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Art Credits
Cover High country by Lucy Huntzinger
Page 4 by Kate Kelton
I’m missing all the Bay Area conventions over Memorial Day weekend as I’m writing this Editorial. I missed all of them last year as we were in Germany (how time flies!) but this year I’ve decided to skip them all to catch up with my writing, photography and sewing projects. I’m also, honestly, burned out with conventions and need a break. As Thad Gann wrote in a recent article for us, he took a break from conventions last year and did a lot of other things.

I’m not skipping conventions altogether this year, just those that I’ve already done a lot in the past decade or so. And still doing those that are still fresh and new to me. I went to the Xena convention in Burbank and Potlatch in San Jose last February, and I’m going to Comic-Con in July (my one and only trip to that one was in July of 2005) and Convolution in September.

I’m also doing a lot of other events, with PEERS always at the top of the list. PEERS did its last two balls in San Mateo and all of them are going to be in Alameda now. But Alameda has proven to not be too far and I’ve been enjoying the dining establishments in that wonderful small town for dinner in between rehearsals and the balls.

I’m so behind on my writing, photography and sewing and am trying to not plan any more activities but I’m not doing as well on that score. There are just too many things to do here in the Bay Area and the world! Which is a blessing really. What I’ve been planning more of is going to plays. I haven’t really done this consciously, but there have been a lot more that I really want to go see lately. Also, they’re less of a time and effort commitment than costuming events, and also less socializing, which is what my introverted side has been craving after ten plus years of being a social butterfly.

Christopher and I have already seen some plays and musicals so far this year, but in the next few months we have a full roster of them. We just saw the Stanford Savoyards doing Gilbert & Sullivan’s “Patience” with a “Star Trek”/“Doctor Who”-theme. We’ll be seeing our friend Cordelia Willis in another G&S production, “The Mikado,” in June. Then I have two Shakespeare plays coming up with “Macbeth” with Kenneth Branagh and Alex Kingston in New York City also in June and Martin Freeman in “Richard III” in London in September. I already bought tickets to see fellow “Hobbit” cast member Richard Armitage in “The Crucible” in London also in September. Stanford is performing the “War of the Worlds” radio play in August and we’re hoping to see that too.

I guess once in a while, it’s nice to take a break from being an active participant of creative endeavors and fill up with inspiration from others doing it. But part of being a nerd/geek is doing things and not just being passively entertained. So I’m sure I’ll be out and about again once I’ve caught up more and feel ready to be back in the swing of things. In the meantime,
I’m vicariously enjoying everyone’s posts and photos on Facebook and I hope people don’t forget about me and want me to be involved again when I return.

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**Join our crew!**

We are always looking for writers to cover local events, conventions, fan groups and the fannish scene in general.

Contact Jean Martin at SFinSF@gmail.com

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by Kate Kelton
Lloyd Penny writes:

Thank you both for the newest Science Fiction/San Francisco, issue 152. Getting caught up I am … typing like Yoda talking I am, too! Let’s see what I can say…

Christopher says: Understand you I can, young padawan.

Local conventions haven’t been the same since the loss of Polaris, the annual fan-run media SF convention. With it gone, other smaller cons have started up, and one or two have grown to nearly replace Polaris. In Hamilton, down the highway, there is a convention in its fifth year called ConBravo!, and we only recently met the organizers, who live in Toronto. Already, attendance is around 3,000, and we’ve decided to go to it for the Saturday, and see what it’s like. It’s coming up in July.

That is understandable. We have gone through that in the Bay Area as well in the last few years. SiliCon disappeared about three years ago or so, and another on called Con-volution has been started that seems to have taken its place in October/November. Since the loss of WonderCon, Big Wow! Comic Fest has grown from its small show roots as Super-Con in the last couple of years and WizardWorld had a show in Sacramento around the same time WonderCon would have been.

Age is relative, true, but if you subscribe to the notion that growing old is mandatory, but growing up is optional, age feels less important. Your mind can stay young, but every so often, your body reminds you that you’re not as young as you’d like to think you are.

Having a youthful outlook helps with a lot of problems.

My letter … we haven’t started watching the Harry Potter movies yet. Yvonne has gotten herself a new job, in accounts payable again, and it starts on June 16. I am still looking, but hoping for something soon. We never did see “The Grand Budapest Hotel,” and may get it on DVD or a download. We do go to local cons now for the Saturday only to save money on memberships and hotel rooms, and I get the feeling we will be doing that from now on.

The “Harry Potter” series was very good. The only real misfire was “The Order of the Phoenix.” It was directed by someone who had experience in television only before the movie, and it really showed. He seemed to direct from the idea that the only people who watched the movie were rabid fans who would already know the plot. There seemed to be a disconnect when Harry goes to one of the teachers who he hates for help that needed a couple of lines of dialogue to help explain it.

I have always been a fan of doing local conventions, since you can help support the local community and economy, as well as reduce travel, save money and keep from having to take days off just to get there. I have always enjoyed sleeping in my own bed since as well as being able to have breakfast available without having to scrounge for it. I have only consistently traveled for Gallifrey One down in Los Angeles. I would like to go to Convergence in Minneapolis and to Dragon*Con one day.

