IMMEDIATE RELEASE

The entire Damnation Brigade storyline compiled at long last.

VANCOUVER, BC: Phantacea Publications is delighted to announce the release of its second full-length graphic novel: *Phantacea Revisited 1: The Damnation Brigade*.

A rip-roaring outburst of creativity featuring Jim McPherson’s taut storytelling and spectacular artwork gleaned from the pages of *Phantacea* #1–5 (1977–1980), *Phantacea Phase One* #1 (1987) and #2 (unpublished), it presents the stirring saga of extraterrestrial Shining Ones and the doomed but unyielding Damnation Brigade.

Anheroic Fantasy Illustrated, with a wrap-around cover by Phantacea’s master colourist Ian Bateson and 120 pages of interior artwork in glorious black and white by a wide variety of exceptional artists often at the very beginning of their careers, the two-part *Phantacea Revisited* series reveals how Jim McPherson’s ongoing Phantacea Mythos really got underway.



Artists featured in the graphic novel include Dave Sim (from just before he began to publish *Cerebus the Aardvark*), the aforementioned Ian Bateson, Verne An-dru (creator of *420*), Vince Marchesano, various Day brothers and George Freeman

(*Captain Canuck*). Sample artwork from this graphic novel is available by email upon request.

For more information contact:

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James H. McPherson, Publisher

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Primary website: <http://www.phantacea.com/>

It took a lot longer to get right, as in to my satisfaction, but I'm pretty pleased with it, all in all. As per here, it's already available at a couple of local comic shops: <http://www.phantacea.com/orderViaCards.htm#walkins> as well as, as per here, Phantacea Publications: <http://www.phantacea.info/phorder1.htm#dbrigGN>. Still no PayPal setup but you can order it from ComiXpress in the States by credit card. Not sure of the link as it's down but I bet any of the walk-ins already noted have a mail order system.⁴

Re your comment about the strange fan fellow who tattooed an autograph on his arm, I was at Fan Expo. For some of my snappish comments have a boo here: <http://phantacea.com/blog/?p=274>. (And no, there was no sports presence there... yet.)

There are a couple of other postings re Fan Expo here, under pHunnily Enough (<http://phantacea.com/blog/?p=249>), and Fleeting Memory here (<http://phantacea.com/blog/?p=207>), which actually is funny.

Lynx for Phantacea free stuff is here: <http://phantacea.com/blog/?p=188>. Might have some more free PDFs up in next week or so.

For BCSFA reproduction I've attached a redone interactive PDF in B/W. Also attached are the original interactive in colour and another one, also interactive, for those who might actually be interested in ordering stuff. Printed versions of the PDFs and some Phantacea postcards can be provided, preferably with an order.

I invite you and all your fellow pHans/readers to register and contribute to pHantaBlog: <http://www.phantacea.com/#blogBlurb>.

Last month or the month before you made note in BCFSA's fanzine that someone was shocked by a comment from a kid to the effect that he didn't read anymore. Unfortunately, he was hardly the only one. Does anyone read anymore? Isn't it cool? Is my perennial comment, frequently repeated to anyone listening, that POD-published books (and e-books) are the only way for avid readers, let alone fans, to get hold of something fresh in this day and age moot?

4 More information, via [Jim's post](#) to [the BC Sci-Fi Assc. Yahoo! Group](#): "So far the graphic novel is available at the Comic Shop on 4th, Golden Age Collectables downtown Vancouver, ComiXpress in the States, and directly from the publisher, Phantacea Publications. The ordering link to Phantacea Publications is [here](#). Please be aware that Phantacea Publications can only accept certified cheques and money orders. Shipping and handling via Canada Post is \$8.00 CAD. The press release is [here](#). PDFs and postcards available upon request. Feel free to register and contribute to [pHantaBlog](#)."

[IIRC he did read, but not “that last-century stuff” such as Asimov, and that’s what shocked us.]

That might be a discussion worthy of starting with a response to my aforementioned minor rant here: <http://phantacea.com/blog/?p=274>.

Jim McPherson
Phantacea Publications
www.phantacea.com
www.facebook.com/phantacea
www.phantacea.com/blog

Brent Francis
b-francis@sympatico.ca

Wednesday 15 May 2013

Current candidate for movie moron of the year.

<http://www.film-tech.com/ubb/f5/t002674.html>

[“Jefferson City, Mo.—Management at the Goodrich Capital 8 Theaters is defending what it calls a publicity stunt at the movie theaters this past weekend. During the opening weekend of the latest Iron Man movie, a man walked into the theater in full tactical gear and carrying a fake gun.”—Daniel Winn, ABC 17 News]

Michael Bertrand
fruvousfox@gmail.com

Monday 20 May 2013



Hi there BCSFAns! I speak to you...from *beyond the grave!*

OK, not really. But I just turned 40 yesterday, and so I am feeling my mortality just a little bit more than usual.

Feels kinda clammy.

Reaction to this news has been mixed. My online friends are surprised to find out I am that old. (The secret is immaturity!) My siblings say it makes *them* feel old. As for me, I am treating it as perfect opportunity to close that chapter of my life that has brought me here, and begin anew.

But enough about me. Time to put the C in the LOC!

Lloyd’s right about people thinking science [*fiction*] authors are trying to predict the future, when all we are trying to do is explore possibilities. If enough people explore enough possibilities, then of course one of those possibilities is bound to coincide with future fact.

But we are looking to tell stories, not prognosticate.

About that huckster Von Däniken and *Crash Go the Chariots*: Carl Sagan also took the time to take on Von Däniken’s lovely line of BS in his book *Dragons of Eden*, in his case from the point of view of an astrophysicist.

Having these heavyweight intellects take on such obvious fantasy seems sort of silly now, but back at the height of the UFO boom of the ’70s, there was an enormous flowering of belief in all kinds of things like ESP, auras, numerology, astral pro-

jection, and other things that makes von Däniken's work seem plausible by comparison.

And so I can see how a rational intellectual might start feeling like reason was losing ground and needed defending.

But at the end of the day, reason prospers for the simple reason that it works. People might believe whatever they like in order to help them cope with the world, but when it comes time to actually do things, they reason it out instead of praying.

[Conversely, when reason fails to help them cope with the world, and belief offers some comfort, they are also going with what works.]

Well that's enough of my hot air for one month. See you later folks!

Lloyd Penney
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Etobicoke, Ontario
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Thursday 23 May 2013

Dear BCSFAns:

The 480th *BCSFazine* is here, waiting patiently until the day I decided to get moving with a mountain of zines. Today's the day, so here goes.

The local...so many clubs and other organizations start out with grandiose plans, when reality shoots most of those plans down. I've subscribed to magazines and bought memberships to clubs, and never received anything for my money. The Aurora ballot is out, and I am pleased to be on it again for doing what I am doing at this exact moment, writing letters to fanzines. I need your help on this one, BCSFAns!

[I have voted. Readers: the nominations are set, but you can still vote up to noon (PDT) Friday 13 September 2013. Friday the 13th? 2013? If there isn't a thirteenth Jason Voorhees movie coming out that day, someone at Paramount is asleep at the switch!]

My own letter...there have been some other steampunk events here, like the Steampunk Social, staged by Campbell House downtown, but other commitments mean we just can't get there. Also, this is the time of year where a multi-layered steampunk costume might just cause heatstroke.

Who says you can't read SF and be a fanzine writer at the same time? Granted, both take up a lot of time, time we might not have to spare...I am finishing up *The Time Dweller* and other stories by Michael Moorcock. There, I'm outed, too.

We did see *Star Trek Into Darkness*. Full of plot holes and strange science, and full of action that doesn't let up. I notice in this movie, and in *The Hobbit*, the characters fall perhaps 50 feet or more, especially falls that would kill most people, but the characters get up and dust themselves off, and carry on with the action. I am not entirely happy with the movie, hope they will do something better and more thought



out the next time, and have to hope that a new television series will carry on with the original timeline, and pick up where *Voyager* left off.

The calendar...indeed, June 2 is my birthday, and I will turn a ripe old 54, but May 28 is an important date, too, for Yvonne and I celebrate our 30th wedding anniversary.

[*Happy anniversary!* ☺]

Nothing else new, really...Ad Astra 2013 happened, and it was a great time. We did stay for the full weekend after all, and it was a splendid weekend. Steam on Queen 2 comes up on June 22 at Campbell House downtown, and we are one of many steampunk vendors. We hope it will be a good day for attendance and sales. Take care all, I am done and outta here. See you with the next issue.

