



The Drink Tank

SIXTEEN ISSUES MAKE A LOVELY LIGHT



Suzle Wins TAFF!

In a win that I'll admit surprised me a little, Suzanne Tompkins, far better known as Suzle, won the TAFF election over Chaz Baden Boston and Curt Phillips. No question she'll make a fine a TAFF delegate, but I thought that Chaz was going to win. She actually won with 45% of the vote. I admit, I didn't vote, mea culpa, but I would have probably gone the No Pref route since any of them would have been wonderful representing TAFF.

I'm not really one to write a bio of Suzle, save what I've learned over the years from talking to folks and reading Dick Lynch's Fandom in the 1960s outline. Suzle was one of several 'Founding Mothers' of the Carnegie Mellon Science Fiction Society, along with folks like Linda (not-yet) Bushyager and Ginjer Buchanan. She was one of the original editors of Granfalloon, which is the fanzine Dad used to teach me to read and the one that held the distinction of being my all-time fave until I got wind of Mimosa. Those two tidbits alone should be enough to explain Suzle's importance to

Fandom. Add to that various fanzines over the years, most recently the fantastic Littlebrook with husband Jerry Kaufman, including two titles that I never realised had been nominated for Hugos. I really enjoyed The Spanish Inquisition back in the day and Mainstream nearly as much. Both of these were in the various collections I've been able to draw from over the years.

So, Suzle will be the TAFF rep for Interaction and she's a fine choice. Here's hoping we'll see Chaz and Curt on a future ballot.



Photo by Chaz Boston Baden boston-baden.com

Chris is Busy Again

This Tuesday, I went to a meeting at the Hedley, the bar on the first floor of the Hotel DeAnza. They make the best Manhattans you are every likely to come across. The purpose of my visit? Why, it was my first meeting with my new collaborator Lon Lopez, that's why. We've set to work on a documentary on a very important part of the San Jose music scene from the days when Lon was in teh band Statue Man and I was a regular going to dozens of shows.

A lot of pretty big acts played the Cactus Club, from Alanis Morissette and Motorhead to bands like Smashmouth and No Doubt before they broke big. I used to go there to see bands like Clubber Lang, WhyIOughtta, The Janitors Against Apartheid, Skankin' Pickle and The Red Elvises. The Elvises were the last show I saw at the Cactus before they closed in 2002. It was a sad day for Bay Area music. We're planning on looking at the history of the club and the reasons it got the boot from Downtown.



Luxt at the Cactus in 1999



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Reviewed: A Transatlantic Tunnel, Harrah!

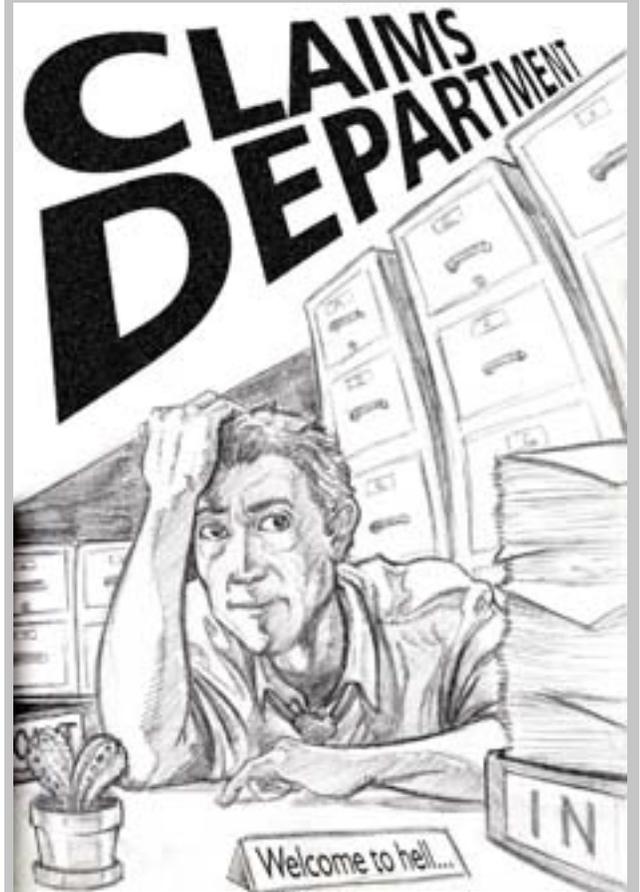
Harry Harrison is a guy I have not read a lot of over my years as an SF fan. I found original copies of his Stainless Steel Rat stories and read the thing he did with my man Marvin Minsky, but that's about all. When I heard that Harrison's *A TransAtlantic Tunnel, Harrah!* pretty much pre-saged SteamPunk as we know it, I had to go in for a read.

