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By España Sheriff

Editor

Here we are halfway through the year again, someone it comes as a surprise to me every year. The big Memorial Day weekend madness is behind us, and by the time this editorial sees the light the real big event for the year will just have passed; our very own Jean Martin’s nuptials! I’m sure she’ll have things to say about it in her next editorial, so for myself I’ll just say congratulations to Jean and Chris! It’s heartening to see when folks get it right.

Meanwhile, with the heat descending across the Bay Area and all my friends running off to various faires, I lurk indoors and wait for my next big thing; Chicon, the 70th World Science Fiction Convention. It looks like I’ll be riding on the Fandom Express (aka Amtrak’s California Zephyr) to Chicago, although back in coach with the plebes. Still, I love train travel and Garcia has hinted he may put together a fanzine during the ride using the fans on board, which would be pretty cool indeed.

Chicon itself looks great so far, with a lot of space-related programming that I know John Coxon is looking forward to, a continuation of the great art-focused innovations like the Art Show booklet, and the ready availability of deep dish pizza within walking distance of the convention hotel.

Speaking of Chicon, if you’re eligible, as usual I urge you to vote in the Hugos in whichever categories you find relevant — the voter’s packet has made this easier than ever and I know I’ll be spending the next few weeks catching up on the rest of the fiction categories now that I’m done with Best Novel. *The Drink Tank* has a series of issues on the nominated works starting with the Best Novel Issue #319, and is worth checking out if you want further thoughts.

Besides that I have art to finish for the convention, fan writing for various fanzines, and podcasting over at the Geek Girl Crafts Podcast (in the latest one Sandy and Jade interview N. K. Jemisin!) to stumble my way through, so I’m only slightly jealous of the fun my friends are having at Pirate Fest, Valhalla, and Ren Faire. And anyway, I can always look forward to them sending in their reports to us.
Out For A Stroll When All Of A Sudden!

by José Sanchez
A Week Before Clockwork

By Thad Gann

A week before Clockwork
And all through the dell,
All the people were rushing,
Though you couldn’t tell.

Tis and alternate space,
The Steampunk ’verse.
And it was unfinished costumes,
That was making them curse.

Yes a week before Clockwork,
And all through the fen,
Sewing machines and hammers
Were at it again.

Makers were bustling,
with bustles and pleats.
Hoping to be ready,
And would all be complete

Yes a week before Clockwork,
And if you see a wild stare,
Make them some tea
And handle with care.
After two decades of spending Memorial Day weekend at Baycon, this year I headed over to Clockwork Alchemy instead. Organized in just five months and sponsored by Fanime, this new convention could easily go either way, but had the advantage of taking place at the San Jose Doubletree. The Doubletree used to be the home of several cons, including Baycon, and I am enormously fond of it (as I wrote about in issue #30 of this very fanzine) so I was thrilled to go back.

Joe Price was burning vacation time and eager to be on site, so we headed down on Thursday afternoon, unpacked and even had time for a nap before popping over to the Hyatt Regency, a mere ten minutes drive down the Great America Highway, to have a pre-conventions dinner with some Baycon folks. The Doubletree has limited food options, so we took advantage of the dinner buffet at the Hyatt while enjoying the company of Erik Bigglestone and Cheri Stryker, two of the people behind the other new con on the block; Convolution. On our way out we ran into the Beckstead clan, up from Los Angeles to be the Fan Guests of Honor at Baycon, and lingered in the lobby chatting with them and saying hi to the slow trickle of staff and early birds filtering in.

Enjoyable as that was, we decided to head back at a reasonable hour in order to be up early to get our badges. One of the flaws of Clockwork Alchemy was that, for reasons still not entirely clear to me, at-con registration was only available at Fanime itself over at the San Jose Convention Center (although rumor has it that next year this issue may be resolved). So, those of us not pre-registered had to schlep over to the convention center and stand in line for two and a half hours to get our badges. Frustrating as this was, the pre-registration line appeared to be twice as long, I can’t even imagine dealing with that.
On the plus side, Fanime had three shuttles running to their
overflow hotels, including the Doubletree, and the badges
worked for both conventions. The shuttles ran every 25
minutes or so during peak hours, and started at 8AM, so it was
very easy to get to and from the convention center. One of the
nice things about this was that whenever we got bored with
Clockwork, which was admittedly slow in the daytimes, we
could hop on that and enjoy the madness over at Fanime.

When we got back to the Doubletree after getting our
badges, Deborah Kopec had arrived with Roy Nakamura and
Brandy Sluss, and even managed to get a room across the hall
from us, which made for some fun being able to pop back and
forth with booze and costumy bits. We dressed up to the nines
each night, which was probably overkill given that the
evenings up to Sunday were relatively quiet. While there were
a couple of parties on Friday, the Fanime policy is not to
encourage parties, since that crowd is generally under 21.

During the daytime there were several interesting looking
panels, including one by someone from Airship Ventures and
another intriguingly titled “Victorian Atomic Power”, but as
usual I didn’t actually make it to any of them. The large
ballrooms had more active events like the airship races and a
shooting galley, where multiple targets were set up for folks to
shoot at with nicely modded NERF guns, the kids (of all ages)
seemed to get quite a kick out of that.

Outside the main ballrooms there were several fan tables,
plus a rather impressive contraption called the Chairway to
Heaven, constructed by the creators of the Neverwas Haul.
Meanwhile the artist alley/vendor Bazaar area was down on
the other side of the hotel, where gaming used to be situated
during Baycon. On the one hand, this filled the space nicely in
the vendor area, making for a vibrant crowd. On the other
hand that also meant that the already relatively small
membership (400 pre-registered, but at-the-door sales are
unclear) was spread out across the entire first floor of the
hotel, creating large empty seeming areas.

There was a programming area in the middle conference
rooms, with a room for panels and another with continuous
video, plus the Aetheric Message Machine Company which
allowed members to send telegraphs to anyone in the hotel.
But it all felt rather too cavernous, and it was hard to get a
good critical mass going to feel that proper convention effect.
Finally, Sprigs (formerly the Coffee Garden), has improved a
lot in terms of menu and seating, but still suffers from the ridiculously early closing time of 2pm, making for another big dead area that folks need to traverse between activities.

Because of this, we ventured over to Fanime several times over the weekend, enjoying the ginormous Artists Alley, which was so big we initially thought it was the dealer’s room (that was next door and equally huge) and chock full of wonderful things. We spent several hours happily looking at stuff, photographing the amazing costumes, and generally enjoying the rowdy energy, and then headed back for somewhat more sedate fun at Clockwork.

In the evenings things picked up a little, mainly due to the extensive music programming which ranged from excellent to probably-also-excellent-but-not-to-my-taste and seemed very well received by the membership. I missed seeing both Unwoman and Lee Presson, but the Sunday night Boom Swing DJ dance was incredibly fun and a nice change of pace to the somewhat slow tempo of the acts I had seen earlier in the evening. I danced until they shut it down and bookmarked the DJs website on my phone (boomswing.com).

All in all I’d call it a success, there were hiccups but mostly pretty minor, so if attendance is increased next year and Fanime resolves things like onsite registration, the outlook appears pretty good. The things that went well seemed to go very well, and the post-convention buzz over on the Facebook group was full of energy and plans for next year from what appears to be a very eager and involved membership.

On Monday we had our last breakfast buffet and hung around for a bit in that melancholy way you do before packing up and swinging by the Hyatt Regency see who was left over there. This worked out quite nicely and we got to see the Becksteads again, Bryan Little and Mette Hedin, Radar Wylie, Bill Taylor and a bunch of other folks, including the Artist GOH Stephan Marteniere.

Over the course of the weekend there were excursions back and forth between Fanime, Clockwork, and Baycon by a lot of people. In addition to the two-con badge we had, Baycon apparently offered some discount to Fanime attendees as well. I hope next year this practice continues and is better advertised, since in my opinion the increase in conventions is a sign of a greater interest in these activities by more people and therefore a good thing which we should see as an opportunity. I know some people disliked traveling between conventions to visit their friends, but frankly I kind of enjoyed this weird floating archipelago of fandom. Hopping from island to island when you wanted a change in your diet felt like being on some weird package vacation to a sprawling fannish resort, each little themed area offering its own unique
By Thad Gann

By ship they came
And Train.
Some by carriage,
A few by plane¹.

