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### Art Credits

- **Cover**: *Water roads* by Lucy Huntzinger

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By Christopher Erickson  
Managing Editor

I was looking at an old issue with the first article I wrote back in 2010 about Maker Faire and realized that I have actually been writing for SF/SF for the past three years. It hadn’t previously occurred to me that that much time had passed. I thought it had only been a small while, maybe about a year and a half. I guess the old adage of “time flies when you are having fun” certainly applies in this situation.

I originally figured I would only write one article since Jean had wanted a new perspective on the Maker Faire and I had never been there before. The scenario that played out in my mind would be that the article would be utterly terrible and incoherent, especially since I had never really written as a journalist or blogger before. It was probably one of the hardest things to write since I didn’t really have any experience or any idea what I should write about. It seems like now (as my wife could attest to this) you can’t get me to be quiet.

The whole process of writing and creativity has made me look at a lot of the concerns and issues of the community of fandom. I have noticed an increase of diversity in age, race and gender of fans and the backlash that it has caused on both sides. I have been supportive in other social media outlets of the overall communication and conversation to explore why we are currently dealing with issues of sexism, racism and male privilege bias that has come to the forefront. I think we are moving in the right direction to address these issues to where they become isolated incidents and not the prevailing attitude even though it seems to be pushed by a vocal minority.

The last three years have seen a lot of changes for me: two job changes, a move to a new town, engagement and marriage, friends moving away, having to end friendships, making new friends. Through all of it, being able to write about the fun things I did, share pictures both here and on social media outlets, and then be able to share my opinions (however trivial) about topics has been a constant.

It made me realize that the reason that we are an actual community that has expanded borders and differing opinions is that we have embraced costuming, cosplay, art, popular culture and all the different genres of media that we consume on an almost endless basis. We are looking to connect in a divergent society to create something of meaning. That meaning becomes individualized for each person but runs towards a greater whole to create an accepting, diverse society that appreciates individuality and expressive creativity that values acceptance, the positive potential of humanity, intelligence and a morality that emphasizes tolerance, equality and justice.

All these have been embraced in our love of superheroes and villains, the fight between good and evil, complex characters with suspect motivations who work to achieve a greater good, and all of the subtexts of dealing with an
imperfect world while trying to make a better one. We see all of these amazing characters in outrageous situations as a metaphor of ourselves and the world we want to achieve.

My whole goal with writing articles, covering conventions, my op-ed pieces and my photos was to express the beauty of the world that I had discovered so many years ago and why it matters to so many of us. I look forward to bringing that to you for as long as I can.

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
By Kirsten Weiss  
*Contributing Writer*

I’m in a forest of inflatable white-plastic trees. They sway gently, lit from within, the colors shifting pastels, and I feel a moment of dislocation—neither my first nor last at the Maker Faire. The concrete floor shifts beneath my feet and I blink, try to steady myself, get my bearings.

On May 18 and 19, makers and their admirers descended on San Mateo’s eighth annual Maker Faire. Over 900 makers displayed their creations, high-tech and low, from drones, robotics, and 3D printing, to urban farming, arts and crafts. A fair for inventors, dreamers, eccentrics, the Maker Faire represents a crossover between craft and technology.

A life-size Dalek, of *Doctor Who* fame, drives slowly through the crowd. Sun glints off its red-metal body. Around the bend, wheels an older man on a Steampunk hobby horse. They close on each other, two knights from alternate universes, Don Quixote vs. the Dalek. It’s the quintessential

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*Attack of the R2-D2s*  
by Kirsten Weiss

*Shannon O’Hare from Obtainium Works*  
by Kirsten Weiss
Dalek by Kirsten Weiss

Circus Lady by Kirsten Weiss
Maker Faire moment.
Or is it?

Some people view maker as a movement, its philosophy encapsulated in this quote from Steve Jobs:
“Your time is limited, so don’t waste it living someone else’s life. Don’t be trapped by dogma—which is living with the results of other people’s thinking. Don’t let the noise of others’ opinions drown out your own inner voice. And most important, have the courage to follow your heart and intuition. They somehow already know what you truly want to become. Everything else is secondary.”

Forbes magazine declared the maker movement a potential engine for the US economy. Others call it a political or even existential movement, with making as a radical act against the system. In this world view, making is about taking control from corporations.

But I like the garden gnomes.

Shawn Thorsson builds costumes–his first was a Star Wars Stormtrooper. “Do you sell them?” I ask. He hedges. “I don’t actually have the rights to them. Where I really make my money is on the Combat Garden Gnomes.” He points with his thumb at a table of well-armed gnomes. Shawn was in the military, he knows his weaponry, and the garden gnomes look startlingly lethal. Since this is Maker Faire, a marriage of high-tech and fun, I hope the gnomes act as alarm systems. But no, they’re just evil-looking gnomes.

MAKE magazine seeded the first Maker Faires in 2006 in San Mateo and New York. The last two Faires in San Mateo had over 120,000 visitors. Judging from the crowds, they’ve hit or exceeded that number in 2013. This year, more than 60 community-driven Mini Maker Faires are expected around the world, including in Idaho, Tennessee, Pennsylvania, Oregon,
Dragon art car
by Kirsten Weiss

Fish and lobster festooned car
by Kirsten Weiss

Giant hand
by Kirsten Weiss
Illinois, Tokyo, Rome, Australia, Spain and the UK.

Like a leaf in a stream, I’m swirled through the crowd and into a side room in one of the main exhibit halls. The air is hot, still, stifling. This is where the local school robotics teams have met to show off their creations. Aragon High School has created a robot that shoots Frisbees, and a student demonstrates how it works. A Frisbee slides down the chute, gets jammed against a flywheel spinning at 5,000 RPMs, and is blasted off, spinning at 2,500 RPMs. It’s a room full of science nerds, and I get a warm glow from knowing that America still produces kids who think tinkering in the garage is cool.

I stumble out of the hall and into the sunshine. The fresh air is blessed relief, and I wander to the south lot, following the sound of a dull, metallic thud. It’s the Hand of Man. A giant metallic hand reaches down, picks up a steel beam, lifts, and
drops it on a wrecked car, to the cheers of the crowd. The parking lot has been taken over by art projects and the theme seems to be moving metal and fire.

Beside the Hand of Man, a Steampunk exhibitor seems to have escaped the Steampunk Pavilion and set up shop. I wedge myself into the crowd surrounding his table of watches. “The watches are cool,” one teenage boy says, “but what would I do with one?” I restrain myself from comment. I do, however, buy a watch. I’m over 40, still know what watches are for, and the whirling gears are gorgeous. The vendor admits the watches were made in China, though he assures me the quality is good. Some of the other stuff in his tent is, however, “maker made,” gorgeous twists of copper and leather armbands adorned with compasses.

I make my way to a green, leafy area near the west entrance. Two men have built a bicycle attached to a metal
pillar. A child sits on the bike, pedaling away, and xylophone-type sounds pour forth. The men are David Cole and Michael Brown from kinematicslab.com. They made the piece for Boise, Idaho, which wanted something that would activate an area of the city that few people visited.

“So we wanted to create something interactive,” said David. “The finished piece is three bicycles, on these columns, and within each column is an instrument. As you hop on the bike, the instrument comes to life. By manipulating the handlebars, you can change the note that’s played. Each instrument will be different. One’s a pipe organ—that’s kind of a high voice—that will be two octaves. We have an old vibraharp from 1963, that will be the base notes, and then we’ll have a percussive element with high and low notes.”

It’s genius.

I watch children of all sizes race around a tent on bicycles that actually move. But these are also bikes with a twist. Several are hand powered. One bounces up and down as you pedal. The kids’ faces are pink with exertion and joy. And maybe that, really is what Maker Faire is about.

Editor’s note: Kirsten Weiss lives in San Mateo and writes urban fantasy novels. Her web site is: kirstenweiss.com.
Little is Big: Big Wow! Comic Fest 2013

By Christopher Erickson
Managing Editor

Big Wow! returned to the San Jose Convention Center in its traditional spot on the weekend before Memorial Day, taking place on May 18 and 19. The offerings were bigger this year as well as some of the more traditional events. The biggest increase was the number of attendees who were dressed in costume.

Big Wow! went through a number of expansions this year. The space was filled with more vendors than ever including a number of clothing vendors, a booth by Top Cow comics and even more artists and special guests. The floor seemed packed all day. It felt like at times that it was much like a larger convention like WonderCon with pockets of people packed in the aisles with small islands of calmness. The convention looked even better attended this year compared to last year as well. Given that the convention is very affordable and that the convention is much less corporate, it has more of the feel of a fan gathering than most of the other conventions. The friendly feeling has been maintained even though the convention picked up more sponsors this year including Adobe and Dynamite Comics.

The programming was enlarged as well this year. There were a number of panels on costuming, breaking into animation and comics, art demonstrations, the creative process of comics, diversity and sexuality issues in comics and cosplay, portfolio reviews, film making, horror movies and

Sailor Moon Versions of Captain America and Iron Man

by Christopher Erickson
retrospectives of comic book creators and pop-culture personalities. Gaming was a huge draw with two tournaments of the HeroClix game play with prizes and Costume Rock Band set up in the hallway for people to play and enjoy watching. There was also an art auction where pieces donated by guests were bid on by the attendees.

One of the best-attended programming attractions was the Geek Fashion Show. Jane Wiedlin of The Go-Gos hosted the
event with hysterical commentary provided by Caesar Flickerman and Effie Trinket (Bernie Bregman and Roxanna Meta respectively). The exhibition featured seven fashion designers showing their fashion lines inspired by comics, science fiction, fantasy and geek culture. The first designer was the Mermaid Atlantis who made street wear inspired by ocean life with outfits reminiscent of clownfish, jellyfish and mermaids (the designer is a professional mermaid). The second line shown was created by Mia Ballistic as a superhero-inspired collection of active wear including designs based on Black Widow, Impulse, Power Girl and She Hulk. The third exhibitor was Nerds With Vaginas. Her line was bejeweled bras featuring nerd icons and panties with famous catchphrases and in-jokes.
Unicorn Sushi continued the show as the fourth exhibited designer. Her line was a series of cocktail dresses inspired by the different uniforms of the Star Trek franchise. The fifth fashion series was that of Carlyfornia, designed by Carly Breslin. The outfits were Lolita fashion featuring unique patterns from Star Wars, Marvel Comics, anime and pirates. The sixth maker was Lauren Bregman’s Castle Corsetry, which had patterns based on comic book characters, fantasy figures and art images from comics and even the famous “Exploding TARDIS” painting.

The final designer featured was Damefatale by Annisse Designs. Her line was the most ambitious as it featured heavy use of latex and was merged with haute couture. The line featured many eye-popping designs based on a number of different sources including the Flux Capacitor and radiation suits from “Back To The Future,” KITT from “Knight Rider,” dark fairies, “Watchmen” and “Tron: Legacy.”

The costume contest featured a number of amazing outfits as well. The number of participants increased to over 40 and featured a number of amazing entries. There were two Thors, a “Planet of the Apes” costume, a group of Batman villains, an amazing Spawn, Steampunk Batgirl and Supergirl, several X-Men entries including an amazing Storm and crossplay Nightcrawler and Gambit, video game characters including Lara Croft from “Tomb Raider” (the reboot game in the series), Katana from “Mortal Combat” and Elizabeth from “Bioshock Infinite,” Spider-Man with a web backpack, Craven the Hunter and Calypso, the Xenomorphic from “Alien” and a number of original designs. The awards were cash prizes and tickets to Big Wow! 2014.
Besides the costume contest, the number of cosplayers increased significantly this year. There were several new people showing off their costumes including a Rick from “The Walking Dead,” Casey Jones from “Teenage Mutant Ninja Turtles,” a Sailor Moon/Marvel heroes smashup, Johnny Storm of the Fantastic Four, John Constantine, Conan the Barbarian, Dilbert and “Star Trek” uniforms, Steampunk outfits, Venture Brothers costumes, Marvel Superhero evening wear and a number of DC Comics heroes and villains.
The costumes were also a focal point with the first cosplay photo shoot ever done at Big Wow! There were a large number of participants who came. Most of the people were not from the guest costume groups such as Rebel Legion, 501st Legion, Bay Area Ghostbusters and GI Joe. The great costumes were amazing as there were several children also dressed for the part. There was a huge amount of variety with heroes and villains from DC Comics and Marvel Comics, military figures (mostly GI Joe and Cobra but also Sammie from “Street Fighter”), “Firefly” outfits, “Star Trek” uniforms, “Star Wars”
costumes, “Doctor Who” ensembles (including Nephrite and the Empty Child), Red Sonja, Joel and Tom Servo from
“Cowboy Bebop” and a member of the “Space: 1999” crew. The gathering was so large that when everyone was gathered for a huge group photo, all of the photographers had to go to the upper level to fit everyone in.

The nighttime programming focused on the horror movie programming regularly featured at the convention with a live version of “Creature Features” with former host John Stanley. The stage was set up with John presenting as he did on the show from 1979-1984 and featured the classic low-budget horror movie “Horror Express” with horror icons Christopher Lee and Peter Cushing.

The guest list was also amazing this year with several professional cosplayers including Kit Quinn and Tallest Silver who gave a panel on their forthcoming web series “Sweethearts of the Galaxy,” several big name artists including Frank Chow, Neal Adams (Batman artist of the 1970s), Olivia De Breadlines (famous cheesecake artist), J. Scott Campbell, celebrity Thomas Jane (The Punisher and “Hung” actor) and the biggest guest to date Stan “The Man” Lee. Stan Lee was featured only on Sunday, but he was easily the biggest draw of the convention. He was available for photographs and autographs. Many people in line were dressed up as Marvel Comics characters.