Yours,

Lloyd Penney

John Park
af250@ncf.ca

Thursday 30 May 2013

My novel *Janus* is one of several CZP titles that have just been released in audiobook format by Audible (<http://www.audible.com>).

We Also Heard From: Joseph Bardsley, Kathleen Moore, Spider Robinson, Ray Seredin, Speedy Copy Ltd., Taral Wayne, and Ken Wong.

Calendar

Note to print readers: underlined events have an associated URL. Links are included in the PDF version at <http://www.efanzines.com/BCSFA/>.—Julian Castle

Already in Progress

16 February–9 June 2013: Co-Mix: A Retrospective of Comics, Graphics and Scraps. The first retrospective exhibition of Art Spiegelman (creator of *Maus*). Vancouver Art Gallery, 750 Hornby Street, Vancouver. Daily 10 AM–5 PM, and Tuesdays until 9 PM. Tuesdays 5–9 PM admission by donation. Regular adult \$17.50 (and other prices listed at website). Gallery info: 604-662-4719.—Julian Castle

3 May–2 June 2013: Stratus (art show) at Ayden Gallery, #2103, second floor, International Village, 88 West Pender Street, Vancouver. 2–9 PM Thursday & Sunday; 2–10 PM Friday & Saturday. “Comic art from local indie comic collective Cloudscape Comics.” 604-376-6947.—Julian Castle

9 May–1 June 2013: May LaForge Be With You, Wednesday–Saturday 12–5 PM (opening reception 10 May, 7–11 PM) at Hot Art Wet City, 2206 Main Street, Vancouver. Group art show tribute to *Star Wars* & *Star Trek*.—Julian Castle



22–26 May and 28 May–2 June: Mump & Smoot in *Something* (a theatre play), 8 PM at the Cultch, 1895 Venables Street, Vancouver. Post-show Q&A session with the artists on May 23 & 28. “Mump and Smoot are a Canadian clown duo” and “also referred to as clowns of horror, inhabit a parallel universe called Ummo, worship a god named Ummo, and speak their own brand of gibberish, Ummonian.” Three ways to get tickets: online, in person (1895 Venables) or by phone 604-251-1363. Box office: Monday–Friday 12–6 PM; Saturday 12–4 PM; closed on Sundays. Also open one hour prior to every performance. Ticket price varies depending on day and seat location: Sunday, Tuesday, Wednesday (May 22, 26, 28–29 & June 2): \$43.81, \$28.57, \$16.19; Thursday–Saturday (May 23–25 & May 30–June 1): \$53.33, \$38.10, \$15.18. Youth (“19 & under”) with photo ID can buy rush tickets for \$5, but only two youth rush tickets reserved per performance and are available one hour before showtime. Box office employee suggested people 12 years or younger might not enjoy the show.—Julian Castle

31 May–2 June 2013: Victoria Steam Exposition IV, Victoria. A “celebration of steampunk art & culture.” 8 PM Friday night reception at Bard & Banker, 1022 Government Street. Saturday & Sunday at Victoria Event Centre, 1415 Broad Street. Featured guests: author & artist Kaja Foglio (*Girl Genius*), raconteur Chris Adams, artist Randie Feil, author Jordan Stratford, *Vintage Tomorrows* authors James Carrot & Brian David Johnson, bartitsu instructor David McCormick, steampunk burlesque diva Lola Frost, musicians Bucan Bucan, and others. Weekend passes only for Saturday & Sunday. Tickets: \$8 Friday reception; \$30 adult weekend pass; \$20 youth weekend pass; \$10 Saturday or Sunday only. Suggested hotel: The Carlton Plaza Hotel, 642 Johnson Street, but Steam Expo room rate only for those who booked before April 30. Hotel: 800-663-7241 or 250-388-5513.”—Julian Castle

June 2013

June is Adopt a Cat Month, Bathroom Reading Month, and GLBT Book Month.

1, 8, 15, 22, and 29 June and 6, 13, 20, and 27 July 2013 (Saturdays): Board Gamers: Saturday Afternoon Gaming, 12–7 PM at Board Game Warriors, 708 Clarkson Street, New Westminster. “Hello. Feel free to come in anytime on Saturday afternoon until 7 PM and play any of the many open games there are here at the store.—Kirby”—Keith Lim

1 June–31 August 2013: Teen Manga Character Design Contest. “Share your love of manga with VPL’s Teen Manga Advisory Group!” Eligibility: Residents of the Lower Mainland between the ages of 12 and 18 years old. Enter for chance to win prizes. “Create your own manga character in one page of artwork. Tell us their story in 700 words or less.” Drop off your entry at your local branch or e-mail your entry

to teens@vpl.ca. Please visit <http://teens.vpl.ca/> for full contest details. For more info call Children's Library at 604-331-3663.—[Julian Castle](#)

2 June 2013: **Lloyd Penney's** birthday.

2, 9, 16, 23, and 30 June and 7, 14, 21, and 28 July 2013 (Sundays): [Kitsilano Board Games: Lazy Sundays](#), 2–3 PM at Cuppa Joy, #295–2083 Alma Street, Vancouver. “Sunday afternoons: they are made for relaxing, cups of warming beverage, and most especially board games. Thus, *Sunday board games!* Cuppa Joy's large tables, usually unoccupied space and laid-back attitude suits this purpose perfectly. Bring board games, friends, and of course your lovely selves! If anyone has any board game requests, feel free to post them in the comments and I will try to accommodate. You can also post less specific requests (e.g. ‘games that take eight players,’ ‘games that don't involve math,’ ‘games about farming’) and I'll see what I can do. Happy Sunday!”—[Keith Lim](#)

3 June 2013: **Karl Johanson's** birthday.

3, 10, 17, and 24 June and 8, 15, 22 and 29 July 2013 (Mondays): [Family Board Games](#), 4:30–6 PM at Vancouver Public Library—Central Branch, Harvey Southam Room, Children's Library, 350 West Georgia Street, Vancouver. Play “the library's collection of board games.” “All children [must] be accompanied by an adult.” For more info call Children's Library at 604-331-3663. *Free*.—[Julian Castle](#)

3, 10, 17, and 24 June and 1, 8, 15, 22, and 29 July 2013 (Mondays): [Board Gamers: Painting Miniatures](#), 5–9 PM at Board Game Warriors, 708 Clarkson Street, New Westminster. “Hello. Painting miniatures can be fun, challenging, and sometimes even outrageous. Feel free to come by the store to paint, share tips, or maybe even learn a thing or two about the craft, nay artform, that is miniatures painting. There are some paints available to use, and brushes, as well as primer. Warmachine figures will likely be the name of the game for most, but anything is welcome.”—[Keith Lim](#)

3, 10, 17, and 24 June and 1, 8, 15, 22, and 29 July 2013 (Mondays): [Vancouver Hack Space Craft Night](#), 7:30–10:30 PM at 45 West Hastings—Back Alley Entrance, Vancouver. [*See Vancouver Hack Space Open House for description.*]—[Keith Lim](#)

4 June 2013: **Andrew Brechin's** birthday.

4, 11, 18, and 25 June and 2, 9, 16, 23, and 30 July 2013 (Tuesdays): [Board Gamers: Tuesday Night Board Gaming](#), 5–10 PM at Board Game Warriors, 708 Clarkson Street, New Westminster. “Feel free to come by anytime from 5 PM to about 10 PM to play a game or two. There are hundreds of open games for playing, or feel free to bring your own. Parking out front is a buck thirty-five an hour (free after 6 PM), or there is a parkade a block away (buck an hour), across Columbia and down by the river. We are located two blocks northeast of the New Westminster Skytrain Station, at Columbia and Begbie. There is a Waves coffee shop in the same building. Go up

hill on Begbie to Clarkson, and the store is to the right. Tuesday is also the Buck a Slice special feature at Fresh Slice Pizza just down the street. Have a good day.—Kirby”—[Keith Lim](#)