Some quite near,
Others traveled far,
Some hitched rides,
One came by Car².

The temporal rift,
It had been foretold,
Attracted these travelers,
The many and bold.

Instruments galore,
The scientists packed,
Explorers packed ray guns
In case of attack.

By ones, then twos,
By threes then more,
Entire caravans,
You could count by the score.

To a town on a bay,
Of an ocean quite large,
Down the road from a seaport
And dirigible garage.

The rift, when it opened
Would be amazing, they’d say,
And take them to worlds,
Both near, and away.

---

¹ plane: a rudimentary attempt at heavier than air travel. Rendered obsolete by the invention of the gravometric inducer.
² car: a horseless carriage propelled by the explosion of petrochemicals. Never really considered practical.
Memorial Day Weekend Conventions

By Christopher Erickson
Senior Staff Writer

With three different conventions happening at the same time, it is hard to pull out all of the experiences that I had over the most recent Memorial Day weekend. Jean and I stayed at the San Jose Doubletree Hotel to take advantage of the shuttle to Fanime and Clockwork Alchemy right at the Doubletree. It was also a bit nostalgic since Jean and I first meet at the Doubletree on the second floor (party time!)

Friday night was a short but fun time as we did not get to the hotel until fairly late. We managed to get into costume and attend the Friday night concert that featured Unwoman performing with various belly dancers and other performers. The concert was preceded by a DJ performance and we managed to catch the last few songs. It was a nice kickoff to the weekend. The DJ and the concert by Unwoman were both enlivening and there was a decent crowd to start the weekend festivities.

The other activities going on that night was a couple of party rooms. One was the room promoting Convolution 2012 in November and the other was the BASFA party room. Both rooms were lively in different ways. Convolution seemed to be the more energetic room. The party had a number of decorations including a bunch of cutouts with different shadow scenes. There was music playing and lots of people talking along with different specialty drinks being served. The BASFA room featured the usual eclectic crowd of people hanging out and chatting in a more laid back atmosphere.

Saturday for me was split between Fanime and BayCon. I started off the day going to Fanime. The interesting part of the weekend was seeing anime fans in the same hotel where the steampunk fans were, and how it intermingled, especially at the shuttle pickup at the hotel. The shuttle service was convenient, but with the on-peak/off-peak schedule shifts, it made the wait somewhat long. It was a good time to talk to people and take pictures.
Fanime was packed as usual for the day, especially when you saw the crowd outside the convention center. There was the usual group of people hanging out in the plaza area taking photos and posing, but the crowd was even bigger this year. Part of the plaza was actually closed down for construction, which will expand the convention center’s capacity, so that might explain the plaza being more crowded than usual. The plaza and side sections around the San Jose Convention Center were well used for meetups and photography sessions. I managed to witness the Disney character meetup inside that was ending and see the amazing collection of costumes. The costumes were incredible this year, but I did not see a trend of a particular anime or video game this time. There were a number of smaller trends this year. It might be that there was a much-varied costuming presence, especially since there was no WonderCon this year. The trends that I did see were superheroes. There were several Marvel characters, especially the Avengers, but there were a few other characters such as Wolverine, the Scarlet Spider from Spider-Man, the Spider-Man Noir version of the character, Red Hulk, Doctor Strange, She-Hulk and Doctor Doom. There were also a number of DC Comics superheroes and villains including Batman and members of his Rogues Gallery (Catwoman, Poison Ivy, Penguin and the Joker), a Joker and Harley Quinn from the Batman: Arkham Asylum video game, a Riddler, Solomon Grundy, Donna Troy, Zatanna, several different Poison Ivys and an awesome Wonder Woman. There was also The Tick in attendance.

There was also a big science fiction presence this year as there was a Firefly cosplay group (with Shepherd Book), a number of Doctor Who cosplayers, several Star Wars characters, Leeloo from The Fifth Element, an Inspector Spacetime cosplay group, an Orion slave girl and a few Starfleet officers from Star Trek and a Tron: Legacy outfit complete with Flynn plushie. Avatar: Legend of Korra and Avatar: The Last Airbender also had a strong showing with several people dressed up as characters from both shows. Other costumes that I saw included Abraham Lincoln: Vampire Slayer, Jareth the Goblin King from Labyrinth, several versions of My Little Pony, the women from Sucker Punch, the King from the Burger King commercials, the reporter from Fear and Loathing in Las Vegas, several G.I. Joe characters and the Benedict Cumberbatch version of Sherlock. There was also a bit of a fantasy contingent with two people dressed as Merry and Pippin from The Lord of the...
Rings and a Mr. Tumnus from *The Lion, The Witch and The Wardrobe*.

The anime, manga and video game characters were also well represented at Fanime. There were several characters from an online game called *League of Legends*, the online comic *Homestuck*, video game *Sengoku Basara*, and video game *No More Heroes*. There were also lots of classic anime characters to be found from the *Sailor Moon* series, *Cowboy Bebop*, *Ruroni Kenshin* and *Hellsing*.

One of the fun things that I found at Fanime was the sushi donuts made and sold at the convention by Psycho Donuts in downtown San Jose. Psycho Donuts was selling a four-pack of mini-doughnuts in the shape of sushi pieces with different flavors such as mango, green tea and strawberry with Pocky sticks as chopsticks.

I was able to attend one panel in the middle of all the madness. The panels were actually held in the Marriott Hotel adjacent to the convention center. People were lined up for a number of panels. The theme of the panel that I attended was Anime (and Manga) For Parents (and Other Grownups). The panel was hosted by Gilles Poitras. He discussed the myriad number of genres covered by manga and anime and the target audiences for each. Most of manga/anime revolves around teen issues such as puberty, love, peer pressure and sexual matters. He discussed that each of these story types focuses on different situations to give support and some type of outlet for the readers/viewers. He also discussed what might or might not be acceptable for parents to let their children read and watch. His bottom line takeaway was that parents should be watching and reading the material with their children to gauge what the parents deem appropriate.

With the crowd so hugely packed (about 20,000 attendees), the convention was still easy enough to get through. The crowd control issues were handled well, with a taped-off walkway through the more open areas, especially around Stage Zero where there was a lot of entertainment done throughout the day. The attendees also seemed to behave themselves, with glomping being non-existent and most people standing off to the side for pictures. The artist alley and dealer room were also more crowded this year, but the crowds of people moved through, especially with people taking pictures.

The game room was interesting to see. There was a setup for playing board games as well as card games such as *Magic*: 

![Sailor Moon Cosplayers (Fanime)](image) by Christopher Erickson
The Gathering and Pokemon. People were even playing old-fashioned card games. There was a set up for video game consoles with the original Nintendo Entertainment System, Sega Genesis and other systems. There were more of the traditional arcade games with several first person shooters, a few Dance Dance Revolution games and a couple of pinball machines. There was also an area for human chess and LARP-style fighting with people calling hit points.

The shuttle back to the Doubletree from Fanime was running very quickly when I wanted to leave. I did not have to wait more than five minutes from the first shuttle I missed. I was able to get back to the hotel for a bit of shenanigans with the Aether Brigade where I was given a summons for various crimes against the universe as the First Doctor.

Saturday night was spent at BayCon. The convention was livelier than last year. There were more people in attendance that night and there was more energy from the attendees. The costume contest was short but very nice. There were a variety of costumes with Steampunk, Hawkeye from the Avengers movie, My Little Pony and Wonder Woman as entrants. Everyone got to show off their costumes and pose for the crowd.

The Klingon Slave Auction was also a sight to behold. With a very large number of entries, there were a lot of “slaves” to bid on and a number of moments for the crowd with the interaction between Obi-Have as the auctioneer and the offerings on the platform. The party rooms were also strong. The Black Hole set the standard for the night in excellence again as well as a great Avengers-themed party room. The con suite was also wonderful, with a large number of offerings in snack food for those who had food allergies and the ability to get non-alcoholic mixed drinks made to order. There was also a menu for specialty drinks with the year’s cruise ship theme.