Big Wow! Comic Fest has proven to be a well run convention able to draw big names and provide an intimate fan experience with amazing panels, great opportunities to interact with artists and costumers and providing an exciting time while still being fan friendly.

“Mystery Science Theater 3000,” Spike Spiegel from
By Christopher Erickson
Managing Editor

Stan Lee (real name: Stanley Leiber) started off like any other artist or writer at the time in the 1930s. He was working for Timely Comics (forerunner of Marvel Comics) originally doing menial tasks and then graduating to writing, helping to create a new medium of story telling that was focused on mystery men (1930s parlance for superheroes). Stan had felt that the tales of men and women fighting against organized crime, mad scientists, supervillains and Nazi spies were inspiring tales similar to Greek myths or the Arthurian legend but most writers and artists in the 1940s didn’t believe that the funny books had much of a future or were anything more than diversionary entertainment for the soldiers fighting in Europe or Japan during World War II.

As the popularity of comics declined after the war and most of the stories shifted to kid-friendly stories with sidekicks and simple plots and away from grittier stories and patriotic themes, Stan Lee still held the belief that comics could be a valuable entertainment medium that could inspire people to want to be artists and writers, reflect real-world values and provide commentary. Stan Lee got his opportunity when he became the head writer for most of the output of Marvel Comics, bringing in questionable motivations, tragic origins and Greek-style fatal flaws to his characters. Whether it was Spider-Man inspired to fight crime because of guilt, Bruce Banner fighting his anger and inner demons as the
Hulk, Thor trying to win his father’s praise, or Tony Stark dealing with his own mortality, superheroes became more relatable with their problems rather than DC Comics perfect heroes who were depicted as leading charmed lives.

Peter Parker dealt with being a social outcast in high school, the X-Men became a symbol for bigotry and prejudice, the Fantastic Four was a family that bickered and fought. Stan Lee changed the idea that the characters are not just ideals to strive for, but that our heroes are fallible, have the same doubts and fears as their readers and still have to deal with problems such as loneliness, anger, fear and acceptance while trying to do their “job.” This was the idea that Marvel Comics would be a “window to the world” where the heroes could be envisioned as living in your own neighborhood. This was reinforced by the stories being set in real cities like New York and San Francisco as opposed to imaginary cities like Metropolis or Gotham City.

Stan Lee also brought the creative process and the collaboration between the artist and the writer to the forefront as part of the appeal of comics. He often commented on the “Marvel Way” of creating a comic where he would create the outline with the artist, the artist (such as Jack Kirby or Steve Ditko) would then draw the action, and Stan would go back and create the dialogue based on the picture in the frame. This helped foster a relationship between the two creators and helped highlight the artist and the writer as integral to the success of the story. This was further reinforced by the creation of the “Bullpen Bulletin” column with features about the artists and writers and the “Stan’s Soapbox” feature, which highlighted his commentary and humor, even delving into social issues and current events.

Eventually, Stan Lee became Editor-In-Chief of the entire Marvel lineup, helping to foster new talent and bring the Marvel style of storytelling to animation with a number of cartoons in the 1960s including the famous “Spider-Man” with the catchy theme song. Because of this new style of storytelling, comics became popular with an older crowd including college students that would help bring sequential art storytelling to a maturity that we would later see in works like “Watchmen,” “Maus,” “Batman: The Dark Knight Returns” and the underground comics of the 1970s.

Then new popularity of the Marvel storylines with their character development and soap-opera style plots helped push DC Comics in new directions, which have become engrained in the fabric of those characters—Batman’s darkness, Superman’s loneliness, Wonder Woman trying to fit into the modern world and Green Arrow’s liberalism. DC Comics also branched out into social relevancy with storylines such as the Green Lantern/Green Arrow “Hard Travelling Heroes” storyline, which looked at issues of the 1970s from a liberal and conservative viewpoint, the depowering of Wonder Woman in an attempt to make her a late 1960s modern woman, and the move to return Batman to his original roots as The Dark Knight instead of the campy 1960s Batman from the television show.

Stan Lee also focused on portraying real world problems that many people face such as bigotry (in the pages of “The Astonishing X-Men”), drug use (in a Spider-Man storyline where Harry Osborn was suffering from LSD-induced hallucinations), alcoholism (the Iron Man story arc “Demon in A Bottle”) and death (in the famous “Death of Gwen Stacy” story). Stan Lee showed that escapist fantasy could also be a
platform for exploring issues of the day without trying to influence or preach and create discussion of the problems that people face.

Since Stan Lee became influential in helping make comic books and superheroes acceptable, the industry as a whole has benefited, helping to create demand for well-written material and helping foster discussion of issues through popular media that was started in science-fiction with shows like “The Twilight Zone” and “Star Trek.” He also helped create the idea of branding and franchising characters through the licensing of his characters to animation studios and toy companies and also publishing new material based on existing properties like “Star Wars,” “GI Joe” and “Doctor Who” or creating new franchises like “Transformers.”

Stan Lee has been influential to both creative process, the creation of artist and writer recognition, business practices and storytelling. Because of this, the business of making popular art that is both entertaining and meaningful has become an obsession with media companies and continues to influence many fans and creators alike.
By Ric and Debbie Bretschneider
Contributing Writers

Ric’s been going to BayCon since it started, admittedly only on day passes for the first few years as budget and work schedules didn’t really allow for getting away for the whole Memorial Day weekend. Debbie started a few years after they were married, mostly so she could spend the holiday weekend with Ric. Shortly thereafter she attended to be part of the costuming folks, a new hobby that she took to wholeheartedly, which eventually led to staying at the hotel even though they were within comfortable driving range from home, and really making an event of it.

THE WEEKEND and the Competition

It’s no secret that BayCon attendance isn’t what it used to be. Partially the graying of its fandom, and more obviously the dual threat of the Japanese animation FanimeCon and Steampunk Clockwork Alchemy conventions the same weekend. A threat made that much more potent because the two conventions share a single admission price.

BayCon has pretty much given up certain types of content to these; there is no Anime room (or any film room for that matter) or similar programming. The narrowing of BayCon’s content has been noted by many as a reason for limiting their attendance or not going at all.

However, there is still a strong game room at BayCon, which admittedly focuses more on the Flux and Munchkin players than strategy or tactical gamer games. Those who would attend KublaCon, the third big convention that weekend, which is focused on gaming, are probably not tempted by BayCon. And Steampunk is still a favorite among costumers and many were still regaling themselves in steam and gear inspired creations.

FRIDAY and the Hotel

Neither of us was on any BayCon planning committee. Ric was a guest speaker on a few panels and Debbie was planning on participating in the Masquerade. So we arrived at the Hyatt Regency Santa Clara just after noon to check in and get our bags into the room.

The Hyatt rooms are badly designed. No closets, odd desks
without work chairs, crazed bathrooms with doors that neither afford privacy or safety. In short, staying at the hotel itself sucks. We’ll be back to that as it applies to the rest of the events.

Surprisingly, although many of the hotel staff lived up to our expectations in their inept execution of even the simplest tasks, they were remarkably apologetic about it and several managers did their best to make amends. While dealing with such motel-like behavior in what purports to be an upscale hotel is tedious and stupid, this acknowledgement of our having been put out was an improvement over the blank stares we’ve received in the past.

Checkin at Triskaidekaphobicon was seamless. Sally Rose Robinson, who had been very helpful establishing and correcting Ric’s panel assignments, had all our materials in hand within minutes. Debbie, it is no secret, is deathly afraid of spiders, and Sally Rose helped us cover the spider images adorning the BayCon badge with stick-on goggly eyes. Brava.

First day activities are typically slow and underattended, but this year felt a bit more upbeat. Ric moderated a panel on Old Star Trek Vs. The JJ Abram’s Reboot, which was fuller than any he’d ever seen on a Friday. The audience was cool, funny and very appreciative of the panel. We kept being told so throughout the weekend.

Exploring the layout we found that the dealer room was spacious, with huge aisles between rows. This was probably helped by a sparsity of dealers, which no one could tell if it was by design, with BayCon limiting dealers to insure exclusivity of their commercial niches, or just because many dealers felt they were more likely to be profitable across town. In any case, our purchases in the dealer room were a fraction of what we had spent at Nova Albion the month before. But not for want of trying.

The art room was nice, again a smaller display than many recent conventions, but Debbie made several immediate buys, including a nice addition to her collection of Ruth Thompson paintings.

Friday afternoon featured the regular Meet The Guests event. After some unfortunate and rude experiences about when food could be eaten and by whom that we’ll not get into, a relatively brief but charming collection of introductions commenced. Royalty at the con included:

*Author Guest of Honor* Lois McMaster Bujold
*Artist Guest of Honor* Cliff Nielsen
*Fan Guests of Honor* Chris and John O’Halloran
*Toastmaster* Veronica Belmont

Along with introductions, John O’Halloran surprised Chris O’Halloran with a marriage renewal ceremony based on Bujold’s Vorkosigan Saga books. This was complete with special robes and custom (impromptu?) vows.

A delight as always, Special Musical Guests S. J. Tucker and Betsy Tinney performed a special version of *Ravens in the Library*. When all was done we left to have dinner.

Again, one of the mysteries of BayCon always seems to be “Where and what shall we eat?” Friday was met with a poolside array of sausage, chicken and hamburger sandwiches, chili, salads, and various condiments at reasonable prices. It’s not uncommon for conventions to arrange with the hotel to provide such cheaper access to more conventional fannish eating. There are only so many $17 hotel restaurant burgers you can afford, or want to consume. However, this special food area did not return on Saturday, or ever. The buffet meals we investigated were uninspired arrays of mushy pasta and uninspired salad bars. Granted there was a hotel “quick-snack”
area where some chicken fingers, pre-made salads, and other foods were available, but by the time Sunday rolled around no one who we talked to wanted another meal at the hotel.

Friday evening events started off with a concert by S. J. Tucker & Betsy Tinney, which we found charming but left in search of cheaper libations than those ransomed off at the hotel-provided refreshment stands.

Which led to some of the best parties we’ve attended at BayCon in years. This is remarkable because again the Hyatt has done its best to make sure nobody thinks convention parties are meant to be pleasant. This year the hotel had apparently forgone their bizarre ritual of coating the party floor’s hallways with saran wrap, and it was markedly less humid than usual.

But the real reason for an improvement in the parties were, of course, the people throwing them.

The WesterCon 66 “Ordinary Room” party thrown by Andy Trembley and Kevin Roche was a highlight of the convention, with drinks served by the award-winning Thinbot. Debbie apprenticed as Thinbot’s operator serving drinks throughout the night, while Ric found a comfortable chair. Entertainment was provided by a Wolverine impersonator who found himself unwelcome and out of his element after making improper suggestions to women and men alike. We do hope he’s OK and can find some other form of entertainment besides drunken stupidity.

The Klingons threw a terrific party as always, no more need be said. If you’ve never gone, just remember: order the Revenge.

While it was nice to see programming going into the night, our early morning commitments didn’t allow for attending, but we do hope this trend, found often at larger and more mature conventions, continues.

SATURDAY and Reality

We haven’t mentioned another nice thing BayCon does: reasonable timing of panels. Each panel is 90 minutes long,
and there is 30 minutes scheduled free between panels. This actually allows for great panels with plenty of time for questions from the audience. It allows both panelists and participants to casually and civilly move between events. It was dearly missing at Nova Albion, which stacked 60 minute panels right up next to each other (a contributing reason why Ric backed out as a panelist there.) Again, we do hope this is a trend for BayCon and those who study success.

Braving the odds we ordered and were not made ill by a room service breakfast on Saturday morning. In any case, Debbie wanted to be in the Masquerade so a 9 a.m. Masquerade 101 panel was apparently a must-attend.

Ric dropped by the Fanzine Lounge but without Chris Garcia there seemed little point in hanging out there. He attended a very cool and well-attended Arduino presentation by Larry Burch and Tim Laren that puts him in danger of picking up a new hobby. Cool, accessible electronics that are easily programmed and extensible through all kinds of boards, sensors, blinky lights and motors… there is trouble ahead for sure.

It’s a good point to mention that BayCon’s program schedule crew did a good job with their publications. While they were a bit late in arriving on the web site for those of us who micro-plan our time, the guides were well written and easy to access. The pocket guide did a passable job of reminding us of what we’d read in the larger guide. The titles programming had created for individual panels, while bordering on a little too cute to be informative at times, were not near as bad as is the trend at other cons (Gallifrey? Are you listening?)

We took a miss on the Iron Gamer competition in the afternoon, but it is good to see this is apparently a tradition and does serve a good number of attendee’s interest. Similarly the two Arduino Workshops were sold-out events, we hope they’ll return next year and that we’ll be more prompt in arriving.

Then the bar called to us and friends, and we passed some time fretting about the upcoming masquerade.

It has been many years since Debbie had entered the BayCon masquerade, ever since they started doing a walk around the dance floor-type of show, instead of a skit-type of show. This year the website promised a return of a traditional masquerade.

So she planned on entering. Unfortunately, once at the Con, it turned out that the BayCon Staff had not given enough resources to the masquerade (have you heard this story before?) and entrants were back to just walking around the dance floor. Time spent on preparing music and written description to be read was simply wasted.

There was a small stage and participants were allowed to walk across that first. Although entrants couldn’t use the music they had brought, the AV people did provide some random music. Several people pulled out of the masquerade, but Debbie decided to go through with it.

The staff was organized, but they rushed entrants through getting on the stage, even though there were only 12 entries. This is pretty lame, and the audience who waited patiently for the event to start longer than the actual event were shortchanged for their efforts. Apparently the staff wanted to rapidly move through the masquerade so they could set up for the dance, which was a disservice to those who put so much effort into their costumes and potentially their performances.