4, 6, 11, 13, 18, 20, 25, and 27 June and 2, 4, 9, 11, 16, 18, 23, 25, and 30 July 2013: [Vancouver Hack Space Open House](#), 7:30–10:30 PM at 45 West Hastings—Back Alley Entrance, Vancouver. “Vancouver Hack Space provides a physical space where every creative type can gather to share ideas, equipment, and opinions. We aim to create a 24/7 brain gym where members can show up and work on personal projects, consult with friends, and learn new tricks. More than just a studio space with tools, we focus on sharing all sorts of knowledge within a friendly and collaborative atmosphere. At this point most of our members are hardware and software engineers, many of whom share an interest in microcontrollers, robotics, electronic music, and art. We welcome anyone with skills to share or an interest in learning. Come to our open nights and check it out!”—[Keith Lim](#)



5 June 2013: **Alyssa Foote**’s birthday.

5 and 19 June and 3, 17, and 31 July 2013 (alternate Wednesdays): [Kitsilano Board Games: Wednesday Is the New Monday!](#), 7–8 PM at Cuppa Joy, 2083 Alma Street, Vancouver. “Wednesday is the new Monday! And by that I mean, we’re switching our every-other-week, weeknight games to Wednesdays, so that I can actually attend! Also popular opinion (i.e. I asked a couple of people) seems to agree—Wednesdays are superior. Some come on down to Cuppa Joy, grab a pint and a samosa, and play some *board games!* *Wednesday Wednesday Wednesday!*!”—[Keith Lim](#)

5, 12, 19, and 26 June and 3, 10, 17, 24, and 31 July 2013 (Wednesdays): Cloudscape Comics Weekly Meetup, 7:30–9:30 PM at the Grind & Gallery Coffee Bar, 4124 Main Street, Vancouver. “The Cloudscape Comics Society is a community of comic creators in Vancouver, BC who together publish and distribute quality graphic novel anthologies, as well as host comic workshops and other related events. Here enterprising comic artists come together to network, develop their ideas, and help each other perfect their craft. Everyone is welcome to the weekly evening meet-ups on Wednesdays, starting at 7:30 PM in the back room of the Grind and Gallery Coffee Bar.”—[Keith Lim](#)

5, 12, 19, and 26 June and 3, 10, 17, 24, and 31 July 2013 (Wednesdays): [Vancouver Hack Space Kaizen Night AKA Hack the Space](#), 7:30–10:30 PM at 45 West Hastings—Back Alley Entrance, Vancouver. [*See Vancouver Hack Space Open House for description.*]—[Keith Lim](#)

7 June 2013: Premiere of film *After Earth* (SF/action; Will Smith, Glenn Morshower).

7, 14, 21, and 28 June and 5, 12, 19, and 26 July 2013 (Fridays): Fontana Friday—BC Browncoats, 6:30–7:30 PM at La Fontana Caffè, 3701 Hastings Street, Burnaby.—Keith Lim

7, 14, 21, and 28 June and 5, 12, 19, and 26 July 2013 (Fridays): Friday Board Game Night—Drexoll Games, 7–11 PM at Drexoll Games, 2880 West 4th Avenue (½ block west of MacDonald Street), Vancouver. “In our stores, it’s *open gaming* any time we’re open, so stop in with a friend and try a game! Both of our locations—scheduled events take precedence over open gaming tables. We have about 100 open board games for playing in the store. Playing is *free* except for some tournaments.”—Keith Lim

8 June 2013: **Ian Boothby**’s birthday.

8 June 2013: **Ray Seredin**’s birthday get-together, 7 PM at the Mongo Bongo Mongolian BBQ Buffet, 512B Sixth Avenue, New Westminster (half a block from Sixth Street). “Their for price for an all-you-can-eat dinner and a drink is about \$18.75 with a \$2 tip.” Gifts are welcome. Please RSVP at lungbarrow@shaw.ca before midnight June 5th.—Ray Seredin

8–9 June 2013: Vancouver Retro Gaming Expo at the Columbia, 530 Columbia Street, New Westminster. Pre-reg (1) from VRGE website or (2) in person from Gamedeals Video Games 407 Columbia Street, New Westminster. Weekend pass: \$30 (pre-reg only). One-day pass \$20. Group rates on weekend passes for 10+ people (email for info).—Julian Castle

9 June 2013: Adventure Friends Unite!, 12:30 PM at the Rumpus Room, 2689 Main Street, Vancouver. Alyssa Foote’s birthday (observed). “Time is telling me that I am to move into the next ¼ of my life and so I call all my adventure friends to unite for one big adventure! The plan is to go for a meal and light drinking at the Rumpus Room, then onto Metrotown for some shopping, and finally the possibility for more drinking! Of course you’re welcome to come for all or some of this crazy adventure! Also, if the 9th is a bad day for you, or you love me that much, you’re welcome to join me for dinner on the 5th (actual birthday) at the Boston Pizza by the New West Station at about 4:30 PM!”—Alyssa Foote



11 June 2013: **Ray Seredin**’s birthday.

11 June and 9 July 2013 (second Tuesday): Monthly Steampunk Coffee Klatch, 7:30–9 PM at Waves Coffee House—Large Private Room, #100–900 Howe Street (@ Smithe), Vancouver. “Second Tuesday of every month. In the Victorian tradition of conversation in coffee houses, this casual monthly event is open to everyone who wants to just get together and meet up with other local steampunks. Whether you’re new to steampunk or well-seasoned, young or old, silly or serious, please feel free to

drop by. We can discuss whatever folks want, plan nefarious plots, or just relax, hang out, and get to chat with one another. Costumes welcome but not required—dress as you feel comfortable! I will be at least steamily accessorized, since I have to work immediately beforehand. The only requirement for us to have this space is that everyone should purchase something at the coffee house. They offer teas, coffee, hot chocolate, and various cold beverages, as well as some baked goods.”—Keith Lim

13 and 27 June 2013 (alternate Thursdays): “Burnaby Sci-Fi Writers’ Group meets alternate Thursdays 7–9 PM at Metrotown Public Library (program room) or Connections lounge. Open to new members, mainly sci-fi/fantasy or what have you. Contact Allan @ (604) 946-2427 or email lowson@dccnet.com for details.”—Allan Lowson (on Richmond Writers Network Facebook Group)

13 June 2013: Teen Manga Advisory Group, 4–5 PM at Youth Department, Level 2, Vancouver Public Library, Central Branch, 350 West Georgia Street, Vancouver. For teens aged 12–18. “Do you love manga? Come tell us what the library should have on our shelves and meet other manga enthusiasts.” For more info call Children’s Library 604-331-3663. Free.—Julian Castle

13 June and 11 July 2013 (second Thursday): Vancouver Astronomy Monthly Meetup, 7:30–8:30 PM. [*No location given.*] “Second Thursday of every month. This is the Royal Astronomical Society of Canada—Vancouver monthly meeting and is shared with the general public at no charge. Please be advised that RASC Vancouver’s monthly lectures will be held at different locations throughout 2012. The location of each meeting will be posted in advance, along with details of the speaker and topic. We meet at 7:30 PM on the second Thursday of each month, with astro-coffee, cookies, and juice served after the presentation. Please join us for interesting and informative lectures on all aspects of astronomy and space-science, along with stimulating conversations!”—Keith Lim

13 June 2013 (second Thursday): Fraser Valley Model Club Monthly Meeting, 7:30–9:30 PM at Kariton House Gallery, 2387 Ware Street, Abbotsford. “Meetings held second Thursday of each month at 7:30 PM from September to June (July & August have no meetings—summer break).”—Keith Lim

14 June 2013: Premiere of films *Man of Steel* (superhero/adaptation; Russell Crowe, Henry Cavill, Christopher Meloni, Kevin Costner, Laurence Fishburne) and *This Is the End* (apocalypse/comedy; James Franco, Emma Watson, Paul Rudd, Seth Rogen, Jonah Hill, Jason Segel, Jay Baruchel, Michael Cera, Christopher Mintz-Plasse, Rihanna, Aziz Ansari, Craig Robinson).

15 June 2013: **Jay Demetrick’s** birthday.

15 June 2013: Free RPG Day 7. “A day to go to participating shops to play new games and get free stuff.” “Ten shops in Lower Mainland, four on Vancouver Island and one in Terrace.” Check website <http://www.freerpgday.com/> for which shops are participating.—Julian Castle



15 June 2013: Wibbly Wobbly, Showy-Wowwy, 6 PM–10 PM at the Cellar Nightclub, 1006 Granville Street, Vancouver. “Greetings Whovians! Will you be our companions for our *Doctor Who* show? Don’t get all wibbly wobbly in the knees; we promise you’ll have a good timey wimey! Join Liz and Cam on a journey through space and time to celebrate the 50th anniversary of your favorite show! Come down to the Cellar and bring your friends for a night of burlesque! Trivia! Costume contests! Celebrities that aren’t famous yet! Tousled hair! Poorly made aliens! And more!