The costuming was outstanding as well. The highlight was the Star Trek group with four Orion slave girls, a Jadzia Dax, a Kirk and redshirt wearing a torn uniform. The funniest moment of the night was when Captain Mal and Captain Kirk were trying to decide who was the better captain until the First Doctor decided to lecture them on civil behavior. The other wonderful costume of the night was a Star Trek original series Romulan Officer.

Sunday was a great time. The morning was spent back at Fanime where Jean and I went to see the Fanimaid Café. The concept is that people can order food such as sandwiches, salads and desserts and have it served to you at a table. This
The type of cafe is popular in Japan and includes themed cafes. After your food is ordered and a table opens up, women in maid outfits greet you as you enter with respectful bows as the master or mistress of a house would be greeted by the household staff. The maids bring the food to the table and they sit and talk with you. After you have finished with your meal, the maids escort you to the exit and give you a send off. The maids have to audition for the job and go through an apprenticeship program and also perform at Stage Zero for a song and dance number.

The highlight of Sunday evening was the Emperor Norton Ball back at Clockwork Alchemy. The ball featured Lee Presson and the Nails performing swing, waltz and polka music with everyone dancing in their Steampunk finery. The song selection featured a wide variety of sing-alongs such as “Minnie the Moocher” and covers songs such as Nirvana’s “Lithium.” There was a lot of singing and dancing happening that evening. The other buzz of the ball was a reporter from USA Today possibly publishing an article on Clockwork Alchemy or Steampunk.

The last day was my stroll through the vendor room at Clockwork Alchemy. There were plenty of wares on hand with
baubles and bits for your lapels, necklaces and hairpieces for the ladies, bustles and skirts, waistcoats and spats, and lots of weapons for sale. There were also a couple of authors selling their recent publications including Thena McArthur. There were plenty of kits to make hair or hat pieces and glass bits for goggle lenses.

I also took in the airship races. The event involved maneuvering a radio-controlled airship around two posts and then hitting a target at the end of the course. There were several participants who stepped up to steer the mini zeppelins. The participants did their best as the blimp was not easy to control, but the crowd was encouraging and gave each entrant a round of applause when they finished the course. The most entertaining heat was when Captain Lucky of the Aether Brigade steered his ship into a table and disabled the ship. He grabbed a Goodyear blimp balloon and ran the balloon around the course. After his heat, the airships seemed to go towards Captain Lucky looking for revenge.

Thus, ended a busy but fun Memorial Day weekend at three conventions, and I’m looking forward to doing all three again next year.
So What in Boiling Water is Steampunk?  
Defining the Seemingly Undefinable

By Christopher Erickson  
Senior Staff Writer

With the rise in popularity of Steampunk, especially into mainstream consciousness, there seems to be a need to define exactly what is Steampunk. The main driver is to generally explain it to people who ask what it is and why people like it. In thinking about this, I came across several articles, but three in particular, that really gave me some ideas to sort through.

The first is a long-ranging blog entry at An Educated Guess about what Steampunk is and what defines it: (austinsirkin.tumblr.com/post/20317870381/what-is-Steampunk-its-come-to-my-attention).

This article has many good points: Steampunk is a cultural movement and aesthetic, Steampunk means different things to different people, Steampunk draws a lot of people who like to make things. These points I agree with. There are several that I disagree with.

The first is that Steampunk is not about the Victorian Era or is about the Victorian Era in the same way that a fictional movie based in a historical period is about the past. Neither is really true. Steampunk is about an alternate version of history based on different visions. The Victorian Era or other historical settings in different counties (Late Edo Period Japan, Expansion Era/Civil War/Reconstruction America, etc.) just happen to be the setting. It is mostly about telling a story set in a time period. Most fiction is meant to entertain and possibly enlighten, but I don’t think that most people that create some Steampunk presentation (videos, books, movies, Internet offerings) try to offer an opinion on the time period when the creation is set in a time that never happened.

The second point I disagree with is that every person who likes Steampunk is drawn to it because the modern era is to complicated: people wear bland clothing or don’t make an effort to dress up, dress too revealingly, the move to minimalism has turned people off, there is nothing left to explore or discover, modern technology has overwhelmed us to where we can’t understand the world, and there is need to go back to a simpler time that had more formal structure due to the casualness of society. If this were all true, I would not be into Steampunk, as none of this really applies to myself. Most of the Steampunk community can still be found with the latest Apple gadget, we all use cars, the conventions we go to are structured events that become casual social hours, and I imagine that most of us still dress in pajamas or T-shirts and jeans when not in our Steampunk items. If we cannot understand modern technology with the move to make things simpler, Steampunk would be a move to even more complicated technology since most of the accessories and items involve a lot of moving parts and can be cumbersome and complicated in its workings. I think most people find it a fun aesthetic with beautiful costumes, wonderful people and fun times.

The last point I disagree with is that Steampunk doesn’t look Victorian. If most Steampunk fiction is set during the
Victorian Era (roughly 1837 to 1901, but also late Regency Period and early Edwardian Period), it will have a Victorian look, especially if the fiction uses historical events and people as a backdrop for such stories. It will have a faux-Victorian look, such as Girl Genius has with the corsets and military uniforms that the characters wear. Because steam power became prevalent during this point in time, Steampunk will have the look of the era when steam power became widespread.

Also at An Educated Guess, the author has an article about the science fantasy from the Victorian Era such as the novels of H.G. Wells, Jules Verne and Robert Louis Stevenson not being actually Steampunk: ([austinsirkin.tumblr.com/post/21074452184/steampunks-dirty-little-secret](http://austinsirkin.tumblr.com/post/21074452184/steampunks-dirty-little-secret))

While this is true from a point of Steampunk being a more modern genre/artistic movement, it is hard to say that all 19th century science fantasy novels should not be considered Steampunk. His main selling point in this argument is that there is no steam featured in them. He even points out that all of these novels have electricity as the main power source.

The problem with this argument is threefold: steam is used to generate electricity, not all of his examples use electricity in the stories, and things do not need to feature steam to be Steampunk. The first problem is easily stated as this: turbines generate electricity, steam is used to drive the turbines, and a fuel source (coal, oil, hydraulic, nuclear) is used to create the boiling water to make steam.

The second problem makes itself clearer when we look at the items used to achieve the fantastic results seen in the books. Chemicals are used to create Mr. Hyde and the Invisible Man. War of the Worlds, From The Earth to the Moon, The Lost World and The Time Machine do not even have any true mention of electricity. This is simply a semantics argument, but it is important when you are using examples that do not illustrate the point you are trying to make: this fiction is about electricity and not steam power or features steam power.

The third problem is forcing a narrow definition onto Steampunk: That Steampunk needs to have steam. Most science fiction does not feature any real science. In fact, most science fiction features futuristic technology that is never explained and is (according to current science) impossible: transporter technology, faster-than-light travel and time travel. Most science fiction features these technologies as commonplace items that help get the story going. Having alien races battle each other is easier when you can cross vast distances in a short time, have weapons with vast destructive powers, and transport does not require complicated and cumbersome vehicles. Most Steampunk does not truly feature steam in it or it treats the technology as what it really is: something to tell a story. Steampunk is about aesthetics and atmosphere, not about the technology itself. Steampunk should not be limited to the idea that steam has to be mentioned in some way at least once.

So how is Steampunk defined? You can have a strict definition that you might find in a dictionary, such as you would get with science-fiction (a form of fiction that drawsimaginatively on scientific knowledge and speculation in its plot setting, theme, etc.) or you can have a vague concept (just glue some gears on it and call it Steampunk). The problem with either is that you can exclude things that most would agree is Steampunk (the works of Jules Verne and H. G. Wells) or you can be too inclusive.
I think Steampunk is what you want it to be. In his article in io9, Jess Nevins concludes that Steampunk is a spectrum that can include many things: io9.com/5879231/its-time-to-rethink-Steampunk

With this idea, we can define a “look” or “feel” for Steampunk, just as much as most artistic movements or genres have a “look” or “feel” like 1984 is considered science fiction or Blade Runner is considered film noirish. Most people who are commentators or experts on artistic movements will have different criteria, so there is no true definition other than by consensus or basic tenets that are repeatedly mentioned. By looking at it this way, Steampunk can have a framework of definition. If it looks like Steampunk, it probably has elements of Steampunk or it is Steampunk. If it has a retro-futuristic feel, is set during the Victorian Era or has dirigibles, chances are, most people see it as Steampunk. I know I would.
A Father's Day Tradition:
The Northern California Pirate Festival

By Diane B. Rooney
Staff Writer

In the years since it was established, the Northern California Pirate Festival has always taken place on Father’s Day weekend and has become a local tradition. It’s a very appropriate one as well, since the event is largely family oriented with lots of hands-on activities, demonstrations and entertainment for young people as well as shopping for clothes, parasols, hats and various types of pirate merchandise from books to knives for the adults. Kids of all ages appreciate cannons, swordplay, magic tricks, juggling, pirate songs, mermaids, music and games of skill and chance, and the pirate festival has them all.