Afterwards, there was a nice area set up outside the room for pictures. Again, there was some absurd clockwatching on
the part of the organizers, rushing the participants through the photo area.

Ironically, since they started the masquerade an hour earlier than usual, people were walking up to see the masquerade after it was all over.

The workmanship and presentation awards were well deserved.

Again, panel programming went far into the night with more than just the tired readings of *Eye of Argon* (which was supposed to happen, but we were having far too much fun elsewhere) and similar almost-funny events. In fact, there were a few Alternative Lifestyle adults-only events as well as the Klingon Slave auction (video is online now) and the aforementioned “dance” which we glanced into and skipped.

Parties again were well-attended and for the most part well behaved. It’s all a blur now, which probably means a success.

**Sunday and Deja Vu**

Sunday rolled around to fulfill what had been expected to be our busiest day. Back-to-back programming beginning early in the godforsaken Sunday morning after Saturday night. While tired, it was all good.

BayCon has taken to assigning moderators to Birds of a Feather gatherings, and Ric was assigned to this mornings *Doctor Who* flock. If you’ll remember, this wasn’t very far after the season finale for Matt’s Smith’s final run as the Doctor (not counting specials) so there was so much to go over. The crowd, bless them, agreed to have a full discussion without any regard for spoilers, so it was a great time. We had an absolutely full room.

Directly after that, Derek McCaw joined Ric for a live recording of their Fanboy Planet Podcast. You can listen to this at [www.fanboyplanet.com/podcasts.php](http://www.fanboyplanet.com/podcasts.php), it’s show #309. They were aided by guests *Star Trek* and *Star Wars* writer Bonnie (@bonniegrrl) Burton and novelist and BayCon regular Jay Hartlove to discuss *Star Trek, Star Wars*, Disney, Merida’s makeover, Green Lantern, Deadpool, LinkedIn for Fictional Characters, Man from UNCLE, play Stump the Zorlac, and so much more! (as they say). The prize bag was generous to the audience and everyone had a great time.

Following that, we just wanted to collapse, drink the convention special drink, and grab some food. So we missed the second half of the Iron Gaming competition, Zombie Makeup class, Vaginal Fantasy Book Club, and the demo of
the Miskatonic School for Girls card game. Ric did spend a little time in part 2 of the charity auction, but unfortunately did not contribute anything by way of bidding (which is rare!).

And while the rest of the afternoon was festooned with discussion on Sex in Space, RPG characters, fencing demos, and creating SF languages (all of which sounds like a great D&D session) we retired again to the bar.

The evening highlight was a Taiko drumming concert. This is the group that Fan Guests of Honor John and Chris O’Halloran belong to. It’s hard to tell someone who hasn’t already seen Taiko how entertaining and varied a dozen or more folks beating on drums can be. The rhythm, syncopation, and varied dance-like choreography around and through the drums make for a really memorable experience.

After a break we sat in on S.J. Tucker and Betsy Tinney’s concert. Always charming, not to be missed.

Deciding to skip the Late Night Taliaman boardgame (hey, Ric played months of that when it originally came out back in the 80s) we sauntered off to the parties.

Sunday marked the return of epic parties, mostly embodied by the BASFA party. Strong flavorful drinks, plenty of movement in and out, and a very groggy waking up the next day all add up to an evening full of success.

**MONDAY and the Hugo Winner**

Monday seemed a fine morning to sleep in, and then pack up, anticipating our 1 p.m. checkout. We missed the Zombie Survival Plans (We’re already done. You?) and the James Bond vs. Doctor Who (come now, is there really a question?) sessions we had penciled in. Debbie picked up her purchases from the Art Show, and Ric found some time to write and answer mail.

Home Design with the Fan in Mind turned out to be less
about how to display your fannish stuff in your home and more about turning your home into a fannish item itself. Not bad, just not expected.

But for us, BayCon Mondays are usually pretty slow, and this day was more about hanging out with the friends who had only just arrived. Hugo Winner Christopher J. Garcia and Conquest fan guest of honor was just in from Kansas City, MO, along with Mette Hedin and Bryan Little, in from Punk Rock Bowling in Las Vegas. Again, more conversations and activities in the Hyatt bar around caffeine, liquor and food than quality time spent in the remaining sessions.

The Hyatt bar is a highpoint of the hotel, one of the only improvements over the Doubletree. Much larger, with a variety of seating options, this serves as more of a nexus for the convention than any suite or promenade. Indeed, we spent much of Sunday afternoon playing the new *Walking Dead* card game, introducing several people to this more or less bloodless exercise in shooting or being eaten.

And so, we left BayCon 2013, not really regretting our time there. There were plenty of fun and interesting things to do, which is a compliment to the current staff and other volunteers. But it is obvious that the convention needs something to reinvigorate itself, something to stand up and compete with the juicy, vigorous alternatives that the weekend has been growing for the past few years. It’s not a lost battle, but somehow it feels like the generals here are surrendering far too easily.
Fanime 2013 Review

By Robbie Pleasant
Contributing Writer

There is a lot to be said about Fanime, both good and bad. For all the amazing cosplays, the fun events, and the great friends I meet and continue to connect with each year, it also has more than a handful of issues that constantly plague it. With that in mind, this FanimeCon turned out to be one filled with a little of everything.

For those who follow pretty much anything related to Fanime, you’ll have already heard of the “LineCon” complaints. For those who don’t, simply put, the registration lines were ridiculous. We’re talking upwards of seven hours of waiting for most pre-registered attendees, with lines stretching outside the hotel where guests were supposed to pick them up, while guests were constantly being told to switch lines and moved to different rooms. Now, that’s not entirely Fanime’s fault; the Fairmont Hotel (more on that later) did not know just how many people would be in the line, and forced the
The convention itself, however, was mostly worth the lines. Personally, I tend to spend a lot of time at conventions in cosplay, so each day featured at least one costume, usually two or three. On Friday, for instance, I was dressed first as Relius Clover from the *BlazBlue* video games, then the 10th Doctor from *Doctor Who*.

Speaking of cosplay, there were plenty of gatherings and events to go to. In the gaming hall there were pretty perpetual games of Cosplay Chess, but it went beyond that. The gatherings department was busy all day keeping events organized and running, including not only cosplay gatherings for various series (of which I attended six, and I helped organize one of those), but Cosplay Battles, in which cosplayers posed for mock “fights” between characters, and Cosplay Clue, where the attendees took the role of pieces. Suffice to say, if you were there in a costume, there was never a lack of things to do.

Some of the gatherings, in fact, were too large for the convention center. While some had limited space due to the construction, other gatherings, such as Homestuck, had so many attendees that the gathering had to be set in a park outside the convention center. Most managed to fit within the gathering areas, though the Marvel/DC gathering, which I attended, had to move to the other side of the convention center. It was actually quite the sight, seeing huge crowds of spandex-clad heroes parading through the center towards the gathering.

This, however, leads me to another point: the construction. The San Jose Convention Center is still under renovation, so
large areas were blocked off for construction work. This limited not only the space for gatherings, but also where people could move, making getting in, out and through the convention center was a far more clustered experience than it could have been. At a convention with thousands of attendees, that’s space we really could have used. Still, that can’t be held against the convention, and construction should be finished by next year.

Aside from the cosplay gatherings, there were plenty of sights and activities to see. Of course, the dealer’s hall was filled with booths selling all sorts of goods: manga, collectibles, action figures, artwork, accessories and more were all available for any interested attendees to purchase with some of the largest variety I’ve ever seen.

There was more art than just that at the dealer’s hall, of course, since the artist alley had all the fan-work one could want. Due to the size of the alley, it was relocated to a tent outside the convention center, although that made it far more difficult to find for many. Many artists were upset at the relocation, but they did seem to need the room. The old artist alley room was instead used for a few food stalls, including Psycho Donuts and Jamba Juice, but it left plenty of empty space that can be better utilized next year.

And of course, we have the panels, hosted by fans and guests alike, discussing a variety of topics regarding anime. There were discussions about various series, the state of the industry, and the fandoms behind each anime. I had my own
panel to host, regarding the creation of Abridged Series. It had a better turnout than I had expected, and the audience volunteers did an amazing job acting for an abridged episode of *Sword Art Online*. Given how I was rushing between cosplay gatherings, I didn’t have as much time for visiting panels as I’d have liked, but those I saw went quite well.

As for hotels, I stayed at the Fairmont. It’s more expensive than the Marriott and Hilton, which are both connected to the convention center, and farther away as well. Why they thought it was so good as to charge extra I have no idea, as the room was just as small as any other, half the TV channels were down, and the bathroom was pitiful. The showers had next-to-no hot water and no water pressure to speak of, and the toilet itself was the same quality as one found in public restrooms. I cannot speak highly of the room I was in, except for the fact that I could at least sleep there.

Of course, there is one thing I always enjoy at conventions, and that’s the company. I have friends from all over who I meet at these conventions, and even if our conversations are short and passing, it’s always a pleasure to speak with them. There are plenty of new cosplayers and congoers to meet as well, meaning there’s never a shortage of people whose company I can enjoy. That said, there are creepers and super-competitive jerks who you have to watch out for, but once one learns to avoid them, conventions become all the sweeter.

On the topic of unpleasant people, Fanime tends to be plagued each year by protestors who stand outside the convention center with megaphones and large signs, shouting at us about how we’re all heathens who need Jesus. Fortunately, that nuisance was only a one-day occurrence this year, as they only showed up on Friday to shout at us before leaving. I’m sure I don’t need to explain how annoying those demonstrators are, or how they really have no right to judge us just for being at a convention, but I’m glad they weren’t there the entire weekend.

There were also plenty of large events that drew massive crowds from the convention. Saturday night had a concert, while Sunday was split between the cosplay contest and the black and white ball. From what I’ve heard, the contest was apparently plagued by technical issues and an inexperienced staff, but the ball was decent. There were some issues with the staffers enforcing the dress code, which many complained about, but I managed to get through easily enough. The music was a little less than formal for the most part, but it was enjoyable nonetheless.

So, how was Fanime? In spite of the lines, the renovations,
and the technical issues, I still had a good time. Yes, it had its problems, which caused many people so much trouble that they’re refusing to return next year, but Fanime has at least earned one more chance from me. It has a lot to fix for next year, so we can hope that the staff can learn from all that went wrong and make next year a better convention. Still, as long as I have amazing friends to meet and spend time with, there will always be something at Fanime worth going for.

Some excellent fursuits at the Pokemon gathering by Robbie Pleasant
Clockwork Alchemy 2013 Con Report

By AJ Sikes
Contributing Writer

Clockwork Alchemy 2013 came and went with the turning of a cog. This reporter would like nothing more than to turn back the relentless hands of time to relive the experience. There never was a better weekend in recent memory. Clockwork Alchemy, in its second year, impressed and amazed with a stunning parade of ingenious costumes throughout the weekend. Panels informed, activities entertained, and classes educated. Evening entertainment thrilled and delighted into the wee hours.

My wife and I arrived Friday morning to a quiet and orderly convention floor. Surrounded still by costumes aplenty, I was out of place in jeans and a t-shirt until we were able to check into our room later that afternoon. As newly minted writers, we spent the midday hours rubbing elbows with the Clockwork Alchemy Authors and attending as many of the writers’ panels as we could. The Author’s Salon was artfully decorated by convention board members Gene Forrer and Thatch Durbin. My wife and I spent a good bit of time in the room and enjoyed finding new details in the decor with each visit.

Winding Up for Friday Evening

The afternoon behind us, we rejoined for a quick meal at the hotel bistro. The DoubleTree Hotel had prepared a fine menu especially for the convention weekend with offerings for all diets and tastes. Dinner was fish-n-chips and a grand spinach salad and then it was time to hit the ballroom for the Wind-Up Cabaret!

Poplock Holmes kicked off the show with his fourth ever concert performance. The chap-hop MC opened the festivities with a lively set, rapping over beats laid down by DJ WattsOn
while dancers on and off stage snapped and spun with the rhymes. Following his set, Poplock (aka Jerrold Ridenour) held onto the mic and introduced participants in the Cabaret Fashion Show. This lovely interlude, organized by Doctor Carswell (aka Sean McCaffrey of The Ladies of Steampunk) allowed audience members a chance to flaunt with flair, and no fewer than a score of guests strode across the stage to do just that.

The cabaret continued with a set by Unwoman, whose pleasingly sonorous and at times haunting melodies wooed the seated crowd onto the dance floor. Unwoman played her cover of Joy Division’s *Love Will Tear Us Apart Again*, from her newest album, *Lemniscate*. The bulk of her set took us across her career, including favorites from last year’s Kickstarter success, *The Fires I Started*.

The Nathaniel Johnstone Band was next, followed by the weekend’s musical guests of honor, Steam Powered Giraffe. My wife and I had to miss these shows, unfortunately, being of aged mind and bodies worn out from a long day. Saturday, however, would be our evening for dancing.

**Swingin’ It Now**

The second day gave us more time to peruse the convention floor and get acquainted with everything available. It’s an unavoidable reality that attending any convention will ultimately lead to wishing for a cloning machine. Clockwork Alchemy is no different in this respect, with a non-stop schedule of great panels and presentations throughout the day. Would I rather learn to defend myself using a bicycle or take that beginning waltz class I’ve been promising myself? Maybe I’d rather attend Basic Casting in the maker’s workshop. But
then I’d miss meeting Kaja Foglio, author of the Girl Genius stories!