First off, it showed up in the 1970s, well after Queen Victoria's Bomb came out. Still, it was obvious that this was more than just Alternate History. This was alternate technological history with a lynchpin that's not what you'd expect. The lynchpin, at least as much as we can assume, is the shepard who didn't get to raising a warning. That led to history being much different, where the English were the Unchallenged Champions of the World, and managed to build and maintain a global Empire. They managed to beat down the US in the Revolution and George Washington was hanged for his crimes. His Great-great-great-great grandson is the main character in the story, still trying to live down the disgrace.

The mix of modern and out-moded technologies is very interesting, especially when it comes to trains. The plane exists, but it not the main force for travel. In this world, the Wright Bros. were nothing more than Bicycle Shop owners. The computer as we know it slightly exists, though Harrison wrong refers to them as Brabbage machines, which made the Computer Historian in me grumble.

Some of the plot points are a little obvious and by the end it turns into a bit of a chase book that tidies itself up a little too quickly. There is a good dose of fun, and the characters are pretty good, though a stereotypical Indian guy is the weakest of them, he's got very little page time. Fighting Jack is my personal fave, mostly since he's the one who has the most outrageous accent.

It's an enjoyable read and a little light on suspense in the name is good old-fashioned nutty technologies. Harrison makes good use of a lot of nice research and comes out with a playful novel that has elements that will influence a great many writers for years to come. I'd recommend it to anyone who is as in to SteamPunk as I am.



One of my many goals for my life Fanzining is to bring out some new folks and get them recognised. There are a lot of people that I've know over the years who would make fine additions to fandom, either as a writer or as an artist. Jason Schachat has written a lot of things for FanboyPlanet.com and a few other places and he'll probably have a piece or two in the Drink Tank before too long. he's also a hell of an artist. My pal Steve Sprinkles, who did the cover of my first issue of Claims Department, is a talent as an artist adn I'll be using him even more as time goes by. He also directed the Chick Magnet and has done a few other movies. He'll be showing up with more stuff in The Drink Tank and Jason will be doing the next cover for Claims Department, so you'll want to stay tuned.



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A Very Short Story

The Beauty of Station 13

The loud speaker introduced her on the second stage. Her name was Sabrina at the Watchtower, ElizaJane at the Bad Boot and Lila at Madame Fo's. This being Wednesday, Sabrina walked onto the stage and leaned her highest heel against the pole, spinning on an axis as easily as those that worked outside the station's artificial gravity. She spun, kicked, hit her grind all on perfect spot while playing with her toy ray gun. She would fake blast the men as they came to put their money on the rail, smiling a Chesire before returning sweet syrup and hot eyes for the dance.

The men in the room, led by Paul Armsed (founder of the Spacer's Welding Union), hollered and sweat in the lights that burned down. Sabrina caught the boss man's eyes for just a second, pointed the blaster towards him as she had so many other lusting young things.

Paul had no idea what happened, his last thought before the blast from Sabrina's gun being "who would find a fake Particle Blaster sexy?"



John Shirley, author of CRAWLERS and ECLIPSE, May 17th, 2004

"If computers are extensions of human beings, then they extend the good and bad both. There is arguably as much disinformation as information on the computer-enabled internet. I can communicate handily with my son in L.A. through my PC; at the same time people use computer programs to invade my computer with spyware and viruses and those vile desktop pop-ups. I can transfer money quickly via computer, and I like that, but that same economic reliance on computer technology is also an increasing vulnerability. Our electronic economy may be a house of cards.