Starring: Dezi Desire, Chesty LaRue, Adam Zed, Amanda ‘The Iron Pixie,’ Miss Kitt’n Heels, Chrisscreama and Gooeygal, TeeWhy. *The Place:* The Cellar Nightclub, Vancouver, BC! *The Date:* June 15th, 2013! *The Charge:* 10 bucks!”—Cameron H. Russell

15 June and 20 July 2013 (third Saturday): Vancouver Comic Jam, 8–9 PM at the Wallflower Modern Diner, 2404 Main Street, Vancouver. “The Vancouver Comic Jam is generally held the third Saturday of the month. In cases of long weekends or other conflicting dates, the jam may move to the second or third Saturday. For up to date information, join the VCI Facebook group or follow us on Twitter. *Who can come?:* Anyone who is of legal drinking age is invited. *How much?:* No admission fee. There is a \$5 minimum purchase per person required by the Wallflower. They provide their full menu to order from and alcohol galore: beer, wine, highballs and shots. *There will be a gratuity of 18–20% added to all bills because we are a large group.* Bring your own pencils/pens. Paper is provided. If you’re drawing with markers that bleed through paper, be sure to either bring a drawing surface or place extra sheets of paper under the paper you’re drawing on.”—Keith Lim

16 June and 21 July 2013 (third Sunday): Board Game Swap Meetup, 11 AM–1 PM at Board Game Warriors, 708 Clarkson Street, New Westminster. “Every third Sunday of the month a swap meet will be held where gamers can sell or trade any board games they would like to get rid of. RSVP for the event and you can list what you are looking to sell, or what you would like in trade. Use the message board to propose trades or list items for sale. Board Game Warriors can be a neutral site for meeting and doing transactions during store hours.”—Keith Lim

20–23 June 2013: CampFur 3 (furry event). A “19+ only event.” Is “a private function. As such, please request an invitation [via website]. If approved, we will provide further details about the event” which is located in BC. Registration: Attending membership \$60; sponsor membership \$95; patron membership \$150.—Julian Castle

21 June 2013: Premiere of films *Monsters University* (computer animation; Steve Buscemi, John Goodman, Helen Mirren, Billy Crystal, Charlie Day, Alfred Molina, Dave Foley, Frank Oz, Sean Hayes, Julia Sweeney) and *World War Z* (zombies; Brad Pitt, Matthew Fox, David Morse).

21 June and 19 July⁵ 2013: Board Gamers: Friday Night Magic, 6:30–9:30 PM at Board Game Warriors, 708 Clarkson Street, New Westminster. Open gaming; seven to eight tables. “For Friday Night Magic we will be running a limited Draft FNM. Cost is three booster packs plus \$2, starting at 6:30 PM. Also feel free to come by for some casual Magic: The Gathering from 6–9 PM. Feel free to use the house decks if you just want to try out the game. Don’t forget to check out our Facebook page.”—Keith Lim

21 June and 19 July 2013 (third Friday): IPMS Vancouver Monthly Meeting, 7–9:30 PM at Bonsor Recreation Complex, Second Floor “Arts Room,” 6550 Bonsor Avenue, Burnaby. “Club meetings are held on the third Friday of every month (with very few exceptions such as if the third Friday falls on Good Friday or is too close to Christmas—check schedule). Doors open at 7 PM. Meetings officially run from 7:30–9:30 PM.”—Keith Lim

21 June 2013: Worldwide Party #20, 9 PM (21h00) at your location. Raise a glass and toast your fellow zinesters in the Papernet.—Dale Speirs



22 June 2013: Rangers Are Coming!, 12 PM at Imperial Hobbies, 5451 Number Three Road, Richmond. “Rangers will be in store to demonstrate *Flames of War—The World War II Miniatures Game* and take you through your first game using the *Open Fire!* box set. Visit: <http://www.flamesofwar.com/rangers/>.”

23 June 2013: **Amos Iu**’s birthday.

25 June 2013: **Ed Beauregard**’s birthday.

25 June 2013: The 3rd Annual Vogon Poetry Slam & Vog-Off, 1 PM at Vancouver Public Library, Central Branch, Alice McKay Room, Vancouver. “Oh yes, hoopy froods, it...is...on! VPL’s horribly hilarious Vogon Poetry Slam is back and we are looking for the absolutely worst poems in the universe to be presented at VPL’s third annual Vog-Off on Saturday, May 25, 2013. Does your poetry sound like the wheezing grunt of a gastro-intestinally challenged Pekinese? Does your poetic prose cause unnatural queasiness or spontaneous vomiting? If so, the Library wants you! This year, we are celebrating Towel Day, a worldwide celebration of science fiction author Douglas Adams, where fans around the universe proudly carry a towel and/or wear a bathrobe in his honour. Prizes galore! Costumes welcome! BYOT (Bring Your Own Towel). The event is absolutely *free!* All are welcome! How to enter: Prove that you are the best of the worst Vogon poets in Vancouver and you will win many saporous Canadian Earth Dollars! If selected, you will present your work in the most outlandishly horrible fashion possible to gain the favour of five randomly selected judges. First prize—\$100. Second prize—\$75. Third prize—\$42. To enter, email two of your worst Vogon poems to l2programs@vpl.ca by Monday, May 13.

5 Every Friday night, according to Board Game Warriors.

For contest rules and more information about Vagon poetry, please see [[link above](#)]. Finalists will be notified by Friday, May 17, and will perform their entries at the Library's Annual Vagon Poetry Slam & Vog-Off. Towels, costumes, props and generally dramatic readings are encouraged. For more information, please call 604-331-3691."—[Sheila Maier](#) via [Fran Skene](#) to [BC Sci-Fi Assc. Yahoo! Group](#)

25–30 June 2013: [The Addams Family Musical](#). The USA tour's event that is closest to BC is in Oregon (at [Keller Auditorium](#), 222 SW Clay, Portland, Oregon). Musical was in Toronto in November 2011, so maybe they will be in Canada again. Tour isn't with original Broadway cast (including Nathan Lane), but original Broadway cast recording was released in 2010. Their online store is selling *The Addams Family: An Evulution* book and Addams Family musical souvenirs such as umbrellas, bibs, clothing, etc. [Tour website](#).—[Julian Castle](#)

26 June 2013: **Todd Bussey's** birthday.

28 June 2013: **Toren Atkinson's** birthday. Premiere of film *Byzantium* (vampires; Jonny Lee Miller).

28–30 June 2013: [Anime Evolution](#) at UBC (University of British Columbia) in Vancouver. Event "for anime, manga, gaming, and every kind of related fandom." Guests: Team Fourstar (*Dragon Ball Z: Abridged*), Dante Basco, etc. Three-day passes: \$40 'til 31 May, \$50 at the door. One-day passes at door: Friday \$30, Saturday \$30, Sunday \$20. Gold passes: \$150 online before 31 May. Pre-reg: (1) online, (2) in person at an AE general meeting or (3) send [registration form](#) to Vancouver Anime Convention Society, 410–2105 West 42nd Avenue, Vancouver, BC, V6M 2B7. Minors (17 or younger) required to have the parental/guardian consent section of registration form complete. Anyone 12 or younger must be accompanied by an adult. Children six or younger are free.—[Julian Castle](#)

29 June 2013: **Leonard Wong's** birthday.

29 June and 27 July 2013 (last Saturday): [Board Gamers: 12 Hours of Gaming](#), 12 PM–12 AM at Board Game Warriors, 708 Clarkson Street, New Westminster. "Hello. Feel free to come by anytime on Saturday from noon until midnight and play any of the many open games there are here at the store. The event is perfect for any of those more epic games we have at the store that you've been wanting to try or for any you might own but can rarely find the time/space/players to accommodate. Besides a couple of local coffee joints, there are a bevy of nearby eating establishments, and we will probably order some supper at around 6 PM. Hope to see you there.—Kirby & Citty"—[Keith Lim](#)

30 June 2013: [Kick Off the Summer Party](#), 4–11 PM at 39 Ruskin Avenue, Toronto, Ontario.—[Adam Charlesworth](#)

July 2013

1 July 2013: Canada Day.

2 July 2013: **Arnie Katz**'s birthday. World UFO Day.

5 July 2013: Premiere of film *Despicable Me 2* (computer animation; Steve Carell, Kristen Wiig, Steve Coogan, Russell Brand, Benjamin Bratt).