It’s never easy at these things and that’s not meant by way of detraction. That there were so many difficult decisions to make in planning our day is testament to the great job Gene Forrer did as head of panels, workshops and talent acquisition. The convention offerings did not lack for skill, spectacle or expertise. Tough choices aside, we saw some unforgettable sights and did some memorable doings. And those sights weren’t just costumes around the convention floor. A great many were found at the Artists’ Bazaar.

Unlike conventions where a “vendor” or “dealer” room is the norm, Clockwork Alchemy embraced the essence of Making by insisting all merchants provide handcrafted, unique wares. The bazaar hosted bookbinders, dressmakers, corsetieres, leather workers, jewelers, curio artists and prop builders. All of them with creations to amaze. Whether you needed costume enhancement, functional items, household decor or just the right touch up for your everyday wardrobe, the Artist’s Bazaar was the place to go.

Upstairs from the bazaar, the Ladies of Steampunk Magazine displayed their wares alongside merchandise tables for performers. All of this was arranged outside the ballroom. Musicians sold and signed their CDs, posters and t-shirts. At the end of the upper hall, Geoffrey Nelson of Steampunk TinTypes (www.steampunktintypes.com) offered modern tintype photography for attendees in their finery before each evening’s entertainment. Though the technique does produce a stable photograph that will not smudge, guests carried them away gently, cradling their images like the treasures they were.

Much of our afternoon and evening was consumed with new friends we met at the event. Namely, David Drake and...
Katherine Morse, the alter egos of Inspector Erasmus Drake and Sparky McTrowell. Their penny dreadful adventures are a hobby the couple shares, and we were treated to insider views of their writing process on Saturday.

Earlier in the day we’d attended their panel. The hour-long *Hot Potato School of Writing* involved two published authors and two guests drawn from the audience in a team competition to craft a penny dreadful adventure on the fly. Owing to a scheduled guest’s error when plotting time coordinates, I was asked to join in as one of the two published authors. Thrilled? Why, yes. Yes I was.

The panel started with the audience choosing plot points from a list, and then scribbling plot twists onto cards. These cards were collected by Inspector Drake who then tossed the ideas on them at the writing teams. *Hot potato! Catch!* To “win” the competition, each team had to successfully integrate the hot potato plot pieces into the script. I don’t remember the full story, but in the end our team succeeded in explaining why mimes always pretend they’re stuck in boxes and may have been responsible for an exploding elephant. Oh, and the mad scientists were stopped before they used time travel to take over the world. If you enjoy this sort of wild ride in a Steampunk world, take some time to read *The Adventures of Drake & McTrowell* (they’re far better than what our teams came up with during the panel).

Later that day, we hosted a cocktail hour with friends. Drake and McTrowell joined in and brought their friend, Gene Turnbow of Krypton Radio, who was attending the nearby BayCon. Krypton Radio has the distinction of being the first to air radio broadcasts of Drake and McTrowell’s adventures, and the duo enjoys a similar distinction as the first original content on Krypton (the station plays a rotation of old time and modern science fiction radio shows and news, including the original “Superman” broadcasts).

Over dinner we learned the origin of Sparky McTrowell’s name, shared stories of our respective entrances into the world of Steampunk, and enjoyed the sushi on offer. Word of caution to sushi fans, the hotel closed up the bar after two hours because they’d run out. Fortunately, it was dancing time, and we were ready to get swinging. With members of Swing Goth involved behind the scenes, Clockwork Alchemy was more than ready for Saturday night’s *Emperor Norton’s Ball*.

We’d missed Brass Farthing’s a capella performance and arrived just in time to catch the opening number by Lee Presson and the Nails. True to form, LPN blew into the
ballroom with the energy of a maelstrom. And SwingGoth dancers in attendance were happy to oblige the music.

The swinging didn’t stop after LPN’s last tune. Boom Swing DJs took over and kept the coals hot as dancers paired off left, right, and center. The floor opened up a bit, and a few lessons on the fly took place in the corners as DJ JsinJ and DJ Persephone closed the night out.

**Bygone Days Gone By**

Sunday morning came too soon. We dressed in our simpler costumes and went through the sobering motions of packing up, collecting a luggage cart, and loading up the car. Then we set out to enjoy what would be our last day at the convention, though a fourth day remained in the event calendar.

The convention floor was calm on Sunday morning. We took a leisurely breakfast at the buffet (quite reasonably priced and loaded with food for nearly every taste–stricter vegetarians and vegans might have had trouble getting enough to make the $16 price tag worth it). After breakfast, we toured the Art Gallery, and stopped in to visit Mr. Science’s Interactive Laboratory. The art on display in the gallery in turns stunned and inspired contemplation and thoughts of adventure. Mr. Science’s lab gave con goers a taste of the Exploratorium with operable Tesla Coils (don’t get too close!), Jacob’s Ladder, magnetic experiments, and the hair-raising Van de Graaff generator.

A little ways down the hall, con goers were treated to the most remarkable invention: an Aethiric Telegraph. Using a modern communication device (cell phone, smart phone, tricorder, what have you), people could send a message through the aether to the telegraph machine, which would then print the message for delivery. The telegraph office staff carried these messages around the convention floor to various...
locations. Providing sender and recipient hadn’t crossed time streams (always dangerous, who knows when could happen!), the message would be delivered. A few envelopes always find their way to the dead letter file, but over the weekend an estimated 200 telegraphs were sent.

We sent two messages to friends around the convention and could have happily sent several more, but for want of time. We’d scheduled ourselves to participate in the Sunday LARP, and were needed in a different laboratory shortly. Playing the *Igors*, six of us roamed the convention floor wearing plastic yellow lab smocks and carrying a clipboard with a list of needed items. The Monster Hunter did her best to recruit *Angry Villagers* from the convention attendees while The Master waited for us at the laboratory. Working independently and against each other (best Igor wins!) we scoured the rooms and exhibits for signs of the props we’d been sent to collect.

As most LARPs go, it was fun and drew plenty of attention from hotel guests not associated with the convention. But for a slight miscalculation in how hot it would be wearing a plastic smock while also in costume, we all enjoyed ourselves.

Sunday afternoon looked to be a somber occasion for us, as none of us wanted to depart. We’d planned a bit of board gaming for the final few hours we’d be at the convention, and were more than pleasantly surprised to wander into a jam session on the second floor balcony. Dancers IrinaXara and Laura Tempest Zakroff whirled and swayed against an enchanting backdrop provided by an all-star cast (Unwoman: cello, Nathaniel Johnstone: banjo, Pinky Weitzman: violin, Poplock Holmes: perc and Martin Irigoyen: sitar). As closeout moments go, this one made departing an easier pill to swallow. We’d be missing Monday, but we got to see this.
Gaming is always a draw for our crowd, and the game room at Clockwork Alchemy had plenty to offer. Game room coordinators brought in everything from the involved and table-consuming *Arkham Horror* to a simple game of chess or checkers. We enjoyed a round of *Munchkin Cthulhu* and then said our final goodbyes to friends old and new as we made our way out to the parking lot.

Next year’s Clockwork Alchemy is already in the works, with the theme of Alternate Empires to guide guests in designing costumes and preparing for panels, exhibits and entertainment. If you missed your chance to visit the convention, you can view all of Staff Photographer Anastasia Lang’s photos here: www.flickr.com/photos/40992206@N00/sets/.

And if that’s still not enough to satisfy your Steampunk cravings, you’ll see some of the Clockwork Alchemy bands (and plenty of others) and guests in costume at the upcoming Steamstock II Music Festival, on July 27-28 at the Craneway Pavilion in Richmond. We’ll be there and hope to see you!

*Editor’s note:* AJ Sikes is a writer living in Davis, CA. His coverage of Steampunk events and other related articles can be found at Doctor Fantastique’s Show of Wonders (doctorfantastique.com). He writes speculative fiction with a weird twist and has been published by KnightWatch Press (in *Machina Mortis: Steampunk’d Tales of Terror*) and by Xchyler Publishing (co-author with Belinda Sikes in *Mechanized Masterpieces: A Steampunk Anthology*).
A Bird's Eye View of Clockwork Alchemy

By Barbara Rose Calloway
Contributing Writer

Clockwork Alchemy, the Bay Area’s award-winning Steampunk convention, took place over Memorial Day weekend at the DoubleTree Hotel in San Jose. The winner of Steampunk Chronicle’s 2013 Readers Choice Award for Best New Convention was welcomed again this year with open arms by Steampunk enthusiasts of all ages. Working at the Information Desk, I had the pleasure of assisting attendees by providing information about the various panels, events, workshops and exhibits.

As attendees arrived throughout the weekend, they were happily surprised that Registration was quick and easy with the average wait time being under five minutes. Dressed in their Steampunk finery, many were found perusing the schedule making note of all their favorite panels and events. The next stop for new con goers was the main Information Desk, which was strategically located next to Registration. Attendees stopped by to get their bearings, asking for directions to a variety of areas as well as inquiring about shuttle service, parking validation and restaurant hours.

The Artist’s Bazaar was filled with a trove of unique handcrafted treasures from the most talented artists of the Steampunk community. One could spend several hours finding incredible wares at reasonable prices. I was lucky enough to purchase a copy of “Agatha H and the Airship City” and have it autographed by Author Guest of Honor Kaja Foglio.

Located just down the way from the Telegraph Office was the Authors Salon. Warm and inviting, the Salon was a place where any aspiring writer could sit and discuss the art of writing, as well as the trials and tribulations of getting published, with the talented group of Clockwork Alchemy’s resident authors. The “Tea and Trumpets” writers gathering, which took place Friday afternoon, was a noteworthy event where attendees enjoyed listening to the authors reading excerpts from their latest work.

For those looking for a place to sit back and relax, the Alchemist Tea Parlour was the place to be. Set up in two adjoining rooms on the second floor, attendees enjoyed tea and cookies served by amazing staff in a delightful setting. The Tea Parlour was the perfect place to meet up with friends and converse about the happenings of the day.

The Hall of Electrical Marvels was another popular destination at Clockwork Alchemy. The room, filled with astounding electrical devices, attracted numerous tinkers and makers. Mr. Science was awesome demonstrating various gadgets to squeals of delight from young and old throughout the weekend.

Not to be outdone, the musical guests at Clockwork Alchemy rocked! I have attended many cons and events over the last 30 years and Clockwork Alchemy had one of the best music lineups I’ve ever heard. Every evening there was
dancing and music. I enjoyed all the musical guests but my absolute favorites were Unwoman, Not Waving But Drowning and Steam Powered Giraffe.

For a con that is only in its second year, the extensive panels and workshops offered were impressive. A wide range of Steampunk-related topics were covered. My favorites were Body Casting, Becoming a Writer, Dirigible Races and Bartitsu: The lost martial arts of Sherlock Holmes.

As the weekend drew to a close, attendees packed away their goggles, top hats and newly gotten treasurers while they recalled all the wonderful sights and sounds of the weekend. For me, the best part of Clockwork Alchemy was having the opportunity to meet so many talented people who shared a love of all things Steampunk. I look forward to Clockwork Alchemy 2014 and all the wonders it will bring.
By Will La Cross  
Contribution Writer

This past Memorial Day weekend saw the traditional ascendance of gamers into Burlingame for KublaCon 2013. We saw families galore! Because of an advertised expansion of the Kids Room, families were more inclined to come as a whole, which led to more of the Kubla contagion spreading throughout all attending! All you have to do is witness one of the “kids marches” through the con with Kubla himself and a bunch of parents in tow, and you will see what I
mean. I would have pics of this, but I do believe in child safety, so I will never distribute pictures of minors. You just have to take my word for it—that kids room rocks!

We saw LARP going werewolf, we saw crashed alien spacecraft defending itself against dinosaurs, we saw Pathfinder RPG and BAPS expanding to a size never seen at Kubla before.

The breakout game this year is probably X-Wing. It is a miniatures game that allows players to pit X- and Y-Wings against Tie Fighters. They also use the Falcon, and a couple of other ships seen in the Star Wars movies and the series Clone Wars. Players love the use of tactics allowed while at the same time, the game keeps it simple and nothing gets bogged down.

The company Zombiesmith finally got some of the recognition it deserves for its products. They definitely deserved at least a gander.

There is little out there being discussed about 5th Ed. Dungeons and Dragons. There were some people speculating, but I was never able to nail anything down concerning a release date or possible content, so if some of the other RPGs that are out don't do it for you, you still have to wait.

The attendance this year was up, another smaller sign that the economy is improving, and with another two cons in the Bay Area this year, things are looking up.

If you are reading this and need to know about cons in other parts of the country, go to: www.warhorn.net. This
website is used for convention organization, and game registration. It lists all registered conventions chronologically. You can just go down the list, look for the date, or the town or the name of the convention, they are all listed on the page.

The two upcoming conventions are Celesticon in Fremont and Pacificon in Santa Clara. Look on Warhorn for specific dates or check the websites of each con individually.

My next con is in February, DunDraCon in San Ramon. This con is very family friendly and has been for a number of years.

Game on People!

by Will La Cross
By Jean Martin
Editor-in-Chief

A little over a year ago, when I was in the last month of preparations for my wedding and a week before I was going to be involved in Clockwork Alchemy and attending BayCon and Fanime as well, I signed up to be an extra for a Steampunk indie movie called “Pressure.” Even though I was incredibly busy at the time, the opportunity to be part of, albeit in a very small way, a movie shoot was too good to pass up. I also needed a quick getaway from the enormous stress of organizing my own wedding (which was coincidentally Steampunk-themed). After my Steampunk costume was approved by producer Ilena Ferrer, I booked a room at the Courtyard by Marriott in Larkspur, which was a couple of blocks away from the shooting location.