Once again this year I went on Sunday, and employed my usual event strategy for outdoor events: get there EARLY, get good, close parking, and enjoy the event before it gets really crowded and hot.

Well, this strategy got off to a good start because, waiting in front of the gate for 15 or 20 minutes, I got to talk to Joe Phillips. Joe has the amazing gig of being the driver of the Neverwas Haul, the unique rolling Victorian art car developed by Obtainium Works (formerly, Kinetic Steam Works). If you see the Haul cruising across the Playa at Burning Man in early September, I guess that would be Joe at the steering wheel. Anyway, he was clad in all-black pirate gear for the day, and explained that he has been into the pirate scene since the second Pirates of the Caribbean movie. Joe is also a regular at Dickens Fair and California Renaissance Faires.

Once you’re inside, the Pirate Festival is just a walking-around kind of event, a chance to check out vendors, demonstrations, and performances and encounter friends from PEERS and Dickens Fair and catch up with them.

I am not much of a shopper these days but there are some vendors I wanted to mention whose wares are well worth checking out. First was The Mermaid’s Milliner (Jennifer Jean Landon), who’s been a milliner for 30 years and is a regular at Dickens Fair and on the California Ren Faire circuit. She was
there with her husband, who had also made some beautiful casual headpieces and headbands. There were at least two (and maybe more) mermaid attractions at the Festival, so Jennifer was right on theme. If you would like to check out her work, contact her at landononyourhead@gmail.com.

Located adjacent to The Mermaid’s Milliner was Heart’s Delight, a large and fabulous family-run clothing and accessories store with a great story. Owner Deborah has five daughters and two sons, 18 grandchildren and is soon to have her first great grandchild. Many family members work in the business and a lot of them were in the booth. Their booth is large, spacious, with separate fitting rooms and fabulous merchandising, including dresses hanging from the tent poles. If you are in SoCal, they have a store in Ventura. On the web at www.heartsdelightclothiers.com.

The last vendor I want to mention is No Quarter Given, hosted by my longtime friend Jamaica Rose (Christine Markel Lampe). Jamaica Rose was in the booth with Long John Silver, a PyRat of the Caribbean. She and her husband Captain Michael MacLeod (aka Michael Lampe) are based in Riverside. Their website www.noquartergiven.net features their magazine of the same name but is a real treasure chest of pirate information, including events and festivals, news (e.g., ship restorations, etc), books and movies, tall ships, and tons of links. If you haven’t spent time reading about pirates in a few years, this is a great site for reconnecting, whether your interest is history, living history/reenactments, costuming, sea shanties, nautical museums and historic sites, maps and coins, even recipes and much more.

A new musical group I spent time talking to is Mister Mac and the Mermaids. They performed on stage and also had a booth where they offered personal photo ops with one or both of the mermaids (Avalon and Lorelei) as well as copies of their new CD and other merchandise. Mister Mac developed the concept for the band about a year ago and it all came together in the last few months. They bill themselves as the world’s only pirate and mermaid band! The personal photo ops were only $2 and there was a line filled with kids outside the booth almost all day. The mermaids’ tails are made of latex and were designed for them by Thom Shouse, who created the tails for Charmed and for Darryl Hannah for Splash and Splash 2, so they are really state of the art. They were all engaging and fun, and you can learn more about them at www.mistermacandthemermaids.com and watch videos of
their music and backgrounders at www.youtube.com/MacAndTheMermaids.

There were more mermaids at the Sacramento Dive Bar location, which featured mermaids diving and swimming in a pool, and they had a line all day as well! Learn more at divebarsacramento.com. Here too the costumes and especially the facial makeup were extremely well done.

On to the demonstrations! I especially enjoyed The Court of the Pirate Lords, who explained and demonstrated sword techniques and talked about the history of swords from all periods, and also the B.O.O.M Pirates (Brotherhood of Oceanic Mercenaries), a troop of performers and reenactors who fired off cannons and managed the mock combat with a sailing ship in the channel between the Vallejo waterfront and Mare Island. This large group even included a troop of Redcoats. The Brotherhood can be hired for a wide array of performances, ranging from classroom presentations and living history, including combat, pub raids, trials, swordplay, gunnery and executions for corporate or private parties and charitable events. More at www.boompirates.com.

Near the B.O.O.M. pirates was historical reenactor Arthur Goulart. I enjoyed talking with Arthur about his Napoleonic cavalry uniform, representing the Alsace Company of 3rd Hussars. (Remember 2012 is the 200th anniversary of Napoleon’s disastrous invasion of Russia and all things
Dread Pirates of the Sierra

by Diane B. Rooney
Napoleonic in the next few years will be bicentennial observances.) Arthur has eclectic tastes and also reenacts early Iron Age Celts, Renaissance and early California in addition to Napoleonic.

The Sacramento area seems to be popular for pirates as well as for Steampunk fans, since I encountered the Dread Pirates of the Sierra Main, a group of about 12 pirates from the Sacramento and Grass Valley areas, strolling around. They had great homemade costumes and lots of piratitude as their group photos show.

Saving my very favorites for last, I thoroughly enjoyed seeing old friends and Pirate Fest regular entertainers the Pirates of Emerson and Captain Jack Spareribs. The Pirates of Emerson, most noted for their Halloween season haunted house, have costumes and makeup that are incredible in detail and their performances are scary, up close and personal and dramatic, but always professional. Being surrounded by Pirates of Emerson for the first time could indeed be a scary experience but I have known them for years and love watching them stroll the fair interacting with visitors. (Lots more at www.piratesofemerson.com.)

Captain Jack Spareribs (Ace Miles) is a beloved, dedicated, hardworking and extremely talented performer who has won multiple awards as the Bay Area’s best family entertainer. I have known him since a WonderCon several years ago. Captain Jack engages kids on stage, performs magic, juggling, ventriloquism, and improve pirate comedy, and draws the biggest crowds at the Festival’s main stage. Check out my pictures of him juggling an orange, a knife and a flaming torch and taking bites of the orange while doing it! I am always dazzled by his enthusiasm, energy and concentration. Get the full story at www.pirate4hire.com.

After two full circuits of the fairgrounds, pausing to watch, talk, take pictures and catch up with friends, it was about 1:00 p.m. and I was ready to leave, stopping on the way home at The Dead Fish (nautical theme!) in Crockett for a wonderful late brunch before heading home. Want more pictures? Visit my album at: www.flickr.com/photos/dianesf/sets/72157630169927752.
By Will La Cross
Contributing Writer

It was a blustery Memorial Day weekend in Burlingame as a migration of gamers descended on the SF Airport Marriott for KublaCon 2012. Once again, a large assortment of game genres was represented: live-action role playing (LARP), role playing games (RPGs), miniatures, boardgames and everything in between.

Some of the big news was talk of the fifth edition of Dungeons & Dragons (D&D). The last edition has its fans, but is fading fast, as the numbers in the Pathfinder section of the con will testify to. The fifth edition, rumor has it, is almost a throwback to the classic D&D, time will reveal all.

Minis were a smaller showing this year, as far as I could tell. I did see a couple of great historical re-enactments, Germany won the Battle of Britain and both battles of Gettysburg had not one survivor. I saw a lot of WWII and some Vietnam infantry battles, but could not place them historically, and I did not have the time to talk to the people running the games.
Home brew games were in abundance, including storming the castle to save the princess from the dragon (seriously, sometimes you cannot beat old school), F1 racing, and world domination, just to name a few.