5–7 July 2013: Everfree Northwest, a gathering for fans of *My Little Pony: Friendship Is Magic*, at Seattle Airport Hilton Hotel & Conference Center, 17620 International Boulevard, Seattle, Washington, 98188-4001. Rooms: \$119 USD/night (one king or two double beds). Reserve room via hotel's Everfree webpage or phone hotel 206-244-4800 and use group code "PONY." Adult membership: pre-reg \$50 before June 15. \$55 at door. Dealer membership \$80. "Foal" (under 13 years old) membership free, but must be accompanied by an adult parent or guardian who has purchased a membership.—Julian Castle



6 July 2013: MiniComi 3, 10 AM–5 PM at UBC SUB ballroom. A one-day artists' market inspired by those in Japan. Artists will bring items for sale which may include self-published comics, prints, pins, and plushies. Cosplay is most welcome. Presented by "Vancouver Society for the Creation of Independent Art (VSCIA)." Free admission.—Julian Castle

8 July 2013: **Aaron Harrison**'s birthday. Video Games Day.

12 July 2013: Premiere of film *Pacific Rim* (SF/action; Ron Perlman, Charlie Day).

13 July 2013: Embrace Your Geekness Day.

14 July 2013: **Amanda Doran**'s birthday.

16 July 2013: **Dennis Kristos**'s birthday.

19 July 2013: Premiere of films *RIPD* (fantasy/action/comedy; Ryan Reynolds, Kevin Bacon, Jeff Bridges, James Hong), *The Conjuring* (horror; Patrick Wilson), and *Turbo* (computer animation; Ryan Reynolds, Paul Giamatti, Luis Guzmán, Bill Hader, Maya Rudolph, Kurtwood Smith, Snoop Dogg, Samuel L. Jackson).

20 July 2013: **Julie McGilliard**'s birthday. Manned Moon Landing Day.

20 July 2013: The Summer Festival, 2 PM–late at Simon Fraser University Convocation Mall, 8888 University Drive, Burnaby. Annual event "hosted by SFU Anime and the Altered Reality Club...check out artist booths, food vendors, games, and

stage events all in the style of the ‘matsuri’ summer festivals.” “Cosplay and yukatas highly encouraged!” “Buy a \$2 stamp for unlimited games and win tickets which can net you a chance at a door prize.” “Take the SkyTrain to Production Way Station and hop on the 145 [bus] from there.” “No free parking will be available.” Attendance: Free.—Julian Castle

20–21 July 2013: Wet Coast GT 2013, at Executive Hotel, 4201 Lougheed Highway, Burnaby. “An annual event



where players get together and throw dice and have a good time, usually over a beer. Presented by the WCP and A-Club. Warhammer: 2500 Pts. Warmahordes: 50 Pts, three lists. Warhammer 40,000: 2000 Pts. Flames of War: 1780 Pts. Malifaux: 25–45 Soulstone games. Go to <http://www.wetcoastgt.com/> for more info and to buy tickets!”

22 July 2013: **Evahn Thorsen**’s birthday.

23 July 2013: **Spencer Wilson**’s birthday.

26 July 2013: **Bob Pinaha**’s birthday. Premiere of film *The Wolverine* (superhero; Hugh Jackman, Famke Janssen).

28 July 2013: **Robin Bougie**’s birthday.

31 July 2013: **Felicity Walker** and **Michael Barrick**’s birthdays.

News-Like Matter

Gaming in Color: Crowd-Funded Documentary About Gaming & LGBT People

Gaming in Color

*A Quinn Martin
Production!*

*Tonight’s episode:
“The Prometheus
Quadrant”!*

A successful crowd-fundraiser has been done for the documentary *Gaming in Color* and so hopefully the documentary will get completed.

“*Gaming in Color* is a full length feature documentary” “exploring the queer side of gaming and LGBTQ presence in the game industry.” They have a domain name gamingincolor.com which forwards to [Kickstarter](http://kickstarter.com), but presumably will become a full-fledged website.

First attempt at crowd-funding was to run 6 March to 19 April 2013, but was cancelled on 20 March by project creator with 153 backers and \$11,170 pledged of \$125,000 goal (8.9% of goal).

Second crowd-fundraiser ran 24 March to 11 May 2013, got 1026 backers with \$51,158 pledged of \$50,000 goal (102% of goal).

“While [it’s] possible to make a small indie film on a much tighter budget, our current goal of \$50,000 is actually pretty constricting. After taxes, funding costs and

cuts, we'll be spending a lot of our own resources in making the film. Fortunately we have a large group of people eagerly helping us with the donation of time and equipment and so even on a budget the film will definitely be running. Aside from production, the money will also go for travel....”

Julian Castle

Sunday 19 May 2013

Notes from May 2013 BCSFA Meeting

In attendance were Graeme Cameron (president), Barb Dryer (secretary), Kathleen Moore (treasurer), Ray Seredin (host), Felicity Walker (editor), Michael “Fruvous” Bertrand, Julian Castle, Joe Devoy, William Graham, and Stewart Smyth.

The meeting was well-attended, so there were several conversations going at once, and I wasn't able to get much. Also I fell asleep. Here's what I do have.

Fruvous said they got a human skin cell to revert to a stem cell.

Stewart made an interesting point: that on *The Big Bang Theory* (2007–), the characters are fans of things like *Star Trek* and *Star Wars*—SF recognizable to mundanes—but they never mention SF authors. Stewart also asked whether the audience for the show would have existed 30 or even 20 years ago. This reminded me of *Dweebs* (1995), a short-lived sitcom set at a software company where a shy boss (Peter Scolari) has just hired an attractive female office manager to work with the programmers (Corey Feldman, Stephen Tobolowsky, and others), prefiguring the *The IT Crowd* (2006).



Stewart wondered if they ever caught and punished the person who spoiled the ending of the *Newhart* (1982) series finale, “The Last Newhart” (1990). Stewart added that the plot of *Star Trek: The Motion Picture* (1979) was spoiled by both the novelization and comic book adaptation coming out *before* the movie!⁶

Ray said that there won't be as much reality TV now. (I didn't catch his reasons why.)

Julian mentioned an item from *Previews* (a monthly comics catalogue): *The Interpretation of Zines: A Pictorial History of Science Fiction Fanzines* by Luis Ortiz, which charts the development of zine fandom “from its earliest fans in the 1930s”⁷ and examines the work of famous zine fans “from Ray Bradbury and Gene Simmons to Stephen King and Roger Ebert.”

This reminded Graeme that the only Stephen King he's read is a book about SF and horror (Fruvous suggested it was *Danse Macabre*) and a short story collection. Stewart talked about connections between different Stephen King stories, such as

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- 6 Interesting synchronicity, discovered while transcribing these notes: actor Franklyn Seales, who had a bit part as a crew member in *Star Trek: The Motion Picture*, died the same day as “The Last Newhart” aired—Monday 21 May 1990—which was also nearly twenty-three years to the day before this BCSFA meeting.
 - 7 Zines have been around longer than the 1930s, but the author may be dealing specifically with the history of SF fanzines.

The Shining's Dick Hallorann being mentioned in *It*. Stewart added that he tried to read *The Gunslinger* but couldn't get through it.

Joe and Barb compared arm casts. Kathleen said that they drew quite an interested crowd over the course of the evening.



Graeme said that the first time he went downtown by himself to watch a movie, he was planning to watch a Jacques Cousteau film, but as he was outside the theatre having second thoughts and looking down the street, he saw a huge sign advertising *The Three Stooges Meet Hercules* (1962), and that was only one of three movies for the low price of 25¢! His choice was clear.

Ray was on a train that was playing *Lord of the Rings: The Two Towers* (2002), and when the train reached its destination, no-one wanted to disembark because the movie wasn't over and they wanted to see how it ended. This reminded Fruvous of the worst movie he'd ever seen on a plane: *Baby's Day Out* (1994). It combines elements of *Home Alone* (1990) with the old cartoon trope of a baby wandering through danger and miraculously surviving, plus "Ow! My Balls!"-level humour.

This made Graeme think of *North Border*, an American reality TV show about the Department of Homeland Security guarding the border between the USA and Canada. One agent points to a lake and says it's the most dangerous spot in the world. An episode focused on a Canadian woman who comes across the border every week and goes to different stores. The DSH has groups of cars following her. They told the show they were planning to offer her a deal if she named the other people in her conspiracy.