The call time was really early in the morning (for me) and I didn’t want to have to wake up super early to drive a long way there and then back on the same day. This turned out to be a great decision as I was able to have a lovely dinner the night before at the Melting Pot at the Brick Kiln, which was actually where the filming would be the next day. So I got the chance to check out the old-style factory and its huge chimney, which seemed perfect for a Steampunk movie. I ended my evening with a relaxing soak in the indoor hot tub, which I had all to myself.

The Steampunk movie “Pressure” premieres on July 6.
On the morning of May 20, I arrived at the set on time and pretty much waited until the extras were needed a couple of hours later. This is pretty normal from what I’ve gathered in my limited experience of being an extra. The other two indie movies I was an extra in, a Regency love story and a “Star Trek” promo film, had long wait times. But the waiting is productive and fun.

For this movie, it was actually quite well organized and we were well informed of what was going on. We were told to split into two groups, the striking workers and the substitute workers. I opted for the latter as I was dressed more conservatively. We were then asked to go to the makeup crew to make ourselves look like we’ve been working hard and not getting enough sleep. Well, I look like that normally anyway, but they added more dark circles under my eyes.

The rest of the time we socialized. I got to talk with the actors playing the heroes of the show, Cassidy Brown and Laila Shaker, as well as the actor playing the villain, Roger Thollaug. I was surprised that I didn’t know anyone there except for Cameo Wood who was the production assistant in charge of costumes and the most important part of the day… lunch (including special meals for those with dietary restrictions such as myself). I surmised that most of the Bay Area Steampunk community’s members were too busy with Clockwork Alchemy coming up to be there.

I talked with Cameo (who makes her own movies too) a bit about Scary Cow, an indie film co-op, which she and several of the crew including Ilena and director Shelly Prevost are part of. It sounds like a great idea to pool talent and resources to create movies.

Although I didn’t know anyone other than Cameo, I pretty much met everyone by the end of the shoot. Everyone was so
friendly and nice and I’m still in touch with several people to this day. There were talented artist Gary and his wife Yuki who were in fabulous Steampunk attire, Ray and Angela who recently (at the time) had a Steampunk wedding, and Jim and Anastasia who I found out just (at the time) joined the Steampunk comedy troupe the Aether Brigade. I also met a couple from Reno, Killbuck and Nila, who had impressive Steampunk hats and masks they created themselves. Nila brought an eclipse viewer with her and so we were all able to view the annual solar eclipse later that afternoon.

We extras were in two scenes in total. I don’t know if I actually made it to the final cut, I missed their first screening at Clockwork Alchemy last May, which I heard was a resounding success. (I was the one who connected Ilena and Shelly with Gene Forrer from Clockwork Alchemy). But I’m excited to see the movie in any case. And unlike the other two movies I was an extra in that have yet to see the light of day, “Pressure” was actually finished and will officially premiere at the 20th Scary Cow Film Festival on July 6 at the Castro Theatre in San Francisco. After “Pressure” plays, there will be a brief Q&A with the cast and crew. Attendees are encouraged (not that Steampunks need much encouragement) to come in Steampunk costumes. Here’s the link for tickets to the film festival: www.brownpapertickets.com/event/405242. For more information about the movie and to see the trailer, go to: www.pressuremovie.com and www.facebook.com/PressureMovie.

But you don’t have to wait till July 6 for a Q&A! What follows is a Q&A with Ilena and Shelly exclusive to SF/SF:

Jean: How did you get started on the movie “Pressure” and what inspired you to use Steampunk as the backdrop/environment? Also, what’s the main theme at the heart of the story you are telling in the movie?

Shelly: What if someone could invent a way to predict when and where the next catastrophe will occur? However unlikely that any invention like that could be made, it’s still intriguing to think about. I wanted to build a world that reflected many of our current day maladies in a non-threatening, and yet extraordinary way. I chose to set “Pressure” in a Steampunk world where steam is the main energy source. Not only does Steampunk have a great visual appeal, it also brings a mechanical nature that works to enhance the film’s message. Each part of a machine has its own discrete function, as opposed to today, where a computer chip can perform a million functions; we can’t see or understand the things we use
on a daily basis. In Steampunk we can see the complexity through each discrete part. Cog, the engineer in “Pressure” is analogous to a modern day software engineer. Instead of lines of code we see him create pipelines. In this imaginary world Cog must face all the pressure a contemporary engineer faces in our world.

How many times should the Space Shuttle blow up? How many times should a pipe explode and destroy a neighborhood? How many times should any oil well blow up and pollute the Gulf of Mexico? None, of course, but the probability of a catastrophic failure is never zero. The subject of acceptable failure rate is quite interesting to me. We live in a world that has become overrun by complex systems; so complex no single person understands them. Another common attribute to the above-mentioned disasters is they go from working normally to catastrophic failure without warning. One minute all is well, the next, all hell breaks loose.

Jean: Can you tell me more about the two of you and your filmmaking backgrounds and influences?

Ilena: I worked primarily in television prior to returning to SF in 2010 and joining Scary Cow to work on independent film. When I was a teenager I was lucky enough that my mother was a Director for Videowest here in SF and I had the opportunity to tag along on shoots. Since then, I have produced commercials and music videos, talk shows and event coverage. But the Videowest aesthetic, the creativity of low budget solutions and not being afraid to try the unconventional still resonates with me. I love films that are unusual and interesting, something unexpected.

Shelly: I began my career in documentary film, doing my part to change the world. While that was very fulfilling it was also emotionally draining, and so at least for the interim I am working primarily in fictional film, and it seems specifically in science fiction. I have acquired an extensive movie library because I spent a lot of time studying directors. I found myself, in particular, drawn to Jean-Pierre Jeunet, Alex Proyas, Fritz Lang, for their work in sci-fi film. I also had previously worked as a software engineer for several large motion picture effects companies, and that influence led me to start doing special effects (not just writing software to do effects) myself. I always have so many ideas, so many stories in my head, and it’s great fun to try to figure out how to bring them to life.

Jean: Who did what between the two of you and which other individuals were instrumental in getting the movie done?

Ilena: I am producer; Shelly, writer and director. We were lucky to have so many talented people on board this project. Cameo Wood who led the Wardrobe department; Pauline VanBeek who worked tirelessly on sound design, from location through post; Monica and Zoe Baptista from the art department who brought the production design to reality. Lee Ozer created the 3D models, and Jimmy Houng devoted hours and hours to rotoscoping. We did have a great post-production team, but there was so much compositing and VFX (visual effects) work that it still fell on Shelly and me do the bulk of the post production and effects in “Pressure.”

Jean: Can you tell me more about your main actors? How you find them and what did they bring to the table?

Ilena: Cassidy Brown stars as Cog 59075 and Laila Shaker plays his daughter, Pascal. Cassidy is well known as a stage actor, improvisor, producer and emcee throughout the Bay Area. Laila also has been acting locally, in films, television and commercials since she was 14. We found both of them through our casting call on SF Casting. They auditioned and we liked each of them for their respective roles from the start,
but needed to ensure they were compatible, believable as father and daughter, so we brought them back in and had them audition together. They immediately were at ease with each other; the chemistry was there, so we cast them on the spot.

Jean: Can you tell me what was the most rewarding and also the most challenging in creating the movie?

Ilena: As producer it was really hard to produce a film of this magnitude with no budget. Everyone—all cast, all crew—in the film was a volunteer. And we were really asking a lot. A
lot of shoot days, a lot of production design, a lot of effects. So Shelly and I wore many hats. We built sets, cooked meals, created costumes and spent a year in post production, putting it all together. We have a joke between us: Plan Z is Shelly and I do it. With such an ambitious script and no budget, we often had to go to Plan Z. But, conversely, it was very rewarding to get so many people willing to support us. Cast and crew, locations, music. We asked for help and a community came through for us.

Jean: It looks like you got a lot of Steampunk enthusiasts involved as extras. How was it like having them on the set?

Ilena: When we started making “Pressure,” we didn’t know many people in the Steampunk community. We knew we needed a crowd for the steam plant explosion scene and that we couldn’t afford to costume that many extras, so Cameo Wood suggested we put a call out to the Steampunk community. They have great outfits and love to show them off! She is a member of a few Steampunk groups, so she put some ads out and we got a pretty good response! We weren’t sure how many people would show up just for lunch and credit, but when I walked into the dressing area the day of that shoot, I couldn’t believe how many people did, and how great they looked! We were even lucky enough that Killbuck was in town for Maker Fair and he brought some really cool hats and masks for others to wear.

The process of making this movie has brought us to be more involved in the Steampunk community; we were able to negotiate with several Steampunk bands: The Cog Is Dead, Rosin Coven and Frenchy And The Punk to use songs in “Pressure.” The support of the Steampunk community has really made this film a rich adventure in both process and outcome.

Jean: It looks like you’re envisioning this movie to be a pilot for a possible TV series. Where are you at in this process and do you have any other plans for distribution?

Ilena: There is so much more to the Pressure story. We have a rough outline of a three- or four-part series of which the current episode is number two. So we are in the process of developing the story as a series. We have several options—we can go ahead and produce the rest of the series, which would require obtaining funding, or take the series treatment out to Syfy channel or places like that. Another option is digital distribution. We’re talking a lot about what is best for us and the series. We’re hoping that after the sneak preview at Clockwork Alchemy and premiere on July 6 that we will get an impression from the community/audience as to what makes the most sense as a next step. Now that we know so much more...
about Steampunk and have meet so many creative people, we’re hoping we can generate a groundswell of support and involvement to make the rest of the episodes in the “Pressure” series.

Jean: Can you tell me more about Scary Cow and how you are affiliated with them?

Ilena: Scary Cow is a collective of filmmakers here in the Bay Area. Essentially we help each other make films. If we were trying to get into Hollywood to make our film it would never happen. But through Scary Cow we have an enormous amount of resources: talented and experienced crew with equipment and who are passionate about filmmaking and willing to work incredibly hard and long to make films. And every quarter we have a judged screening at the Castro Theatre in SF. Shelly and I pitched Pressure in July 2011. It was a pretty ambitious film, because of the sets and effects and number of shoot dates, but we got a great positive response within SC and a lot of people signed on to the project.

Jean: Can you tell me more about the upcoming screening at the Castro Theatre?

Ilena: On Saturday, July 6, 2013, the 20th Scary Cow screening will be held at the Castro Theatre in SF. The festival starts at 3 p.m. and is divided into two sections: Phase I and Phase II. Phase I films are under 10 minutes and had no SC budget. Often these are first films. Phase II are longer films that have a SC budget. Because our previous film “Baby Snatchers” won a modest judges’ award, our next film, “Pressure” is considered a Phase II film.
Fans of “Legend of The Seeker” (www.imdb.com/title/tt0844653/?ref_=fn_al_tt_1), a short-lived but beloved fantasy TV series based on Terry Goodkind’s “Sword of Truth” novels, have been active in trying to get the show back on the air since its cancellation in 2010 after only two seasons. The SaveOurSeeker (SOS; SaveOurSeeker.com) group has been spearheading the efforts and they organize fan tables at genre conventions around the world. Their complete convention calendar is at: seekercon.wikia.com/wiki/Calendar.

This past month, Seeker fans launched a crowdfunding initiative with My Show Must Go On (SMGO; www.smgo.tv) to bring back the show for a miniseries or movie. SMGO is a new Kickstarter-type company whose charter is to bring back canceled shows. Fans get to nominate and then vote for canceled shows, and once they have reached their voting benchmark—proving that there is a realistic chance to crowdfund the show, SMGO will reach out to the appropriate production studio. Of course, shows cannot transition to the funding phase without production studio approval. The Legend of the Seeker page on SMGO is at: www.smgo.tv/shows/legend-of-the-seeker.

Attesting to the popularity of the show, the initiative easily surpassed the required votes of 15,000, reaching 117% of the goal, or 17,547 votes, as of June 20. Legend of the Seeker is the first show to reach and surpass its goal on SMGO.

The next stage will begin to involve money with the goal of getting a cable TV network interested in purchasing a third season, 13-episode run of “Legend of the Seeker.” In the past, this has failed because networks and studios were unable to agree on price and terms. The campaign will aim to fund the difference between what the network will pay to purchase the season and what the studio will accept. The estimate for this difference is somewhere between $1.5M and $4M.

If a suitable network cannot be found, the group has a few alternatives. First, they will attempt to crowdfund a direct-to-TV film to finish off the story “Veronica Mars”-style at around
$2M. If fans feel a little adventurous, they will attempt a miniseries at $4M–$6M. Or if fans feel very adventurous, they can attempt a full 13-episode season with a price tag of $13M.

But first, SMGO will work to get a license from Disney to go ahead and crowdfund “Legend of the Seeker” and to find it a new home.

Last June 7, SMGO founders Dave and Chehin did a live Q&A with Laura Ventura from SOS about the SOS-SMGO project. You can listen to the recording at: www.blogtalkradio.com/smgotv/2013/06/08/smgotv. If you have any further questions, you can email: contact@saveourseeker.com.

If you’re a fan who’d like to help get “Legend of the Seeker” back on the air, help spread the word using templates from the SOS publicity and promo kit at: sosdotcom.tumblr.com/post/51923756151/sos-smgo-publicity-promo-kit. There are templates for emails as well as Twitter and Facebook posts.
Lloyd Penney writes:

Thank you for issue 141 of SF/SF. I don’t remember if you are still travelling in Europe, or are back home recuperating, but here’s some words of thought on the latest issue.

Ah, Nova Albion and Clockwork Alchemy … you’re so lucky to be getting to these Steampunk conventions. Yvonne and I are exploring the idea of a small Steampunk convention here, but I can give you no more details, except that we hope that a local convention might have deep enough pockets to finance the whole thing.