The kids “Kubla” club was in full swing, allowing the kids to have fun at the con and stay completely safe and supervised, while Mom, Dad or both are gaming. I actually had a couple of friends who usually come solo bring the whole family. This con, like DunDraCon in February, is becoming very family friendly, especially in the boardgame library area.

What we did not see was a large number of LARP meetings and nobody on staff could tell me why, strange.

I am still waiting for our own Jean to show up at one of these and start a dance/costume contest. Some people show up in costume, especially at DunDraCon. Both fantasy and Steampunk are represented, and I think more would if they knew others were going to be there. Maybe next year?

The next con is Labor Day, and that weekend we have two game cons. The oldest is Pacificon at the Great America Marriott and the new one is called Celesticon, which will take place in Fremont. Both can be found on the web. Pacificon is much more established but do not let that deter you, if Fremont is more convenient, do go and game.

Game on People!
Spring Schoenhuth — Fan Artist

This year the Bay Area is home to a number of Hugo nominees, including Spring Schoenhuth in the Best Fan Artist category. So were delighted to feature this self-interview along with some of her amazing jewelry, which you can find at the Springtime Creations table in the vendor room at many local conventions. — España Sheriff

Spring Schoenhuth, Teacher and Rebel
(An ever so brief interview with herself)

Q: Who the hell are you, anyway?
A: My name is Spring. Yes. That is my legal name. My parents thought it was a lovely name to give their child. My peers saw it as a character building opportunity. Indeed, I had a tortured childhood growing up in the mighty metropolis of Great Falls, Montana. I escaped by creating art.

Q: What exactly do you do for a living?
A: I teach primary elementary children. That means I teach everything, but mostly how to decode patterns to read, write, and do math. I cleverly disguise most of these subjects with art. Currently I teach second grade at a school that since I’ve arrived, has been honored as a California Distinguished School, Blue Ribbon School, and most recently a perfect 10 of 10 API school. I’d like to think that I had something to do with these accolades in the short time I’ve been there, but that would be delusional.
Q: What other things have you done to pay the rent?
A: In Seattle, while teaching, I was also a part time “on air personality” for several top rated radio stations, but no, that wasn’t busy enough. I had to create! I was always making jewelry for myself, and that turned into a part time business. I have pretty much always had more than one job, since teaching is such a glamorous and high paying profession (snark).

Q: What is the inspiration for your jewelry?
A: Hard Science, Speculative Fiction and Fantasy. Short and simple, I am GEEK and proud. I’ve always loved science since I was a child, particularly geology, and express it in my art.

Q: Anything else you’d like to say (please keep it brief)?
A: First, I want to express my sincere gratitude to my lovely and patient husband, Dave for putting up with my artistic disposition for nearly 20 years. Lastly, a HUGE THANK YOU to all who believed that Jewelry IS Art, and thus nominated me for the Hugo in the Best Fan Artist category.

Spring’s website: springtimecreations.com/
Richard’s website: www.richardmanphoto.com/
Lloyd Penney writes:

I’m probably a little late with this … like has been mildly insane lately, the death of my mother, plus the death of one local long-time fan, Joy Fenton, who died of breast cancer about a week ago. It’s been difficult to crawl out of bed in the mornings, and difficult to want to write letters, but write I shall. Here are some quick comments on SF/SF 129.

Jean Martin responds:

I’m so sorry to hear about your mother’s passing as well as that of Joy’s. There have at least five deaths in my world who were either people in fandom, costuming, metaphysics or work. Some of these people have impacted my life to various degrees, and it has really made viscerally aware of my mortality. All of them are going to be missed and it is heartening to know that at least on some level, they are all loved and have made a difference with their lives.

Were Clockwork Alchemy and Baycon on at the same time? Gives me the impression that Baycon was weak, and CA tried to deliver a killing blow. I think just about every convention is having staffing and volunteer problems, mostly because the target age of most cons is our own age. I turned 53 on June 2, and I am definitely not disposed to pull a volunteer shift anywhere. Besides, I’ve done my time on the committee, and if I can’t rest on my laurels, I’d at least like to rest on a comfy chair in the con suite.

I don’t think scheduling Clockwork Alchemy at the same time as BayCon was done deliberately. They were added on to Fanime’s programming as a satellite con. Fanime being at the same time as BayCon is quite unfortunate, but there it is. I did manage to go to all three so my report is in this issue. KublaCon was also on the same weekend and someone else is doing that report.

Steampunk seems to be gathering … well, you can fill in the rest. This coming weekend is Steam on Queen, the Steampunk street fair at Queen St. W. and University Ave. in downtown Toronto, and we will be vendors there. Given the appeal of it, and the press interest, this could be a very busy
Saturday coming up, and I hope it will be lucrative. We really could use another Steampunk convention here, but SoQ may be the best thing we can have for the moment.

_Sounds like a fun event to be involved in for you and Yvonne._

I’ve always wanted to go to an Eastercon, and I hope we can go to the London Worldcon in a couple of years. I always enjoy flying, and I always make sure my satchel is full of books, fanzines, etc. Warren should know better than to drink anything that says, “Best Before: October, 19…”

_London Worldcon sounds awesome. Not sure if I can make that, though, as Chris and I are already going to the UK for our honeymoon in September. I can’t wait to show him the UK!_

Toronto had a Mini-Maker Faire last year, and while it was a popular success, I don’t think it was a financial success. Looks like we’ll be getting another Faire next year. If nothing else, the Faire brought to light many makers who would up getting more exposure at local cons.

_That’s too bad. Sometimes, it takes a while for Faires to reach critical mass and make money._

I’d love to go and see the Winchester House. Can’t think of a better place to have a Steampunk photo shoot. In Toronto, the best place is Casa Loma, but for some reason, they don’t like you posing and having pictures taken on the grounds.
There are a lot of Victorian houses in the Bay Area. So there are lots of photo opportunities for Steampunk photo shoots.

The locol … Jean, there weren’t a lot of photos taken at the tea, but in one of them is our late friend Joy Fenton. The next teas will be named in her honour. I will see if I can get those pictures to you.

I got the photos from you and we’re publishing some of them in this issue along with your LOC.

Went to an evening big band event at historic Applewood House, just a few bus stops north of us, and with today being the solstice, it is already 34 Celsius or somewhere in the 90s Fahrenheit, and the heat index makes it feel much warmer. Many thanks for another fun issue, and another should be along shortly.

Yes, can’t believe it’s Summer Solstice already. It’s been hot here during the day but still quite cool at night.

Join our crew!
We are looking for writers to cover local events, conventions, fan groups and the fannish scene in general. Contact Jean Martin at SFinSF@gmail.com
Meeting 1140

June 4, 2012

Trey Haddad, President
Chris Garcia, Vice President
Dave Gallaher, Treasurer
Galen Tripp, Sergeant at Arms
Barbara Johnson-Haddad, Secretary
Held at Coco’s, 1206 Oakmead Parkway (Lawrence Expressway/101 Fwy), Sunnyvale

Began at 8:10, with a new menu
We established a party jar
33 people attended
The minutes of meeting 1198 were accepted as “lovely parting gifts”
the Treasurer reported that last week we took in $28.75 in the regular jar and $26.55 in the party jar
The VP reported that there is a new Drink Tank out with talk about BayCon and bacon - on efanzines.com & the Bladerunner issue of Journey Planet is also out & slickly beautiful and “how are you?”
The President had nothing fannish to report
The Party Committee thanked Diane for helping at the BASFA BayCon parties

The Cinema Committee reported that the AMC Frankenstein special event will be on June 6-7
the membership voted against considering a motion

Announcements
There were announcements about the transit of Venus June 5
Dave C announced that the 20th anniversary of the Rock Bottom Remainders will be their last shows & announced that the election is June 5

Adrienne announced that she will be going to Westercon this year

Andy announced that Westercon 65 is coming up in Seattle July 5-8 & they will be hosting parties there 2 nights - Friday & Saturday - that they should be on a Future Westercons panel and are supposed to have a table; [tall] Kevin announced that there will be an alternate time-line Tonopah Westercon party Friday night