"Sometimes technology has a life of its own: the internet replicates and builds like patterns in cellular automata, cashiers are replaced by self service stations (ironically passing labor onto the consumer who must implement the scanning) and our former capacity to modify and consciously design technology becomes, instead, mere adaptation to a kind of greed-cultivated electronic environment that asserts itself over us. The challenge is to develop technology consciously, intelligently, considering its good and bad applications and environmental impact. If we do that, then computers are an extension of the good in us..."

The Drink Tank issue 16 was edited by Christopher Garcia and mostly written by him too with help from M Lloyd and Jay Crasdan. Posted to eFanzines.com by Bill Burns, who may be the single most important man alive. The art on page 3 is ElectraGirl by DL Norton. All work written by Mr. Garcia is free to use with or without permission in any medium. Everyone else's work is theirs and I wouldn't mess with them if I were. Seriously, I've seen M tear a phone book in half. Legit, she can do it! IF you have questions or comments you can send them to garcia@computerhistory.org or 1401 N. Shoreline Blvd., Mountain View, CA 94043. You can also get on teh mailing list for my new print-only zine Claims Department. Still looking for an APA, if anyone has any ideas.

The View From Higher Up



The Drink Tank



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COMMENTS AND COMPLAINS

SENT TO GARCIA@COMPUTERHISTORY.ORG

BY MY GENTLE READERS

Mathew Appleton- Alexandria, VA

Hi Chris,

I just read through your entire run of Drink Tank thus far, and had a few things to say. (Sorry that none of them are all that timely.)

Like the old saying goes, it's never too late to LoC a fanzine. My record is a fanzine that had stopped publishing in 1979 back in 1994.

1. Whether 10 issues is a big deal depends solely on context. It may not have been a big deal for you, but my 'zine won't be hitting #10 until the end of next year.

Some Fantastic is probably much better for that fact.

2. I'd love to know where you get the time to write so much. Maybe over the past eight years I've just spent way too much time trying to beat the hardest scenarios of Heroes of Might & Magic III.

I have a job that allows me to slack just enough to put out an issue a week, write another issue and a few extra articles for other folks. It's all a part of The Best Job Ever! I'm also lucky that with the exception of Baseball Mogul, I never get addicted to games.

3. I'd certainly believe there is a long tradition of baseball fanzines. When you get down to it, Bill James' very first Baseball Abstracts were certainly nothing more than glorified fanzines. In fact, as a baseball geek myself, I can certainly attest to the fact that baseball fandom online is just as active (if not more so) than sf fandom.

I've never really gotten involved in much on-line baseball fandom. I've written a couple of columns for folks and I'm on a bunch of Tribe.net's Baseball tribes, but other than that not much. And don't get me started on Billy James...

4. I'm not certainly grumpy in my fanzine... but then again, its format sort of makes grumpiness difficult. What I want to see is a grumpy humor fanzine.

I would be so into a grumpy humour fanzine. There are a few people I could think of who could pull it off. It would probably be best left to the Brits, now that I think of it.

5. The whole literary vs. media fandom is quite possibly one of the most frustrating things about sf fandom. I'm really not trying to pimp my own ride (notice that I haven't said its name-- this is your turf after all)(***I'll say it: Some Fantastic!!!***), but I purposely set it up to cover both arenas because both have their own unique pleasures. While I am a first and foremost an sf lit-snob myself, I can appreciate some of the joys available in the best that the media side has to offer.

There are joys to being a Lit Snob, but there are also joys in being a film snob that most Lit Folks miss out on.

6. On your many fandoms, I'm not as knowledgeable about sf fandom as I'd like to be, but my own experience is fractured because my own fanish devotion is pretty evenly divided between sf, baseball and Barenaked Ladies. It's this regimentation of my energies that has prevented me from truly going trufan in any of them, but being far more geeky in each than most people out there.

Going Trufen may well become the name of my first Fannish Autobiography

I love the 'zine -- keep up the good work.