Jean Martin responds:

Yes, we sure have a lot of Steampunk events around here! Steamstock, a two-day music festival, is coming up in July. Wonderful costumes in Diane Rooney’s report … yesterday (Saturday, June 15th) was the 5th anniversary picnic for the Toronto Steampunk Society, but we didn’t go … we are busy getting the last bits ready for Steam On Queen 2, the huge free Steampunk event in downtown Toronto. We will be vendors once again, the event will be two hours longer than the first event last year, and attendance may be simply insane, but lucrative. I will try to have some pictures.

What fun to have a free Steampunk event. Hope you had a great time and sold a lot of stuff.

A Steampunk Scot … hmm, this is something I might have to try myself. My descent on my mother’s side is from the clan Campbell of Argyll, so perhaps I need a kilt to enlarge my steam wardrobe. As you say, Christopher, there is the opportunity to create unique Steampunk looks, and a lot of costumers are trying to do just that. We may be making a trip down to Niagara Falls, Ontario and New York later this summer … we have found monuments to Nikola Tesla in both places, and I think we’d like to do the circuit.

I’d love to say those Nikola Tesla monuments! I just watched the movie “The Secret of Nikola Tesla” and I thought it was pretty good. Orson Welles was in it as J.P. Morgan.

We’ve seen on Facebook pictures of the Murdoch cast shooting in small towns north and northwest of Toronto. Adam Smith, one of the busiest Steampunks up here, is also a movie prop creator, and is lending his vintage pennyfarthing to a Murdoch shoot in the next few days. Also, Toronto is getting another Mini-Maker Faire, and it will be in town in September. Looking forward to it!

That’s so cool that “Murdoch Mysteries” is still going. I have the episode Yvonne is in on my list of things to watch as soon as it’s available.

Well, I think I’m done … I have a job interview tomorrow with Sears Canada; their head office is downtown. It’s also where I worked in the 80s, so I hope they will take me back! Wish me luck, and I really need this. Take it easy, and see you with the next issue.

Hope you get the job. See you next time!
Meeting 1190

May 20, 2013

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 8:00 pm - sans podcastry
29 people attended
A party jar was established
The minutes of meeting 1189 were accepted as “secretary’s gone wild”

The Treasurer reported that last week the regular jar took in $20.25 & the party jar took in $28.25
The Vice President reported that there are no new fanzines out - EXCEPT for a new “Drink Tank” with a Mo [”the thrill”] Starkey cover & he’ll be fan GoH this weekend at Conquest
The President had nothing fannish to report
The Party Committee reported that there will be a BASFA party at Baycon on Sunday

Then Jo wondered if BASFA existed on wikipedia & then we wandered off into philosophy

Announcements
JC announced that the latest Nerdvana podcast was recorded over the weekend - a Dr Who season 7 wrap up show & should be up this Wednesday - check
www.nerdvanapodcast.com - then there was neepery about what season it really was & then he announced that they also posted a “Star Trek” movie impulse review

Adrienne announced that fans died and she’d like to know more details

[evil] Kevin announced that there will be an Ordinary Room Party at Baycon Friday-ish & that Westercon is now selling kid-in-tow & youth memberships for Westercon 66 - details on the website - & he heard his chaps won an award in Denver & announced that Westercon 66 will have a brief planning meeting on Monday

Ken announced that there will be no Legion of Rasselon meeting this Friday, due to cons - but there WILL be one next Friday & he announced that KFJC’s [89.7] month of mayhem will have a “very grey” mayhem episode next Monday from 2-6pm

Correction: Actually, my next Mayhem special is on Barry Gray - the composer for Gerry Anderson’s various supermarionation programs, UFO, Doppelganger and season 1 of Space 1999...

Valerie announced that she has a new book out [and another on the way] - “Winning the Game of Thrones” - & it’s free on Amazon this week & next week “Winter is Coming” comes out and life is busy

Beth announced that she is soliciting donations for an end of year [grade 7] cool things auction

Ric announced that episode 307 of the FanboyPlanet podcast was recorded yesterday & is out now & that his review of “Into Darkness” will be up tonight & he’s looking for people who need presentation experience

John O announced that Fanime, Baycon, Clockwork Alchemy & Kublacon are this next weekend - remember to bathe - and announced that Sunday night they’ll have their Taiko group playing at Baycon & Howeird commented that taiko is not an astronomy presentation

Chris announced that her cancer is not aggressive and not prone to spread [all hail lazy cancer!]

Howeird announced that Ye Olde Towne Band will be giving free concerts from May through September on the last Sunday of every month at Shoup park, 1:30pm & announced that he bought a car yesterday that he then exchanged for a different car - a Toyota Corrola & the Toyota Sunnyvale guys were totally professional

Lance has Westercon 66 bookmarks

Mo announced that she’s art director for Fanime & urged us to visit her

Jo announced that he has a book out & a 2nd one approved - both tech manuals & announced that Andrew Offutt died

Aatheus announced that the “Iron Sky” folks are planning a part 2 & starting to crowd source for it

Reviews

“Star Trek into Darkness” was reviewed a lot, mostly positively; “Was the science creamy or lumpy?” - “What science?”

Ric & Mo reviewed Big Wow - a comic festival - as lots of fun and enjoyable

JC reviewed the latest Dr Who episode as inspired - and folks agreed

The Nebula awards weekend was reviewed a lot as -very-good
Andy reviewed the Eurovision songfest as really a lot of fun & worth stealing & getting together with friends with to heckle
Adrienne reviewed Bujold’s “Captain Vorpatril’s Alliance” as she liked it more than “Red Shirts”
Aatheus reviewed Steins as an exceptionally good bar with good food & an excellent chicken poutine, definitely worth full price & reviewed “Hydrogen Sonata” [by Iain Banks] as an excellent read
Jo reviewed Missouri as misery & they visited a wild animal park outside of Springfield as awesome & a good time; he doesn’t really get Branson & said that drinking is the state sport
John O reviewed Makers Faire as he spent all his time there with his taiko group & it appeared crowded
Howeird reviewed “The Mad Scientist’s Guide to World Domination” - short stories - as all good, some excellent and some world class - well worth full price
Chris reviewed sweatercats.com as really cute cat artwork [www.facebook.com/sweatercats]
Mo reviewed Adrienne’s Taurus birthday party bash as worth full price & wonderful
Then we did auctions
We adjourned at 10:10 pm
And the rumor of the week was: “lazy cancer is the best cancer”
Announcements

Andy announced that they’ll be in Sacramento this weekend for the Sierra Stampede gay rodeo & they’ll sponsor some belt buckles & a cash purse for best costume
[evil] Kevin announced that they have swag for Westercon 66 that is available & Diane followed saying that there’s a Father’s day special on Zazzles
JC announced that the Slave Labor podcasts are up for listening and that this weekend they’ll be taping there again
Dave C announced that Candy Martinez of “Stuffe and Nonsense” had died & announced that the April issue of his Cargo Cult flier is out now
Ric announced that the latest issue of “Fanboy Planet” has been recorded & 309 is up on the website & that 310 will have a “Dr Who” theme and be recorded at Cafe Stritch on Tuesday [note = yesterday] & that this First Friday will feature a Subzero festival
Mike announced that Jack Vance had died
Valerie announced that she has another book out “The Many Faces of Katniss Everdeen”
Ken announced that Matt Smith is leaving Dr Who

Reviews

Chris reviewed the latest episode of “Hannibal” as possibly the best episode ever made [and the review is made of people] - also reviewed “The Great Gatsby” as nice & reviewed the Rosicrusian museum as awesome
Dave C reviewed “Elementary” as he’s enjoyed it & Valerie thought it “okay”, then Dave also reviewed the UK magazine “Clint” as the name can be mis-viewed to humorous effect

Howeird reviewed the Dragon theatre as this and next week they have a progressive play development there and it’s interesting on how the play has changed & reviewed another play, “Almost Happy” as having “15 minutes packed into a 90 minute show” - and very boring
JC reviewed Fanime as packed with people & ridiculously & he’s glad the con has grown
Diane reviewed a trilogy by Leslie Ann Moore as she devoured them - “The Griffin’s Daughter”, “Griffin’s Shadow” & “Griffin’s Destiny”, check leslieannmoore.com
Ken reviewed that he has had a number of Dr Who meetups that he has enjoyed
Adrienne reviewed the season end of “Orphan Black” [on BBC America] as it ended on a cliff-hanger & is ended until Spring of 2014 - that she enjoyed it but does NOT enjoy the need to wait to get more
Ric reviewed the season 5 “Venture Brothers” premiere as it delivers - highly recommended
Then we did auctions
We adjourned at 9:38 pm
And the rumor of the week was: “This rumor is not a pun, it’s just stupid”
... and remember, art tastes like kittens
Meeting 1193

June 10, 2013

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 8:00 pm - with gecko Garcia junior
31 people attended
A party jar was established
The minutes of meeting 1192 were accepted as “Lynda says wow”

The Treasurer was missing
Then [tall] Kevin moved that Chris be known as “Bob Garcia” for the remainder of the meeting & it failed, 17-8
Then it was moved that Andy Porter be referred to as “Bob” for the remainder of the meeting and it passed
The Vice President reported that there is a new “Drink Tank” out - with a Chuck article
The President said “hi” to Macy - Mo’s daughter - visiting us for the 1st time & hungover [”this is why the communists hate democracy” = Ric]

Announcements

Chris announced that he wants content for 2 issues of “Drink Tank” - the Hugo for best novel issue, deadline June 27 & for an issue about Iain Banks with a deadline of July 1st
Ric announced that he & Debbie are celebrating their 29th year anniversary
JC announced that Nerdvana Podcast taped their podcast at SLG & the 1st part of it should show up on Wednesday
Dave C announced that “My Mother the Car” is now available on Hulu; Mo announced that she will never make Macy watch it, then Dave announced that Dita von Teese will perform June 26-29 at the Filmore
Adrienne announced that Westercon’s Writer’s Workshop has been finalized & she has 2 tickets for the Giants/Padres, June 17 game to give away
Mike announced that an exhibit, Art in Science Fiction is in Burlingame’s New Peninsula Museum of Art, running through Aug 28 and it’s very, very good [free admission]
[evil] Kevin announced that the Art show for Westercon 66 is sold out & they are at 564 members now - “please tell your friends about the convention and post about it on social media” & also announced that PR 4 is about to come out
Carole announced that she needs a cat sitter for Westercon weekend
Andy announced a reminder to post about Westercon 66 on social media sites

Reviews

Bradford reviewed a book about Superman by Larry Tye as very comprehensive
Fred reviewed an exhibit, Art in Science Fiction as very, very good
Howeird reviewed reviewed the Dragon theatre in Redwood City, doing progressive play developments there - and saw “The Killing Jar” as the name for the play was never explained in context & also saw “Sexbot 2600” as it seemed to test game designs and was better the 3rd time around - but doubts it will be produced since it would need a lot of special fx & then reviewed “Iron Man 3” as stay and see the Easter egg at the end

Dave C reviewed “Throne of the Crescent Moon” by Saladin Ahmed as very enjoyable & better than “Redshirts” [Tom agreed] & also reviewed “Touched by an Alien” by Gini Koch as he realized he was not the target audience for it & reviewed “Now you See Me” as he didn’t really like any of the characters in it - they were rather shallow - and the use of CGI was not acceptable

Bill reviewed the latest Star Trek movie as reasonable for a summer movie but not a very thoughtful -Star Trek- movie; Bob thought it was a great demo reel for someone who wanted to direct a Star War movie ["Squiggles!"]; then Bill reviewed the Friday night Subzero festivity as he noted there were a lot of “our kind” there, the food trucks were great & it’s worth visiting once, Chris commented that he & Ric found a new kick-ass band there “Seaons”; Mo said it was the biggest crowd this year and highly recommends it

Chris reviewed playing video games with Ric & Debbie at the Brett cave as lots of fun & reviewed “Warm Bodies” as an adorable romantic comedy zombie film

Bob reviewed “The Great Gatsby” as he kept hoping it would be over and wouldn’t “pay the price to borrow it from a friend who stole it”

Adrienne reviewed “The Internship” as not very funny, the story was okay & the cinematography was nice & she reviewed “that freaking Zazzle thing of yours, Kevin” as the orders seemed to be getting filled by chimps and so far she hasn’t gotten her lady’s T-shirt

Harold reviewed Texas as the trains are nice, the cinnamon rolls were immense & the Lehman caves are beautiful - worth the $10 admission

And then there was a moment of sheer bliss, brought to us by a bag of chicharones from the 4505 Meats company [4505meats.com] - and OMG are they GOOD!!