[evil] Kevin urges people to vote tomorrow

Mo made me emit applause

There were announcements that people died

Ed announced that the Scorpions allege they are quitting

Chris announced that FurCon’s writer GoH will be Ursula Vernon

Reviews

Ric reviewed *MiB 3* as pleasantly surprising & that Brolin does an eerily good Tommy Lee Jones - highly recommended, worth full price; Dave C opined that the special effects looked great and the ‘60s looked wonderful

Mo reviewed *Grimm*, viewed via Hulu as clever & enjoyable - recommended

Tom reviewed Wiscon as good; reviewed *The Quantum Thief* by Hannu Rajaniemi as a hard sf novel with some interesting stuff - highly recommended & reviewed a surf show as good

Harold reviewed visiting natural wonders as seen from the railroad & he enjoyed the drink, the Rusty Spike & reviewed hiking in Texas as hikers are warned about the heat [apparently Satan wants Hell’s weather back] & nice except for the heat

Adrienne reviewed the Taurus birthday outing as the mango maitai was wonderful; Josh voted “yes” for the Sangria

JC reviewed “Geek Time” on the XM radio Howard 100 channel as they did a good 3 hour Avengers special, worth listening to & reviewed *Innerspace* as just as good now as when it came out

Chuck reviewed a book, *In the Garden of Beasts* by Erik Larson as colorful & interesting - highly recommended & reviewed the country of Ukraine as wonderful - worth full price & there were lots of comments

Dave G reviewed the author signings at Borderlands as strongly recommended

Dave C reviewed *One man, 2 Guv’nors* as a traditional farce & a really fun evening at the National Theatre

Fred reviewed *Hysteria* as well done & predictable & reviewed a play on the same subject at City Lights, *In the next Room, the vibrator play* as done with greater depth, highly recommended

[tall] Kevin reviewed seeing *Thanks for Playing the Game Show Show* a 3rd and 4th time as still & Lisa H agreed

Aatheus reviewed Broadway SJ’s *Mary Poppins* as beautiful & very worth seeing & reviewed a DRM-free game bundle as worth more than full price

Trey reviewed *Ready Player One* as about the ‘80s & Monty Python & Zork & Pong and he enjoyed it, albeit it had plot holes & recommended it as worth paperback

We did auctions
We adjourned at 10:06 pm
And the rumor of the week was: “Mo’s optimism will be guarded by Russian granny-kicking Swedes”

**Meeting 1141**

June 11, 2012

Trey Haddad, President
Chris Garcia, Vice President
Dave Gallaher, Treasurer
Galen Tripp, Sergeant at Arms
Barbara Johnson-Haddad, Secretary
Held at Coco’s, 1206 Oakmead Parkway (Lawrence Expressway/101 Fwy), Sunnyvale

Began 8-ish, with zap gun lite
We established a party jar
25 people attended
The minutes of meeting 1140 were accepted as “last transit of Venus and I’ll meet you at the station”
The Treasurer reported that last week we took in $49.62 in the regular jar and $32.25 in the party jar
The VP reported “hello” and that “it was a dark time” - but there is a new Drink Tank out with a Mo cover & his computer was stolen & he had to rewrite stuff
The President had nothing fannish to report & we greeted a new guy who decided not to talk about himself

**Announcements**

Howeird announced that he’ll be in the South Bay Muscial Theatre performance of *Anything Goes*, opening in September & announced that he has a new geeky ringtone [it was FABU!]
Dave G announced that he’s heard ChiCon has bought a block of tickets for the Cubs/Giants game
[evil] Kevin announced that Westercon 66 now has a mobile optimized website
Ed announced that a retirement society should be built on the Moon & he’s looking for investors
Bob announced that they are out of apple pie & announced that writer & long-time fan Jim Young has a malignant brain tumor [and it is reported he just passed away] - and that condolences can be passed along at www.caringbridge.org/visit/jimyoung4
Adrienne announced that Ray Bradbury died last week & announced that meetup online is running a contest that ends July 15
Chris announced that Lynda says “hi”
Josh announced that on June 23 Impact Theatres in Berkeley is having their annual $50 before or $75 at the door poker tournament - with lots of prizes and fun for all

**Reviews**

I reviewed *Prometheus* as a fun outing and worth full price despite the lack of answers, stupid characters & plot holes - with 3D that didn’t give me a headache & a starcape map worth the entry fee all on its own; Chris loved it as well, full price; Adrienne enjoyed watching it but found the story lacking & worth matinee; Brad found it enjoyable but derivative & worth matinee; Dave C agreed that much of the plot was advanced by stupidity & Trey commented that “this
film disappoints on so many levels” & that the character motivations keep changing, that there were good special effects but in conscience he cannot recommend this movie

Dann reviewed the new 3 Stooges movie, as well done & well-written - recommended; Brad found it funny & agreed & Mo like the production values & enjoyed it

Bob reviewed a book launch for NightShifted by Cassie Alexander at Borders as a hoot and very much fun - and recommends the book

Adrienne reviewed Among Others by Jo Walton as not very impressive & lacking in action & direction, with a weak ending; Chris like it best of the Hugo novel nominations because he connected with it & Andy found it more character driven than plot driven

Chris reviewed the TV show True Blood, 5th season opener as the “anti-Mad Men” and packed with lots of “stuff” & Dave C agreed, then Chris reviewed a drawing by Dann as awesome

Mo reviewed The Avengers in 3D as being so cool it brought her to tears & she enjoyed the action & seeing the comics come to life - so worth full price & she stayed for the end it enjoyed it

Bradford commented that the Avengers is doing very well income-wise & reviewed a book Brazilian Science Fiction as interesting & wonderful; the author is Elizabeth Ginway

Ed reviewed Captain America on DVD as great & reviewed Red Shirts by John Scalzi as it made him laugh & cry - worth full price & reviewed Scalzi’s Agent to the Stars as he’s halfway done & enjoying it

Howeird reviewed the Queen’s Jubilee on the Thames as he was impressed by the barge with the London Philharmonic orchestra onboard

We did auctions
We adjourned at 9:30 pm
And the rumor of the week was: “Help Ed send Newt Gingrich to the Moon!”

Meeting 1142

June 18, 2012

Trey Haddad, President
Chris Garcia, Vice President
Dave Gallaher, Treasurer
Galen Tripp, Sergeant at Arms
Barbara Johnson-Haddad, Secretary
Held at Coco’s, 1206 Oakmead Parkway (Lawrence Expressway/101 Fwy), Sunnyvale

Began 8-ish, with no glaciers in sight
We established a party jar
25 people attended
The minutes of meeting 1141 were accepted as “mmmm schwarma”
The Treasurer reported that last week we took in $14.16 in the regular jar and $11.00 in the party jar
The VP reported “hello” and that there is a new Drink Tank out dedicated to the Hugo novel nominees, with Ditmar art & there should be a new Journey Planet out “soon”
The President had nothing fannish to report
The AdHoc Cinema Committee recommends the Retrodome - the Gene Wilder *Willy Wonka* will be shown there this weekend

**Announcements**

Ken announced that this Friday is the Legion of Rassilon meeting at 1st/Trimble in the Carl’s Jr & there will be no 5th Friday meeting this month & also announced that on that Friday he will get a degree from Foothill College

Josh announced that he has merged the 2 gavels

Dave C announced that the Sarah Jane adventures does have a 5th season & it’s being released - and Cargo Cult will carry it

**Reviews**

Chris reviewed *Moonlight Kingdom* as a beautifully made movie, with good acting and he highly recommends it; he reviewed *Rock of Ages* as the utmost peak of “redonkusulousness” - a rocking good time & he loved the baboon; then reviewed *The New Girl* on TV as recommended and “highly yes”

JC reviewed DC Animations *Superman vs the Elite* DVD release as a highly deep morality play that he highly recommends & the extras are great [with many comments made on this]

Ed reviewed John Scalzi’s *Agent to the Stars* as he was not disappointed by the ending, he enjoyed it & recommends it

Dave G reviewed JayCon as well worth the trip & Jay is looking good & reviewed *Prometheus* as entertaining as long as you don’t think too hard about it

Geri & Dave C reviewed different nights & casts for the AMC *Frankenstein* as enjoyable with a kind of creepy ending

Ken reviewed the *Doubleclicks* as enjoyable & seeing *Rocky Horror* with his nieces as lots of fun & reviewed a wake as they rouged it with limited cell coverage & Geri took the unexpected longer hike

Josh reviewed seeing really bad movies as the best part about it is the reviews Chris will give about them

We did auctions

We adjourned at 9:21 pm

And the rumor of the week was: “Coming on DVD - Superman vs the 1%”
Life is complicated; putting on an event is even more so. Please check before attending, as events are sometimes canceled or times and locations changed.