Graeme also remembered a Discovery Channel show "proving" that the Native Americans mined copper. "We *know* they did," said the show. "Now we will look for evidence." It was on the Discovery Channel, so it must be true!

Fruvous said that he has not been mad at reality shows for a long time, but is starting to get mad at ghost hunting shows, because they're full of night-vision camera footage and people getting scared but nothing actually happens. There's no content. "All froth and no beer," said Fruvous.

I objected to the making-of special about *Star Trek Into Darkness* [*sic*] (2013) being on the History Channel. Graeme asked, "Is it because it's a documentary?" It presumably is a documentary, but it's the latest thing, not history, I said. Graeme replied, "It is history, for today's ADD society."

Ray is excited about the season finale of *Doctor Who* (2005), which will have an evil version of the Doctor who knows everything the Doctor does. Ray also said something about Texada Island and BC Ferries. (I couldn't make out what.)

I wanted to read more of Graeme's issues of *BCSFazine* from the 1990s, and wondered if he planned to scan them and make PDFs for eFanzines.com. Graeme said that he still needs to find out how to scan, paginate, and keep the file size small.



(I know a way to scan and paginate—scan a page and save as an image, and then insert the images into pages in a word processor—but I don't know if that would keep the file size small.)

Graeme said that Neil Jamieson-Williams had asked him to write a Hunter S. Thompson-esque column for *Swill*. Graeme wrote a six-page column, then cut it down to two pages for conciseness and verve. To adopt a different persona, Graeme said, he used adjectives he wouldn't normally, such as “crepuscular,” which *sounds* sinister, but just means “active during twilight.” Graeme then put the column away and looked at it a few days later and was disappointed to find that: (a) he could still tell it was his style, (b) it was too mean and not funny enough, and (c) he recognized the usual topics of his writing reappearing in the article. So, he reluctantly declined to write the column.



Graeme described the result of his attempt as “Perry Como channeling Iggy Pop.” This reminded me that lately I've been listening to *In a Metal Mood: No More Mr. Nice Guy* by Pat Boone, an album of jazz/big-band covers of rock and heavy metal songs. I bought it for camp/novelty value when it came out in 1997, and was pleasantly surprised by how good Boone's arrangements were on “Smoke on the Water,” “Enter Sandman,” “Holy Diver,” “Paradise City,” and “Stairway to Heaven.” In many cases, the musicians who originated the songs joined Boone in the studio for the cover version (e.g., Ronnie James Dio for “Holy Diver”). As Boone himself points out in the liner notes, good harmonies are still good harmonies even if you change the genre.



Stewart remembered the album and that Boone appeared at the American Music Awards in black leather with a dog collar. According to Stewart, Boone later said that when he got home that night, he had 75 concerned messages waiting for him on his answering machine.

Ray reported that we still have our July 1st fireworks, but in Seattle, both of the annual July 4th fireworks shows have been cancelled due to lack of money, along with the Blue Angels. Stewart watched the Blue Angels as a kid in the 1960s, Graeme in the 1950s, Ray in the 1970s. Graeme has also seen the Red Knights, Canada's answer to the Blue Angels.

This reminded Ray that there's a Tim Horton's at or near the North Pole, serving the personnel at a base there. Graeme said that Russia is now trying to claim the North Pole as part of Russia. I replied, “That'll be *our* ‘North Border.’” When Krispy Kreme, with much fanfare, opened a shop here, Graeme tried it, but found the doughnuts too sugary; they made him queasy. I found them to be just so-so, not as legendary as the hype said. For really good doughnuts, go to Duffin's on Knight Street. One of my pet peeves about Tim Horton's is that although they're open 24 hours, they only make doughnuts once a day, so if you show up at 3 AM you're getting a stale doughnut, and choosing from what few flavours are left. Duffin's, which also 24 hours, makes doughnuts around the clock.

Ray and Graeme talked about the stereotype of cops liking doughnuts. They figured it got started because in the old days, doughnut shops were the only places open all night, where a cop could stop for a break. When I was in university, I worked the graveyard shift at 7-Eleven, and we had a policy of free coffee for police. Ray said that similarly, when he worked at A&W, cops and firemen got free coffee and half-price meals. Graeme immediately grasped the benefit: "If they're encouraged to drop by as often as possible..." I nodded. "...then you don't get robbed." Graeme: "Unless the criminal is stupid." That reminded me and others of the scene in *Robocop 3* (1993) where a crook (Lee Arenberg) tries to hold up a doughnut shop, failing to notice the dozen uniformed cops eating there.



Ray said that in Winnipeg, a guy robbed a Tim Horton's, and had the whole police department after him. Fruvous (I think) remembered a team of very careful bank robbers in Quantico, Virginia who observed the bank for weeks, learning its schedule and patterns, but didn't notice that it was across the street from the FBI Academy, and didn't realize that they were robbing the bank on payday.

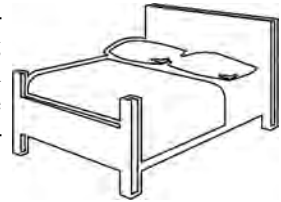
At this point, exhausted by the last two days' non-stop schedule of birthday parties and a comic convention, I fell asleep.

Felicity Walker
Sunday 19 May 2013

Vancoufur 2013 Con Report: Part 3

Michael Bertrand

9:00 AM: Another sleepless night. I am awake but unsteady. I get it, Life. I should have remembered to bring my damned sleeping pills. Lesson learned. Now can you stop punishing me with headaches and nausea and the feeling that my eyeballs are backed with sandpaper? Because this is definitely not going to help me have fun. Thanks a whole big bunch.



10:00 AM: We bid a fond final farewell to our charming and unpretentious little room at the Accent Inn in Burnaby. It was far from luxurious, but it was comfortable, and I value that far above snob appeal any day. Bye bye, Room 278! You were not our home for very long, but you were still home, and I will always remember you fondly.

10:15 AM: I hit the story editing panel late. (Whoops, sorry Carthage!) Unsurprisingly, Carthage brought his father, the professional journalist, to this one too. I must say, I really admire the guy's willingness to enter our weird little world and parley with us. Shows he has the true courage of a journalist, willing to go where the

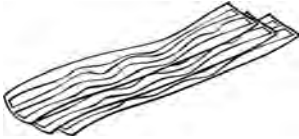
story is, to reserve judgment 'til he has enough information, and to try to understand things on their own terms.

The story editing panel, in which we (but mostly Carthage's dad) scrutinized some examples of prose and did some basic editing of it, was both fruitful and humbling. I feel like I learned a lot about what is necessary and what is not in prose, but at the same time, of course, I could not help feeling that my prose *sucks* and I need to work way harder on my writing.

I knew that was the likely fallout of attending the panel, though, and I somewhat assuaged my ego bruises with the knowledge that it is the other half of writing where I excel. That does not let me off the hook for getting better at the first half of it, what one might call the technical half, but it does mean that technical flaws in my writing do not doom it completely.

Also, I want to hand out massive props for the furry writer (sorry, but I forgot your name) who offered up one of his own short stories for scrutiny by the panel. That took a lot of courage. I am not sure I would have been brave enough to do it myself, if asked.

12:00 PM: I hook up with Joe, Julian, Carthage, and my dear friend Marzipan (not the one from *Homestar Runner!*) for the brunch buffet at the convention hotel restaurant. One of the best things about any convention is seeing the people you only see once a year at said convention, and I am very happy to see Marzipan. Isn't it sad how people drift apart over the years?



Also worth noting: I am very pleased with myself for my self-control at the brunch buffet. I eat mostly salad, fresh fruit, and of course, *bacon*. Unlimited bacon is half the reason I *go* to a brunch buffet. I completely avoid all the tempting carb-laden options like hash browns and I limit myself to only one croissant. (Croissants are eighty percent of the other half of why I go to brunch buffets. I have been known to go to a brunch buffet and end up eating nothing but fruit, bacon, and croissants.)

Even when I go to the dessert table, I come back with mostly fruit, plus some sort of nougat/fondant square that was surprisingly terrible. Tasted like the inside of one of those ultra cheap candy Easter eggs you find at dollar stores. Gack.

And that is all I had. (Well, plus two Nanaimo bars. I'm not made of stone! And they are just so damned good. And probably doubled my blood sugar all by themselves.)