[evil] Kevin reviewed the Sierra Stampede gay rodeo as small but wonderful, despite 113 degree weather

I reviewed “Artifice” by Alex Woolfson as really, really good & worth buying in the dead tree format [available from Amazon]

JC reviewed a graphic novel, “Model A” as really good - available at Amazon & SLG

Then we did auctions

We adjourned at 9:39 pm

And the rumor of the week was: “Bob”
Meeting 1194

June 17, 2013

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 8:00 pm - loudly
39 people attended
A party jar was established
The minutes of meeting 1193 were accepted as “purloined bacon”

The Treasurer reported that last week we took in $12.50 in the regular jar & $14.76 in the party jar and that at meeting 1192 we took in $4.05 in the regular jar & $26.05 in the party jar

The Vice President reported that there is no new “Drink Tank” out - but a “Claims Department” should be out soon & he gave credit to Dave G for being tall

The President said “hi” to David Speakman - visiting us for the 1st time - although he did do “that BayCon review” & we said “hi” to Barbara Pickering who has been to cons before, but not been here before

Announcements
[evil] Kevin announced that Westercon 66 is at 590 members now & they’ll have a mobile app for their schedule & Adrienne is leading a ghost walk - sign up ahead of time on the Bay Area Ghosthunters site [$19 beforehand, $20 on the day] & Jo says Jay Lake will be there [probably] & that one-day memberships will be $25 for Fri & Sun & $30 for Saturday

Correction: One-day passes at Westercon 66 will be $25 Thursday & Sunday, $30 Friday & Saturday. For more info on the convention, please go to: www.westercon66.org. I’m coordinating the saucy ghost walk of Old Sacramento on Friday evening, but a local tour company will be conducting the tour. Tickets will be sold in advance until June 3. They can be purchased at: www.meetup.com/Bay-Area-Ghost-Hunters/events/118705742/. — Adrienne

JC announced that every Wednesday is Nerdvana Podcast day & they’ll try a 24-hour podcast/vidcast at Westercon 66

Adrienne announced that “Being Human” begins its 5th season July 13 on BBC America

Ric announced that Fanboy Planet will try to recreate an event in honor of “Man of Steel” and the first half will be spoiler free - then the next half will have spoilers - the next episode will be recorded at Cafe Stritch this Thursday evening and all are welcome and the food is great

Very minor correction: In announcements I announced that we HAD recreated our first podcast, which had been for Superman Returns seven years ago, with a “right outside the theatre” recording of our both Spoiler Free and Spoiler Full Man of Steel episode which is currently available: www.fanboyplanet.com/podcast/FPP-20130613.mp3 — Ric
Jo announced that his puppy is not doing well.
Lisa announced that her birthday is June 27 and will be observed on June 29 at Raging Waters and they’ll get a cabana & have an invitation for it on Facebook.

**Reviews**

Jo reviewed JayCon / Jay’s birthday as bigger than last year’s [50+] and really good - then he reviewed “Man of Steel” as not the worst Superman movie he’s ever seen because Superman was not in it - the movie was then exhaustively reviewed with some liking it, others not; then Jo ALSO reviewed rereading CJ Cherryh books & also ALSO reviewed the latest Dragonlance books as bad.

Steven reviewed “Children of Kings” by Deborah J Ross as a non-Bradley Darkover book with solid relevance to the world & wrapped up way too fast.

Ric warned people away from DC’s “Superman Unchained” book by Scott Snyder & reviewed “Ocean at the End of the Lane” by Gaiman as fun & he expects it to win a lot of awards.

Adrienne reviewed Zazzle again as the replacement order was also filled by chimps and she didn’t get a lady’s T-shirt;

then she reviewed getting the Balfour garden gnome from the A’s game as it was worth getting up in the morning for & Mo pointed out that they got equally fried by the sun on both sides during the game.

Bradford reviewed the other half of the book about Superman by Larry Tye as worth reading.

JC reviewed “North America” on the Discovery Channel as absolutely gorgeous

[evil] Kevin reviewed the SciFi channel as 2 new shows are better than “Flash Gordon” - one about Sinbad that is okay & the other, “Primeval New World” as a reboot of the British show.

Andy reviewed a British cop show “Luthor” on BBC America as dark & nasty & very good & then reviewed a Danish/Swedish show as it’s going to get an American remake.

Mo reviewed “Defiance” as “the bells, the bells” and as cheesy, awkward fun.

Then we did auctions.

We adjourned at 9:51 pm

And the rumor of the week was: “Bacon always wins”
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.

Are you up-to-speed on a lot of the wonderful fannish events and activities that go on in the Bay Area? If so, we would very much appreciate your help as our new calendar editor for SF/SF. We do have a list of organizations we cover so you won’t have to start from scratch. But we would also like to build on this list if you know of more events that we can cover going forward. Contact Jean Martin at SFinSF@gmail.com if you’d like to volunteer or if you have any questions.
Saturday, July 20
*Tribute to The Three Stooges*
The Bal Theater
14808 East 14th Street, San Leandro
www.baltheatre.com/
7 p.m. $12

Thursday-Sunday, July 25-28
*The Princess Bride Quote-Along*
Camera Cinemas 7 & 12
San Jose & Campbell
www.cameracinemas.com/singalong.shtml
Enjoy pre-show costume and trivia contests, a fun pack of props themed for each movie, on-screen lyrics (in case you forgot the words!), and tons of in-movie interaction led by a host. Costumes always welcome!
Check website for showtimes and locations

Friday-Sunday, July 26-28
*Kintoki-Con 2013*
Holiday Inn Sacramento
300 J Street, Sacramento
www.kintoki-con.com
Anime con
$40 (till July 1), $45 (At Convention)

Saturday-Sunday, July 27-28
*Steamstock Music Festival*
Craneway Pavillion at Ford Point
1414 Harbor Way South, Richmond
steamstock.org/
Two day concert event featuring Steampunk-inspired music (Chap Hop, Electro-Swing, Steampunk, Neo Cabaret, Junkyard Skiff, etc) with musical performers Frency and the Punk, Saints of Ruin, Bras Farthing, Poplock Holmes, Unextraordinary Gentlemen, Mr. B The Gentleman Rhymer and more.
$45 (until July 26, $50 at the door)

Saturday, August 3
*PEERS Pre-Raphaelite Picnic Dance*
Lincoln Park
1450 High Street, Alameda
peersdance.org/
Free Picnic in the Park with Victorian Era dancing.
11 a.m.
Free

Saturday-Monday, August 3-4
*Gaymer X*
Japantown
San Francisco
gaymerconnect.com
Gaymer X is the first gaming and geek lifestyle convention with a focus on LGBTQ culture. At the Hotel Kabuki and Hotel Tomo in Japantown.
$45

Saturday-Sunday, August 3-4
*San Jose Renaissance Faire*
Guadalupe River Green, Downtown San Jose
www.sanjosefaire.com/
Renaissance Faire in Downtown San Jose in the shadow of the Shark Tank (HP Pavillion)
$18

Saturday, August 10
*History Park San Jose Keep the Spirit of ‘45 Alive*
History Park
1661 Senter Road, San Jose
historysanjose.org/wp/events/
Celebration of the sacrifice of the people during World War II with military parade, singers, dancing, vintage cars and more.
12 p.m. - 5 p.m.
$5

Saturday, August 17
*SF in SF: Laura Ann Gilman & Chaz Brenchley (aka Daniel Fox)*
The Variety Preview Room, 1st Floor, Hobart Building
582 Market Street, San Francisco
sfinsf.org
Reading followed by Q&A.
6:30 p.m. $5-10 suggested donation
Saturday, August 24

**GBACG Costumers Bazaar**
Location TBD
[www.gbacg.org/gbacg-calendar.html](http://www.gbacg.org/gbacg-calendar.html)
Purchase elegant, hard-to-find and useful items to complete your costuming collection or rent a table and sell your gently used or new costume items.

Check website for price

Sunday, August 25

**History Park San Jose Fandango at the Peralta House**
History Park
1661 Senter Road, San Jose
[historysanjose.org/wp/events/](http://historysanjose.org/wp/events/)
Learn about what life was like for the Spanish settlers and the life of Luis Maria Peralta, one of the first alcades of San Jose. Music, dancings, tours and activities.
11 a.m. - 5 p.m. $8

Thursday-Monday, August 29-September 2

**LoneStarCon 3**
Henry B. Gonzalez Convention Center
San Antonio, TX
[lonestarcon3.org](http://lonestarcon3.org)
The 71st World Science Fiction Convention.

$200

Saturday-Monday, August 30-September 1

**Sac-Anime**
Sacramento Convention Center
1400 J St, Sacramento
[www.sacconventions.com/](http://www.sacconventions.com/)
Anime show.

$35 (till July 31)

Friday-Monday, August 30-September 2

**Pacificon Game Expo 33**
Santa Clara Marriott
2700 Mission College Blvd, Santa Clara
[pacificongameexpo.com](http://pacificongameexpo.com)
Gaming convention.

$45 (till June 30)

Friday-Monday, August 30-September 2

**Celesticon**
Fremont Marriott
46100 Landing Parkway, Fremont
[www.celesticon.com](http://www.celesticon.com)
CelestiCon offers four days of family-friendly gaming in the San Francisco Bay Area. Hundreds of game events, along with exciting special guests, sponsor prizes and gaming, gaming, gaming...

$45 (till August 24)

Saturday, September 7

**PEERS Empress of India Ball**
Masonic Lodge of San Mateo
100 N. Ellsworth Avenue, San Mateo
[peersdance.org/](http://peersdance.org/)
Ball celebrating the Empress of India, Queen Victoria with Victorian Era dancing and music by Bangers and Mash.
8 p.m. $15 (advanced), $20 (at the door)

Sunday, September 8

**13th Annual Antique Auto Show at History Park**
History Park
1661 Senter Road, San Jose
[historysanjose.org/wp/events/](http://historysanjose.org/wp/events/)
Antique automobiles upto 1940s on display as well as jazz music and demonstrations.
11 a.m. - 5 p.m. Free

Weekends, September 14-October 13

**Northern California Renaissance Faire**
Casa de Fruta
10031 Pacheco Pass Hwy 152, Hollister, CA
[norcalrenfaire.com/](http://norcalrenfaire.com/)
The annual Elizabethan faire.

$25
Sunday, September 21

**History Park San Jose Firefighter’s 7th Annual Car and Motorcycle Show**
History Park
1661 Senter Road, San Jose
historysanjose.org/wp/events/
Car and motorcycle show featuring vehicles from 1920 to the present day.
9 a.m. - 4 p.m. Free

Saturday, September 21

**BAERS Sandition Ball**
Arlington Community Church
52 Arlington Avenue, Kensington
baers.org/
Regency Period English dancing ball based on Jane Austen’s last unfinished novel.
8 p.m. $15 (advanced), $20 (at the door)

Saturday-Sunday, September 21-22

**Sci-Fi X Fest Convention**
The Bal Theater
14808 East 14th Street, San Leandro
www.baltheatre.com/
The Historic BAL Theatre and Bay Area Film Events presents the new annual Sci-fi X Fest Convention. Harken back to the early days of sci-fi Conventions! Where you could enjoy the dealers, films, panels, speakers, celebrity guests and fun in a more intimate environment! Bay Area Film Events and the Historic BAL Theatre bring you a space-age blast.

Saturday-Sunday, September 28-29

**Sac-Con**
Scottish Rite Center
6151 H Street, Sacramento
www.sac-con.com/
General Anime Convention
$12

Saturday, September 28

**History Park San Jose Viejito’s Car Show**
History Park
1661 Senter Road, San Jose
historysanjose.org/wp/events/
Classic car show with food, music and vendors sponsored by Viejito’s Car Club Silicon Valley Chapter.
10 a.m. - 4 p.m. Free

Saturday, September 28

**SF in SF: Nick Mamatas & Michael Marshall Smith**
The Variety Preview Room, 1st Floor, Hobart Building
582 Market Street, San Francisco
sfinsf.org
Reading followed by Q&A.
6:30 p.m. $5-10 suggested donation

Sunday, September 29

**GBACG Starverse Picnic**
Middle Harbor Shoreline Park, Oakland
www.gbacg.org/gbacg-calendar.html
The dramatic view from Oakland’s Middle Harbor Shoreline Park provides an inspiring backdrop for Starverse denizens from all walks of life. The massive, otherworldly cranes at the Port of Oakland (which inspired George Lucas’ AT-AT walkers in The Empire Strikes Back) will set the mood beautifully. Costume: Star Wars, Firefly, Fantasy, SciFi or Steampunk.
Check website for price

Friday-Sunday, October 4-6

**Bid Bad Con**
Hilton Oakland Airport
One Hegenberger Road, Oakland
www.bigbadcon.com
RPG convention.
$40

Saturday, October 5

**PEERS Steampunkoktoberfest Ball**
Masonic Lodge of San Mateo
100 N. Ellsworth Avenue, San Mateo
peersdance.org/
Ball celebrating the Oktoberfest and Steampunk science with guests Charles Baggage and Ada Lovelace. Victorian Era dancing and music by Bangers and Mash.
8 p.m. $15 (advanced), $20 (at the door)
Friday, October 11

**SF in SF: Litquake, Super Stories of Heroes & Villians**
The Variety Preview Room, 1st Floor, Hobart Building
582 Market Street, San Francisco
sfinsf.org
Reading followed by Q&A. Claude Lalumiere and authors TBA
6:30 p.m. $5-10 suggested donation

**East Bay Mini Maker Faire**
Park Day School
360 42nd St., Oakland
ebmakerfaire.wordpress.com
Small scale mini Maker Faire.
10 a.m. $20

**GBACG Tall Ship Adventure on the Lady Washington & Hawaiian Chieftan**
Jack London Square, Oakland
www.gbacg.org/gbacg-calendar.html
Step back in time as you step from Jack London Square on to the tall ships the Lady Washington and the Hawaiian Chieftan as we tour San Francisco Bay in fine Regency style.
Costume: Regency attire 1795-1820.
Check website for price

Saturday, October 19

**BAL-O-Ween**
The Historic Bal Theatre
14808 East 14th St, San Leandro
www.balthetrete.com
Lord Blood Rah hosts the annual BAL-O-WEEN Spooktacular.
10 a.m. $15

**GBACG Prohibition Speakeasy Crawl**
Various, San Francisco
www.gbacg.org/gbacg-calendar.html
Break out the beaded gowns and rolled down stockings. On this chauffeured joy ride through San Francisco, taste some of Prohibition’s finest forbidden delights. Costume: 1920’s.
Check website for price

Sunday, October 13

**Convoation 2013**
Hyatt Regency SFO
500 Leisure Lane, Burlingame
convolution.com
10 a.m. $45

**GBACG Prohibition Speakeasy Crawl**
Various, San Francisco
www.gbacg.org/gbacg-calendar.html
Break out the beaded gowns and rolled down stockings. On this chauffeured joy ride through San Francisco, taste some of Prohibition’s finest forbidden delights. Costume: 1920’s.
Check website for price

Friday-Monday, November 1-3

**SF in SF: Kim Stanley Robinson & Cecelia Holland**
The Variety Preview Room, 1st Floor, Hobart Building
582 Market Street, San Francisco
sfinsf.org
Reading followed by Q&A.
6:30 p.m. $5-10 suggested donation

**Friday-Monday, November 8-10**

**Conquest Avalon**
Sacramento Red Lion Hotel Woodlake Conference Center
500 Leisure Lane, Sacramento
www.conquestsac.com
Tabletop gaming convention.
$50

**Saturday, November 2**

**PEERS Le Bal des Vampires**
Alameda Elks Lodge
2255 Santa Clara Ave, Alameda
peersdance.org/
The annual vampire-themed event with two floors of dancing featuring Bangers and Mash and Nightfall Club, halftime entertainment skit show and Victorian parlour.
6:30 p.m. $20 (until August 31), $25 (until October 13), $30 (until November 1)

**Saturday, November 16**

**GBACG Prohibition Speakeasy Crawl**
Various, San Francisco
www.gbacg.org/gbacg-calendar.html
Break out the beaded gowns and rolled down stockings. On this chauffeured joy ride through San Francisco, taste some of Prohibition’s finest forbidden delights. Costume: 1920’s.
Check website for price
Weekends, November 23-December 22
*The Great Dickens Christmas Fair and Victorian Holiday Party*
dickensfair.com/
Cow Palace
2600 Geneva Avenue, Daly City
Victorian Christmas Card come to life with Charles Dickens characters come to life in London.