Follow the calendar on Twitter: @sfsfcalendar

New listings are highlighted in red. Ongoing events are toward the back.

Thursday-Sunday, July 5-8
Conclusion - Westercon 65
Doubletree Seattle Airport
18740 International Blvd., Seatac, WA
drupal.westercon65.org
GOH: Robin Hobb/Megan Lindholm, Art Bozlee, Frank Wu & Brianna Spacecat Wu, Chaz Boston Baden, Vixy & Tony

Monday, July 23
Forbidden Thrills Movie Night
Forbidden Island Tiki Lounge
1304 Lincoln, Alameda
www.thrillville.net
Cult Movies & Cocktails, hosted by Will the Thrill. All shows free, first feature starts @ 7:30 PM, second feature @ 9:15. Free Popcorn and Trivia Prizes. July 23: Shazam Summer Jam! All 12 chapters of the greatest serial of all time! The Adventures of Captain Marvel (1941) 7:30 p.m.

Friday-Sunday, August 3-6
Mythcon 43
Clark Kerr Conference Center
2601 Warring St, Berkeley
www.mythsoc.org
The annual conference of the Mythopoeic Society. GOH: Malinda Lo, G. Ronald Murphy.

Saturday-Sunday, August 11-12
Kin-Yoobi Con
The Hilton Newark/Fremont Hotel
39900 Balentine Drive, Newark
www.kinyoobicon.com
Kin-Yoobi Con focuses on featuring a diverse array of events, from game shows to fashion shows, from scavenger hunts to fan dubbing, from karaoke contests to video game tournaments! We want not only to cater to the otaku and hardcore gamer but also the average anime fan and game player.

Saturday, August 18
San Jose Super Toy & Comic Show
Santa Clara County Fairgrounds
344 Tully Road, San Jose

Saturday-Sunday, August 26-27
J-Pop Summit Festival
Japantown, San Francisco.
Pop culture-themed street fair that covers the grounds of Post Street from Webster to Laguna and the Peace Plaza of Japantown, San Francisco. This year’s festival was hosted by NEW PEOPLE in cooperation with the Japantown Merchants Association.

San Francisco:
Hobart Building
582 Market Street, San Francisco
www.sfinsf.org
Reading, followed by Q&A from the audience moderated by author Terry Bisson.
7 p.m. $5-$10 suggested donation

July 2012
<table>
<thead>
<tr>
<th>Event</th>
<th>Date</th>
<th>Location</th>
<th>Website</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>Chicon 7</td>
<td>Thursday-Monday, August 30-September 3</td>
<td>Hyatt Regency Chicago, 151 East Wacker Drive, Chicago, IL</td>
<td>chicon.org</td>
<td>The 70th World Science Fiction Convention. GOH: Mike Resnick, Story Musgrave, Rowena Morrill, Jane Frank, Peggy Rae Sapienza. Special Guest: Sy Liebergot. Toastmaster: John Scalzi.</td>
</tr>
<tr>
<td>Pacificon Game Expo</td>
<td>Friday-Monday, August 31-September 3</td>
<td>Santa Clara Marriott, 2700 Mission College Boulevard Santa Clara, CA 95054</td>
<td><a href="http://www.pacificongameexpo.com">www.pacificongameexpo.com</a></td>
<td>For 31 years, Pacificon has been the Bay Area’s Labor Day Gaming Convention where friends come together and make new friends playing games through all hours of the day.</td>
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<tr>
<td>Miss Misery’s Days of Terror</td>
<td>Friday-Saturday, September 28-29</td>
<td>The Scottish Rite Center, 6151 H Street, Sacramento</td>
<td><a href="http://www.daysofterror.com">www.daysofterror.com</a></td>
<td>Horror hostess Miss Misery brings terror to Sacramento. Two days of guests, a haunted house, make-up/FX section, zombie walk, costume contest, artist asylum, and much more.</td>
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<tr>
<td>Convolution 2012</td>
<td>Friday-Sunday, November 2-4</td>
<td>Hyatt Regency SFO, 1333 Bayshore Highway, Burlingame</td>
<td><a href="http://www.con-volution.com">www.con-volution.com</a></td>
<td>Convol-ution is a new, independent science fiction and fantasy convention in the San Francisco Bay Area.</td>
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<tr>
<td>Further Confusion: Forbidden Planet</td>
<td>Thursday-Monday, January 17-21, 2013</td>
<td>San Jose Convention Center, San Jose</td>
<td>furtherconfusion.org</td>
<td>Further Confusion is one of the largest international conventions celebrating anthropomorphics in all its guises. With an attendance of over 3,000 and growing, it is one of the premiere events of its kind. further Confusion includes charitable benefits, educational seminars, art shows, panels and general social activities.</td>
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<tr>
<td>Cartoon Art Museum</td>
<td>Ongoing Daily</td>
<td>655 Mission Street, San Francisco</td>
<td><a href="http://www.cartoonart.org">www.cartoonart.org</a></td>
<td>Current exhibitions: 11-5 p.m. $6 (Closed Mondays)</td>
</tr>
<tr>
<td>San Francisco Ghost Hunt Walking Tour</td>
<td>Thursday-Monday, August 29-September 2, 2013</td>
<td>Queen Anne Hotel, 1590 Sutter at Octavia, San Francisco</td>
<td><a href="http://www.sfghosthunt.com">www.sfghosthunt.com</a></td>
<td>Closed Tuesdays. 7-10 p.m. $20</td>
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| VIZ Cinema                                                           | Ongoing Daily                | 1746 Post Street, San Francisco | www.newpeopleworld.com/films | VIZ Cinema is a 143-seat underground cinema inside New People in San Francisco. Its
The programming focuses on the latest and hottest films from Japan, as well as classics, favorites, documentaries and anime. Please check theater for showtimes and tickets.

**Sundays**

**Bad Movie Night**
The Dark Room Theater
2263 Mission Street, San Francisco
www.darkroomsf.com
Featuring bad movies old and new. 8 p.m.

**Sakuramento Anime Society**
Rancho Cordova Library
9845 Folsom Boulevard, Rancho Cordova
www.saclibrary.org
Meets every Sunday to watch old and new anime and anime music videos, play collectible card games, practice artwork and make AMVs. 3-6 p.m.

**SF Games**
Zephyr Cafe
3643 Balboa Street, San Francisco
vax.hanford.org/dk/games
SF Games is a collective name for a bunch of people who get together and play board games and card games every week. 2 p.m.

**Mondays**

**Bay Area Science Fiction Association**
Coco’s
1206 Oakmead Parkway, Sunnyvale
www.basfa.org
8 p.m. Free

**Mondays and Wednesdays**

**Silicon Valley Boardgamers**
Mountain View Community Center
201 S. Rengstorff Avenue, Mountain View
www.davekohr.users.sonic.net/svb
Group meets regularly to play mostly German-style strategy boardgames such as Settlers of Catan; also multi-player Avalon Hill-style, historical war games, and others. 6:30 p.m. $2

**Tuesdays**

**MGI Boffers & Outdoor Games**
Codornices Park
1201 Euclid Ave, Berkeley
mgisciaf.angelfire.com
Bad weather: we meet the same time at 33 Revolutions Record Shop & Cafe, El Cerrito for boardgames. 3 p.m. - 5:30 p.m. Free

**Principality of Mists Fighter Practice**
Twin Creeks Sports Complex
969 Caribbean Drive, Sunnyvale
www.westkingdom.org/node/343
SCA event. Non-members must remember to fill out a waiver form. In case of rain, call from 3pm on to determine if the facility will be closed that day. 408-534-1169. 7 p.m. - 10:30 p.m. Free