2:00 PM: I attend a multimedia industry panel run by a fellow who goes by the name of Rocko, like Rocko from the show *Undergrads*, of which he is a big fan. He works in the animation industry as a sort of virtual puppetmaker. He gets the rough sketches of characters from the artists and turns them into models in Flash that the animators will in turn animate.

His job sounds fascinating and I learned a lot about how modern animated shows are made as opposed to the classical method with which I am passingly familiar.

However, his command of English is somewhat poor and his accent is very thick, and so the panel is easily as frustrating as it is informative. I am highly sensitive to language and so dealing with someone like that is very tiring and stressful for me.

I am not knocking the guy. The fact that he speaks any English at all in addition to his native tongue puts him ahead of me in language skill.

But us writer types are more intimately connected with language than most, and dealing with someone with poor command of it on multiple levels stresses us out.

4:00 PM: Laden with the exotic wares of this strange and intoxicating new realm, Joe, Julian and I once more brave the long and dusty trail back to the familiar streets and byways of Richmond, where we will tell our tales of mysterious far off lands and bold adventures.

5:00 PM: At long last, we are back home in Richmond, and with plenty of time to meet up with Felicity, have a quick supper, and relax for the evening.

As always, the end of a convention is bittersweet. You value all the fun you had, but you are sad that it is over now. It's rather like the day after Christmas in that respect.

Luckily, soon the rhythms and routines of daily life sweep you back into their soothingly familiar tempo, and your sadness about the convention ending is replaced by fond memories, and the feeling of looking forward to the next one even more than you did this one.

And to be honest, I am really looking forward to finally getting some *sleep*.

Michael Bertrand

The Homepage of Michael John Bertrand

Tuesday 19 March 2013

Who Wants to Be a Mad Scientist?

Garth Spencer

[*This article was previously published in I Never Got the Hang of Thursdays #96 (edited by Garth Spencer, contributed to e-APA #109).*]

Recently I picked up a new SF book, the anthology *The Mad Scientist's Guide to World Domination*, and it dawned on me that this was my unconscious secret ambition. Not to achieve world domination, but just to be a mad scientist.

Fran Skene once told me that she thought the natural life cycle of SF fans was to end up as science fiction writers, or at least to try to write. I didn't buy it, partly because I was still on my quest to find fan-ish fandom. Now, it occurs to me that part of what I wanted to find in fannish fandom, I might have found in a society of mad scientists.

Now: what do you think constitutes a mad scientist? Evil, benign, or surrealist? I have a few notions I'd like to advance.



Origins of the Myth

How far back does our stereotype of the mad scientist go? Much further back than the invention of comic books or pulp adventure magazines, and further back even than Mary Shelley's *Frankenstein*. The earliest figure who fits the mould, to my knowledge, is Sir Isaac Newton. Ike (as I will call him for short) was well-known, and disliked, for having strange, rather artificial mannerisms, a disregard or incomprehension of social norms, unusually sustained attention to detail...and (of course) extraordinarily penetrating insights.



We could adduce a number of well-known scientists and technologists over the generations, including the famous Nikola Tesla. Tesla was also well-known for unique mannerisms, for incomprehension of what businessmen such as Edison were after, and perhaps for cognitive processes we still don't understand.

Of course the foregoing puts you in mind of autism, doesn't it? Specifically Asperger's Syndrome?

Possibly a number of scientists, over the generations, have played up to a stereotype of the absent-minded professor. I seem to remember hearing that Oppenheimer adopted an academic image that was currently fashionable in his time—which got him into some trouble, as the military and security agencies he dealt with were not tolerant of a wide range of political opinions.

My point, and I do have one, is that we have built up stereotypes about geniuses and scientists, and (for pulp-adventure purposes) the stock character of the Evil Mad Scientist. That serves to warn us that we can easily fall into lazy thinking habits, and unexamined, false assumptions: that a scientist is so concentrated on the work as not to ask how it affects people; that genius is close to madness; that a technological enterprise has a scientist in charge, answerable to no one; and other kinds of nonsense.

In the real world, scientists are almost always salaried employees. Smart ones may have investments and managerial roles, but that tends to militate against working in the laboratory or in the field, doesn't it?

Back Story

If you still want to model yourself on popular culture, you might ask what kind of back story produces your temperament, and incidentally your drive and goals.

Your Drive

It is extraordinary how rarely people examine or question their drives, let alone their goals. You cannot afford to make this oversight, when you are a practicing mad scientist; you owe it to yourself to know both what you are doing and why you are doing it. Raging against the world for making you bald, or humiliating you in high school, just doesn't cut it



when you're in your mid-50s and unearthing the lost technology of Atlantis; you have bigger fish to fry, or you should have at your age. Transgenic experiments that produce beavers the size of Mack trucks, or hyperintelligent slugs that occupy Parliament demanding Canada Council arts grants, may be entertaining—but they ultimately don't serve a purpose. What really moves you and what is your goal, your focus, the cause you serve?

Your Master Plan

If only to preserve artistic unity, you are well advised to have a Master Plan. As chaotic as life gets, you cannot tackle it with any amount of mad science if you don't have a Plan. Granted that the Plan will not survive contact with the enemy, I mean real events—let alone, contact with actual enemies (of which more later)—you have to *have* an ultimate goal or purpose to salvage, in order to accomplish anything.

Now, you're perfectly free to serve entirely personal, even selfish goals. Evil mad scientists are part of the club, too. If you have other-centred goals, such as untangling the gathering crises facing world civilization and resolving the problems of population, resource consumption and global warming without subtracting most of the human race, that's also fine. But you have to make your goals clear to yourself, in order to work out your Plan.

To continue the military analogy: if you manage to accomplish half as much of what you intend, half as well as you mean to, you're doing well.

Tactics vs. Strategy vs. Policy



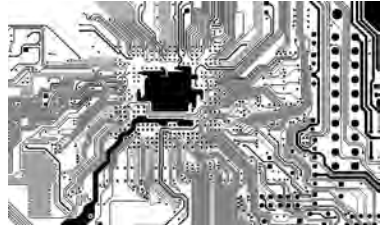
Even if your Master Plan is conceived in political, or corporate terms, as much as in mad-science terms, you will find yourself thinking through matters of strategy and tactics. One of the lessons you may learn from military science fiction is that your strategies have to drive your tactics, but you can be solely tactical-minded, applying the same solutions (or kinds of solutions) to all problems. This started to crop up, for instance, in the early “green revolution” when well-meaning reformists tried to improve Third World agriculture. It was all very well to teach Indian farmers to run combine harvesters, but when their inherited fields were tiny patches not workable by combines—or, not economically—the effort was pointless. Compare that failure of large-scale tactics with the tactics of the Grameen Bank: they lend microloans to small-business operators who need them, rather than the mammoth loans that major international corporations deal with. If your ultimate goals included stimulating local independent business and employment, the microloan tactics are more successful.

Just as strategies should drive tactics, there are policies implicit in our strategies. Your Master Plan should dictate some policies; an Evil Mad Scientist presumably will seek to undermine independence and dominate markets, as by patenting seed stocks and forcing farmers to pay for your strains, and your strains only.

Your Crank Theory/Secret Weapon/Original Gadget That Actually Works

A mad scientist is sometimes expected to come up with unique, proprietary technology entirely on his own, working in a solitary lair with the fruits of his solitary genius. This is comic-book science. For one thing, it ignores the fact that real science is a collaborative effort, requiring constant communication between original minds, in the field and in the laboratory and, yes, in administrative offices, sweating over grant proposals.

For another thing, there are sound reasons why some crank theories and crank inventions are dismissed as pseudoscience. The theory that some agrarian societies, even high civilizations, may have existed before the last Ice Age ended and submerged continental shelves—or, the theory that we attained some high technologies in the distant past, of which traces may yet be recovered—is dismissed as pseudoscience for the simple reason that not enough evidence for them is recognized as evidence, to support a sound case. (Whether the evidence itself is more than sufficient, but is dismissed, is a subject for another time.)



Part of the reason for the misconception of a Lone Genius working in a basement or garage is the legacy of Nikola Tesla, whose reasoning process is still hard to figure, and the legacy of Steve Wozniak or Steve Jobs, computer developers who actually did produce their first prototypes working out of a garage. It takes sustained attention to work out that these were deceptive images.

Real Science vs. Mad Science vs.