Tickets on Sale in September, check website for prices

**Sunday, December 8**

*Sac-Con*
Scottish Rite Center
6151 H St, Sacramento
www.sac-con.com
Comic, toy, and anime show, $10 early bird entry at 9 a.m.
10 a.m. - 6 p.m.

**Saturday, December 28**

*GBACG Holiday Bustle Tea*
Palace Hotel
2 New Montgomery Street, San Francisco
www.gbacg.org/gbacg-calendar.html
Back by popular demand! A holiday bustle tea for the most fashionable of New York Society. Once again at the Garden Court in the Palace Hotel in San Francisco. Costume: 1870-1890.

Check website for price

**Friday-Sunday, January 3-5, 2014**

*Sac-Anime*
Sacramento Convention Center
1400 J St, Sacramento
www.sacconventions.com/
Anime show.

Check website for ticket prices

**Saturday, January 4, 2013**

*PEERS 12th Night Ball*
Masonic Lodge of San Mateo
100 N. Ellsworth Avenue, San Mateo
peersdance.org/
Ball celebrating the end of the Christmas season with guests from Charles Dickens’s novels, a reading by Charles Dickens and Victorian Era dancing and music by Bangers and Mash.
8 p.m. - 11 p.m.
$15 (advanced), $20 (at the door)

**Thursday-Monday, January 16-20, 2014**

*Further Confustion 2014: FurCon Vs. The World*
furcon.org/2014/
San Jose McEnery Convention Center
150 W. San Carlos Street, San Jose
Anthropomorphic costuming convention
$45 (until June 30), $50 (until December 31)

**Saturday, February 1, 2014**

*PEERS Middle Earth Ball*
Masonic Lodge of San Mateo
100 N. Ellsworth Avenue, San Mateo
peersdance.org/
Ball inspired by “The Hobbit” and “Lord of the Rings” with music by Celtic-fusion rock band Avalon Rising.
8 p.m. - 11 p.m.
$15 (advanced), $20 (at the door)

**Saturday, February 8, 2014**

*GBACG A Venetian Carnival*
Location TBD
www.gbacg.org/gbacg-calendar.html
Enjoy an evening of appetizers, desserts and dazzling feats of skill in the glittering atmosphere of the Venetian Carnivale.
Costume: 18th Century, all classes or 18th Century Fancy Dress. Masks required!

Check website for price

**Friday-Sunday, February 21-23, 2014**

*Potlatch 23*
Sainte Claire Hotel
302 South Market Street, San Jose, California
potlatch-sf.org
Literary SF convention supporting Clarion West.

$40 (through July 15th)
**Saturday, March 1, 2014**

**PEERS Gotham City Black and White Ball**
Masonic Lodge of San Mateo
100 N. Ellsworth Avenue, San Mateo
peersdance.org/
Ball held at Stately Wayne Manor with familiar guests in black tie featuring Swing Era dancing and music by Sarah and Swingtime..
8 p.m. $15 (advanced), $20 (at the door)

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**Friday-Sunday, March 28-30 2014**

**Conquest SAC**
Sacramento Red Lion Hotel Woodlake
Conference Center
500 Leisure Lane, Sacramento
www.conquestsac.com
Tabletop gaming convention.

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**Thursday-Monday, August 14-18, 2014**

**Loncon 3**
International Conference Centre, ExCel,
London Docklands
www.loncon3.org
The 72nd World Science Fiction Convention.
$170 (until September 30)
**Fridays and Sundays**

**SF Games**
Taqueria San Jose, 2830 Mission Street, San Francisco (Fridays, 7 p.m.)
Zephyr Cafe, 3643 Balboa Street, San Francisco (Sundays, 2 p.m.)
www.sfgames.org/

SF Games is a collective name for a bunch of people who get together and play board games and card games every week.

**Mondays**

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

**Sacramento Science Fiction/Fantasy Book Club**
Midtown Crepreville
1730 L Street, Sacramento
www.sacgeeks.com
A laid-back, friendly social club for people to discuss, recommend, share and trade their favorite SF and fantasy books. NOT a book-of-the-month club.
6:30 p.m. Free

**Tuesdays**

**Principality of Mists Fighter Practice**
Twin Creeks Sports Complex
969 Caribbean Drive, Sunnyvale
www.westkingdom.org/as46/mar/sunnyvale-fighter-practice

SCA event. Non-members must remember to fill out a waiver form. In case of rain, call from 3pm on to determine of the facility will be closed that day. 408-534-1169.
7 p.m. - 10:30 p.m. Free

**Wednesdays**

**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

**Steam Federation - Bay Area Steampunk Society**
Various - check website or Facebook page for information
steam-federation.com/%20cal2.html
www.facebook.com/groups/steamfederation/

General gathering for craftwork, discussions and general fun. Free

**Thursdays**

**CAS: NightLife**
The California Academy of Sciences
55 Music Concourse Drive, Golden Gate Park, San Francisco
www.calacademy.org/events/nightlife/

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-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.

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

**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

**The Bawdy Caste Presents “The Rocky Horror Picture Show”**
The Clay, 2261 Fillmore Street San Francisco/
The Guild, 949 El Camino Real Menlo Park
www.bawdycaste.org
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

**Barely Legal Presents “The Rocky Horror Picture Show”**
Camera 3 Cinema
288 South Second Street, San Jose
barelylegal.rhps.org/
Barely Legal provides the shadow cast for the South Bay for the classic midnight movie every first Saturday of the month in Downtown San Jose.
Midnight

**Time Warp Cartel Presents “The Rocky Horror Picture Show”**
The Vine Cinema
1722 First Stree, Livermore, CA
www.timewarpcartel.com/
Time Warp Cartel provides the hijinx for the East Bay and Tri-Valley area of the classic midnight movie every first Saturday of the month in Downtown Livermore.
Midnight

**QSF&F Book Club**
Borderlands Books
866 Valencia, San Francisco
www.borderlands-books.com/
about_events.html
Meets the second Sunday of the month.
5 p.m. Free

**East Bay Star Wars Club**
Central Perk
10086 San Pablo Ave., El Cerrito
510-558-7375
www.facebook.com/groups/35116614719/
Meets the second Friday of every month.
7:30 p.m. Free

**Fantastic Frontiers**
www.freewebs.com/fantasticfrontiers/
Social club for Sacramento County sci fi/fantasy fans usually meets the second Saturday of the month. Check website for meeting times and locations.
<table>
<thead>
<tr>
<th><strong>No-Name Anime</strong></th>
<th><strong>USS Northern Lights</strong></th>
<th><strong>Sci-Fi Book Group with Kym</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Saratoga Library</td>
<td>sites.google.com/site/ussnorthernlights</td>
<td>Barnes &amp; Noble</td>
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<tr>
<td>13650 Saratoga Avenue</td>
<td>Contact <a href="mailto:firstjedi2000@yahoo.com">firstjedi2000@yahoo.com</a> for specifics.</td>
<td>El Cerrito Plaza, 6050 El Cerrito Plaza, El Cerrito</td>
</tr>
<tr>
<td>Saratoga</td>
<td>The ‘Lights is a chapter of Starfleet International and a swell group of science fiction fans. We do more than Trek. Usually meets the third Friday of the month, with social event TBD.</td>
<td>store-locator.barnesandnoble.com/store/2113</td>
</tr>
<tr>
<td><a href="http://www.nnanime.com">www.nnanime.com</a></td>
<td>7 p.m.</td>
<td>Meets the fourth Friday of the month. 7 p.m. Free</td>
</tr>
<tr>
<td>Anime screenings usually take place on the second Saturday of the month.</td>
<td>Free</td>
<td></td>
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</tbody>
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<thead>
<tr>
<th><strong>SF Browncoats</strong></th>
<th><strong>Micro Gods, Inc.</strong></th>
<th><strong>Legion of Rassilon</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Cafe Murano</td>
<td>Berkeley Public Library, West Branch</td>
<td>Carl’s Jr.</td>
</tr>
<tr>
<td>1777 Steiner Street, San Francisco</td>
<td>1125 University Ave, Berkeley</td>
<td>2551 N 1st St, San Jose</td>
</tr>
<tr>
<td>SF Firefly/Serenity fans usually meet up on the second Saturday of the month. Noon</td>
<td>groups.yahoo.com/group/MGiFamilyClub/</td>
<td>Doctor Who fan group usually meets the fourth Friday of the month: Episodes of Doctor Who, news, discussion of recent movies, and a raffle. 7:00 p.m. Free</td>
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</tbody>
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<thead>
<tr>
<th><strong>Science Fiction and Fantasy Book Club</strong></th>
<th><strong>Religion &amp; SF Book Club</strong></th>
<th><strong>USS Augusta Ada</strong></th>
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</thead>
<tbody>
<tr>
<td>Borderlands Books</td>
<td>First United Methodist Church</td>
<td>Round Table Pizza</td>
</tr>
<tr>
<td>866 Valencia, San Francisco</td>
<td>1183 “B” Street, Hayward</td>
<td>3567 Geary Blvd, San Francisco</td>
</tr>
<tr>
<td><a href="http://www.borderlands-books.com">www.borderlands-books.com</a></td>
<td>Meets the 4th Sunday of the month. Please contact Rev. Randy Smith at <a href="mailto:RSmith2678@aol.com">RSmith2678@aol.com</a> for more information.</td>
<td>trek.starshine.org</td>
</tr>
<tr>
<td>Meets the third Sunday of the month. Please contact Jude at <a href="mailto:jfeldman@borderlands-books.com">jfeldman@borderlands-books.com</a> for more information. 6 p.m. Free</td>
<td>1 p.m.</td>
<td>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</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>USS Defiance</strong></th>
<th><strong>Veritech Fighter Command ONE-THREE</strong></th>
<th><strong>Sci-Fi Book Group with Kym</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>5026 Don Julio Blvd, Sacramento</td>
<td>Round Table Pizza</td>
<td>Barnes &amp; Noble</td>
</tr>
<tr>
<td>1566 Howe Ave, Sacramento</td>
<td>4403 Elkhorn Blvd, Sacramento</td>
<td>El Cerrito Plaza, 6050 El Cerrito Plaza, El Cerrito</td>
</tr>
<tr>
<td>Star Trek fan group meets the third Friday of the month. 7 p.m. Free</td>
<td>Anime/cosplay group usually meets the last Saturday of the month at 1800 hours. 6 p.m. Free</td>
<td>Meets the fourth Friday of the month. 7 p.m. Free</td>
</tr>
</tbody>
</table>
Water roads

by Lucy Huntzinger
### Bay Area Fannish Calendar – July 2013

<table>
<thead>
<tr>
<th>Sunday</th>
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<tr>
<td>Bad Movie Night&lt;br&gt;Sakuramento Anime&lt;br&gt;SF Games</td>
<td>BASFA&lt;br&gt;SV Boardgamers&lt;br&gt;Haunted Haight</td>
<td>MGI Boffers&lt;br&gt;Fighter Practice</td>
<td>BA Role-Playing Soc&lt;br&gt;E.Bay Strategy Games&lt;br&gt;Fanboy Planet Podcast&lt;br&gt;SV Boardgamers</td>
<td>CAS: NightLife</td>
<td>SF Games&lt;br&gt;Haunted Haight&lt;br&gt;Vampire Walking</td>
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<td>Image Expo 2013</td>
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<td>Silicon Gulch Browncoats&lt;br&gt;Rocky Horror (San Jose, Livermore)</td>
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<td>California Extreme 2013&lt;br&gt;D. Ross &amp; M. Robins&lt;br&gt;Three Stooges Tribute&lt;br&gt;Fantastic Frontiers&lt;br&gt;No-Name Anime&lt;br&gt;SF Browncoats</td>
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<td>Other Realms</td>
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<td>Steamstock Music Festival (thru Sun)&lt;br&gt;USS Augusta Ada&lt;br&gt;Veritech Fighter Cmd 13</td>
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