**Wednesdays**

**Bay Area Role-Playing Society**
Go-Getter’s Pizza
1489 Beach Park Boulevard, Foster City
www.BayRPS.com
Hosts a weekly game night. For club and game night details email GM@BayRPS.com 6 p.m. - 10 p.m. Free

**East Bay Strategy Games Club**
EndGame
921 Washington, Oakland
www.michaeldashow.com/eastbaystrategy/home.html
7:30 p.m. - 11 p.m. Free

**Fanboy Planet Podcast**
Illusive Comics and Games
2725 El Camino Real, Suite 105, Santa Clara
www.fanboyplanet.com
Live from Illusive Comics and Games, it’s the Fanboy Planet Podcast with your host, Derek McCaw. 6 p.m. Free
**Thursdays**

**CAS: NightLife**
The California Academy of Sciences  
55 Music Concourse Drive, Golden Gate Park, San Francisco — www.calacademy.org  
Every Thursday night, the Academy opens its doors for NightLife, a chance for adults to explore the museum in a whole new light. Dance to some of San Francisco’s most popular DJs, enjoy food and cocktails, and mingle while you delve into the Academy’s world-class exhibits and get up close and personal with aquarium critters.  
6 p.m. - 10 p.m. $12 (21+)

**Fridays**

**SF Games**
Muddy’s Coffeehouse  
1304 Valencia Street, San Francisco  
vax.hanford.org/dk/games  
SF Games is a collective name for a bunch of people who get together and play board games and card games every week.  
7 p.m. to midnight Free

**Fridays-Mondays**

**Haunted Haight Walking Tour**
Meets at Coffee To The People  
1206 Masonic Avenue, San Francisco  
www.hauntedhaight.com  
Reservations required.  
7 p.m. - 9 p.m. $20

**Biweekly**

**PenSFA Party**
The Peninsula Science Fantasy Association meets every two weeks for a party at the home of one of their members. They also host parties at local conventions. Email commander@pensfa.org for information on attending. PenSFA standard party rules: bring something edible or drinkable to share, or pay the host $2. Don’t smoke in the house without checking with the host first. Normal start time is 8 p.m. but may vary depending on the host.  
Science Fiction & Fantasy Writers’ Group Borderlands Books  
866 Valencia Street, San Francisco  
Meets the second and fourth Thursdays of each month at 6 pm. Contact Jude Livingston at sfscifi@yahoo.com for more information.

**Monthly**

**Dorkbot-SF**
www.dorkbot.org/dorkbotsf  
Dorkbot hosts regular forums for artists, designers, engineers, students, and other people doing strange things with electricity.  
Free, donations welcome

**Foothill Anime**
Building 5015, Foothill College  
Los Altos Hills  
foothill.anime.net  
Monthly event where people can get together to watch anime and meet like minded others. Usually meets the first Sunday of every month at noon.  
12 p.m. Free

**Geeks Vs. Geeks**
San Francisco / San Mateo  
www.facebook.com/geeksvsgeeks  
www.geeksvsgeeks.com  
Monthly pub trivia quiz. Usually takes place the first Sunday (San Mateo) and second Monday (San Francisco) of the month, please check Facebook or website for details.  
7:30 p.m. Free

**Silicon Gulch Browncoats**
Various locations (see website for details)  
www.silicongulchbrowncoats.org  
Silicon Valley fans of Firefly/Serenity meet up on the first Saturday of the month.  
Noon - 2 p.m. Free
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<tr>
<th>Event</th>
<th>Location</th>
<th>Time</th>
<th>Notes</th>
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<tr>
<td><strong>Rocky Horror Picture Show</strong></td>
<td>The Clay, 2261 Fillmore Street, San Francisco/The Guild, 949 El Camino Real, Menlo Park</td>
<td><strong>July 2012</strong></td>
<td>The Bawdy Caste presents the classic midnight movie the first Saturday of the month, alternating between the Clay in San Francisco and the Guild in Menlo Park. Midnight</td>
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<td><strong>Spec Fiction Book Club</strong></td>
<td>Keplers Books, 1010 El Camino Real, Menlo Park</td>
<td><strong>39</strong></td>
<td><strong><a href="http://www.keplers.com">www.keplers.com</a></strong></td>
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<tr>
<td><strong>QSF&amp;F Book Club</strong></td>
<td>Borderlands Books, 866 Valencia, San Francisco</td>
<td><strong>39</strong></td>
<td><strong><a href="http://www.qsfandf.com">www.qsfandf.com</a></strong></td>
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<tr>
<td><strong>East Bay Star Wars Club</strong></td>
<td>Central Perk, 10086 San Pablo Ave., El Cerrito</td>
<td><strong>39</strong></td>
<td><strong><a href="http://www.ebstarwars.com">www.ebstarwars.com</a></strong></td>
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<tr>
<td><strong>Fantastic Frontiers</strong></td>
<td><a href="http://www.freewebs.com/fantasticfrontiers/">www.freewebs.com/fantasticfrontiers/</a></td>
<td><strong>39</strong></td>
<td>Social club for Sacramento County sci fi/fantasy fans usually meets the second Saturday of the month. Check website for meeting times and locations. Free</td>
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<td><strong>No-Name Anime</strong></td>
<td>Saratoga Library, 13650 Saratoga Avenue</td>
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<td><strong><a href="http://www.nnanime.com">www.nnanime.com</a></strong></td>
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<td><strong>SF Browncoats</strong></td>
<td>Cafe Murano, 1777 Steiner Street, San Francisco</td>
<td><strong>39</strong></td>
<td><strong><a href="http://www.sfbrowncoats.com">www.sfbrowncoats.com</a></strong></td>
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<td><strong>Science Fiction and Fantasy Book Club</strong></td>
<td>Borderlands Books, 866 Valencia, San Francisco</td>
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<td><strong><a href="http://www.borderlands-books.com">www.borderlands-books.com</a></strong></td>
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<tr>
<td><strong>USS Defiance</strong></td>
<td>5026 Don Julio Blvd, Sacramento</td>
<td><strong>39</strong></td>
<td>1566 Howe Ave, Sacramento</td>
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<td><strong>Micro Gods, Inc.</strong></td>
<td>Berkeley Public Library, West Branch, 1125 University Ave, Berkeley</td>
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<td><strong>mgisciaf.angelfire.com</strong></td>
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<td><strong>USS Northern Lights</strong></td>
<td>sites.google.com/site/ussnorthernlights</td>
<td><strong>39</strong></td>
<td>Contact <a href="mailto:firstjedi2000@yahoo.com">firstjedi2000@yahoo.com</a> for specifics.</td>
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**Religion & SF Book Club**
First United Methodist Church
1183 “B” Street, Hayward
Meets the 4th Sunday of the month. Please contact Rev. Randy Smith at RSmith2678@aol.com for more information.
7 p.m. Free

**Other Realms Book Club**
Books, Inc.
1375 Burlingame Ave, Burlingame
www.booksinc.net/localinterest/291027
Meets the 4th Wednesday of the Month.
6:30 p.m. Free

**Sci-Fi Book Group with Kym**
Barnes & Noble
6050 El Cerrito Plaza, El Cerrito
store-locator.barnesandnoble.com/event/3110722-10
Meets the fourth Friday of the month.
7 p.m. Free

**Legion of Rassilon**
Carl’s Jr.
2551 N 1st St, San Jose
www.legionofrassilon.org
Doctor Who fan group usually meets the fourth Friday of the month: Episodes of Doctor Who, news, discussion of recent movies, and a raffle.
7:30 p.m. Free

**USS Augusta Ada**
Round Table Pizza
3567 Geary Blvd, San Francisco
trek.starshine.org
Augusta Ada is both a chapter of Starfleet International and a Linux and *BSD user group. Usually meets the fourth Saturday of every month.
1 p.m. Free

**Veritech Fighter Command ONE-THREE**
Round Table Pizza
4403 Elkhorn Blvd, Sacramento
916-338-2300
Anime/cosplay group usually meets the last Saturday of the month at 1800 hours.
6 p.m. Free
## Bay Area Fannish Calendar – July 2012

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<th>Sunday</th>
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*Science Fiction/San Francisco* is the monthly news zine for the San Francisco Bay Area – www.efanzines.com.