Evil Mad Science vs. Technology Development vs. Engineering

Another misconception—or another result of inattention and lazy thinking and bad comic books—is the mushy confusion between research science, technology development, and engineering. A man or woman who does any one enterprise successfully may be hopeless at the other two; the steps from genetic research, developing gene-typing or gene-splicing technology, and manufacturing gene-splicing products and tools for laboratories everywhere, take very different minds.



Equally, there are rather large and unobvious distinctions between real science, mad science, and Evil Mad Science. Remember that science is a learning process, not a body of knowledge. Mad science is not a matter of *presuming* there are morphogenetic fields or psychic gene complexes, and then building a transmogrifying infundibulator to manipulate them, but establishing whether there are such phenomena, and if so,

how they can be used to further your Master Plan. Pure Mad Science is presumably a matter of marketing X-ray glasses that work just because it's funny. Evil Mad Science is presumably a matter of using your powers to achieve world domination, and

taking revenge on used car salesmen who used to be the high school jocks who gave you wedgies.

Opponents vs. Enemies vs. Arch-Nemeses

If this were a comic book universe, mad scientists would automatically generate leagues of sane scientists trying to bring them back into the fold, or at least into insane asylums; and evil mad scientists would automatically generate virtuous caped crusaders to foil their nefarious plans.

In the real world, a mad scientist has to do battle with public and private sources for grants, and with public utilities, and with the cost of real estate (have you *tried* to find a place for a hidden laboratory lately?), and with equipment suppliers, and then there's the problem of getting qualified, imaginative, but compliant assistants. The vested interests and political fronts and competing conspiratorial groups (never mind the criminal organizations) who want to capitalize on mad science for their gain are almost superfluous; mundane considerations are enough to make you throw in the towel.

Triumph and Disaster

If truth be told, pursuing mad science is like writing or art—you don't do it to get rich. You can't give up your day job. You do it for love, or nothing.

A Meditation on Genius (Or the Lack of It)

Part of the mushy, indistinct thinking that goes to our image of the Mad Scientist is the notion that he, or she, must be a Mad Genius.

There is a cliché in our culture that genius must lie close to madness; that a genius scientist will do mad things for the hell of it, like stitching dead bodies together, or transferring genes between species, without rhyme or reason. I've never been convinced of this and found the cliché sort of fatuous. Crazy people do crazy things because they're crazy. Geniuses perceive things that we don't because they're geniuses, not because they're particularly crazy. If we have a stereotype of a Mad Genius, that means they're a vanishingly small minority, like the stereotype of the loser geek fanboy, or the corporate president Bond villain.

So much for stereotypes.



Garth Spencer

Tuesday 30 April 2013

RANDOM NOSTALGIA

IMPACT! COMICS

JEHLI NASSAL--SNOWBOARDER-IN-TRAINING

Zines Received

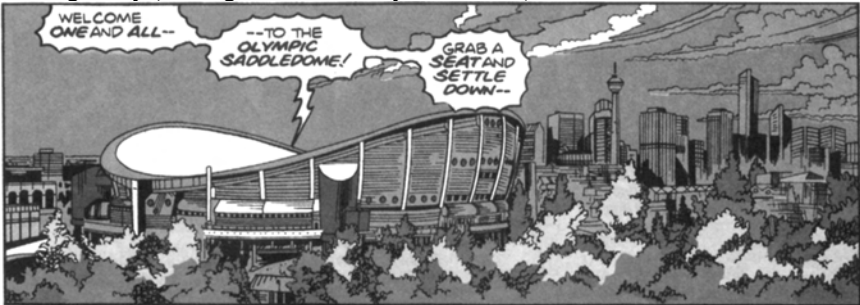
'Opuntia' #253 (August 2012). Published by Dale Speirs, Box 6830, Calgary, Alberta, T2P 2E7.

“When Words Collide 2012”: Convention report.

- “Science Fiction Panels”: “The style of fiction writing taught in universities is not the style that the general public wants to read.” I knew that was a problem with nonfictional material, but I didn’t know about the fiction. What is the style of fiction taught in universities?

- “On the Lighter Side”: “Toilet humour may get a brief laugh or shock value but does not invite re-reading.” Unless it’s *smart* toilet humour.

- “Science Panels”: “Black holes...are not made of dense material.” I thought they *were* made of dense material, of finite mass, zero volume, and therefore infinite density. “Black holes...are completely empty.” With the central mass having zero volume this is true, except for infalling matter between the event horizon and the singularity (although we can’t really check that!).



Also: “Cowtown Parties Hearty” (Calgary Stampede report); “The Man from Montenegro: Part 2” (reviews Nero Wolfe novels *Too Many Cooks*, *Some Buried Caesar*, and *Black Orchids*); “Sherlockiana: Part 10” (reviews anthology *A Study in Sherlock* and short stories “The Audience of the Dead” and “The Adventure of the Vintner’s Codex” from *Strand Magazine*).

E-Zines Received

'The Fanactical Fanactivist' #6 (November 2011). “The Fannish E-Zine of the Canadian Fanzine Fanac Awards Society Dedicated to Promoting Canadian Fanzine Fandom.” Published by R.G. Cameron, 13315 104th Avenue, Apartment 72G, Surrey, BC, Canada, V3T 1V5, rgraeme@shaw.ca. [eFanzines](#).

“The FanEd Nearly Done”: “Ideally one of those 3-D plastic drafting gizmos but I know of none such available locally. I renew my plea for suggestions and ideas.” Julian Castle (if I recall correctly) said that Vancouver Hack Space has one. See “Calendar” for their address.

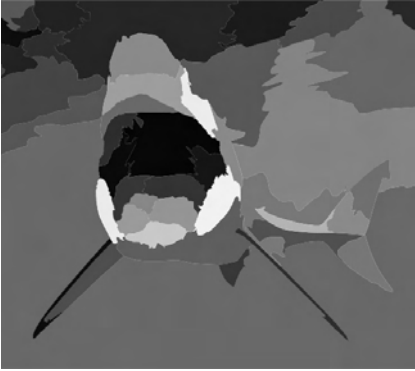
“CanFAAn Awards”: I love Graeme’s word “fenaissance.” I agree with Lloyd Penney that it would be helpful to have a directory of active Canadian fanzine fans.

“The CFF Awards Rules”: I see that the certificate is not going away; the statue will just be added to it. Good! I also see that one of my questions is pre-answered:

what contents a zine has to have to be to be a “fanzine” [“primarily (but not exclusively) concerned with science fiction and/or fantasy, fans of science fiction and/or fantasy, and/or related subjects”] as opposed to a zine.

Also: “Cover Considerations”; “Letters of Comment”; “To Sum Up”; “Colophon.”

Layout criticism: PDF zines should be single-column or landscape format, so that the reader does not have to scroll up and down a page to follow an article.



Font criticism: Good choice of fonts: Chiller for the zine’s title; Times New Roman everywhere else, in different sizes, weights, and colours. Elegant.

‘**The Fortnightly Fix**’ #26 (24 December 2011). Published by Steve Green, steve.green@livejournal.com. eFanzines.com.

“Xmas Eve News from Planet Me”; “Film Capsules” [reviews *The Big Year* (2011), *Paranormal Activity 3* (2011), *Shark Night 3D* (2011), and *The Troll Hunter* (2010)]; “But Before I Forget...”

Art Credits

Sheryl Birkhead.....	Masthead, Pages 1–2
Brad Foster.....	Cover
Clip art (via Dave Haren).....	Pages 3, 9, 11, 14
Jim McPherson /Ian Bateson.....	Page 4
Clip art (Clker.com)...Pages 6, 17, 20, 21 (top), 22 (centre, bottom), 23–28, 30	
Clip art (via Clker.com)/Thomas W. Otto (font)/ Felicity Walker	Page 7
Alyssa Foote	Page 12
Rangers flyer (modified by Felicity Walker).....	Page 15
Rangers flyer.....	Page 18 (top)
<i>Gaming in Color</i> poster (recreated by Felicity Walker)...Page 18 (bottom)	
Clip art [<i>Dweebz</i> (1995) screenshot].....	Page 19
Clip art [American Music Awards (1997) screenshot].....	Page 21 (bottom)
Clip art [<i>Robocop 3</i> (1993) screenshot].....	Page 22 (top)
Clip art (D. McDuffie/J. Craig/D. Day/D. Day/D. Sharpe).....	Page 29