CostumeCon 32 was great fun. So much creativity and positivity. We were all given a ribbon with a Facebook-style
thumbs-up to hand to people, it was four days of masquerades, Yvonne gave two well-attended workshops on how to read patterns and what to look for in buying your first sewing machine. We did about $540 of sales at our table, so we were pleased with that. We learned that there was a vote going on to choose the 2017 location for CostumeCon, with San Diego as the only bid on the ballot, but we heard about a write-in bid to bring it back to Toronto. Write-in bids never work, right? Well, this one did, and CostumeCon 35 will be back in the Toronto area for 2017. The people in charge of CC35 are the above-mentioned ones who run ConBravo!, and we’re looking forward to it. I can imagine the folks in San Diego aren’t happy. This weekend is Anime North, and we hope to match our CC32 sales figures.

**Good to hear that you had fun at CC32. One of the WesterCon 66 was originally put in as joke bid but ended up being real, so a write-in might work. It seems like the write-in bid at a convention held in the same town during the voting for upcoming events would have a chance, especially if there is only one “official” bid.**

Yvette Keller’s article on LetterMo sounds great. Jean, you said earlier that people just don’t like to write letters, which is true, it’s a lost art, like cursive writing. I write close to about 300 letters of comment a year, and I do write a couple of paper letters every year. Yvonne’s got the seals and sealing wax, and the fine papers. However, I do see the kiss of death of such letters in the form of huge postage rate increases, like what we’ve had in Canada.

**Letter writing is probably never going to go away. Letters will always be more personal, similar to actually sending a card on a birthday or special occasion (or calling someone on the phone) instead of a Facebook invite or some other form of electronic correspondence. The postal rates keep going up here in the United States as well and the Post Office can’t enact reforms since the U.S. Congress won’t enact what is recommended. (The U.S. Post Office is a private company that the Federal Government oversees.)**

All done, time to go, and many thanks for this issue. I think there’s a Steampunk event in San Diego this coming Memorial Day weekend, going? Have a great weekend, and see you with the next issue.

**Gaslamp Gathering is the name of it. It happened on the first weekend of May. Unfortunately, we did not go. The Bay Area’s own Clockwork Alchemy is on Memorial Day weekend and I will be participating in a couple of panels as well as a fashion show. Have fun.**

**Milt Stevens writes:**

In Science Fiction San Francisco #152, I was surprised to read that Wondercon had folded. I had read that Wondercons attracted somewhere around 40,000 people. You should be able to make a couple of dimes out of that many people. I asked about the matter at the card game last night, nobody had heard anything of the sort. Admittedly, only one person out of about 20 had actually attended WonderCon a few years ago.

**Christopher writes:**

WonderCon didn’t fold, it just moved from San Francisco to Anaheim. The normal facility, Moscone Center in San Francisco, was undergoing renovation at the time it moved. There was also
the problem with scheduling since it didn’t get a consistent weekend from the venue and wasn’t a big moneymaker for the city in terms of hotel sales (and taxes collected). I imagine that the attendance was good as the website for WonderCon states that the 2014 show sold out.

You underestimate the Boondoggle. Years after the active conflict, I got a call from Colorado telling me that Breen had died in prison. The caller was delighted. Passions are running high when people literally want to dance on someone’s grave. By comparison, the recent squabbles are just hot air. If people insist on getting excited about such small matters, they will never live to be old penguins.

Well, I would rather live to be an old human than a penguin, since humans live longer and in much more relative comfort. I am sorry to hear that Breen passed away. People complain about things that bother them at the time. It is just really a matter of time, place and perspective.

The LetterMo idea that Yvette Keller describes sounds interesting. For years, I’ve been hearing that letter writing was dying if not dead. I feel like making a crack about people who restrict themselves to typing with their thumbs, but I’ll restrain myself. However, I wouldn’t be able to participate in the LetterMo program. You see, I’ve forgotten how to read cursive script. Aside from my signature, I stopped using cursive script when I left sixth grade. My signature has gradually devolved into my personal glyph. It crossed the line into complete illegibility ages ago.

Cursive writing can be hard to read if the person’s handwriting is not neat, but that is the case with print lettering as well. Cursive is usually abandoned by most people that I know of since it just seems to take longer to write, even though we are taught that cursive is faster since you don’t have to pick up and put down a pen to write a whole word.

I received Ds in handwriting all the way through elementary school. My parents kept telling me I could do better if I only tried harder. That qualified as a useless opinion. When I was about 21 I finally realized what the problem was. I was left handed. During my childhood, left handedness was in very low repute. Gays were sometimes referred to as being sexually left handed. If you admitted to being left handed, you might be suspected of being a Communist or not liking baseball.

It’s good that left-handedness is no longer looked on in a negative light.

Typing was the single most valuable course I ever had. After learning to type, I only used block printing for notes to myself. I typed millions of words on a manual typewriter. My hands were much stronger in those days. I went from a manual typewriter to a computer without ever owning an electric typewriter. Some of you may doubt the existence of electric typewriters. They were electrical word processing devices that had to be plugged in but were not computers. Honest!!!

I learned keyboarding in middle school for three years on an old IBM electric typewriter with the ball element. I remember using an old manual typewriter as a toy when I was a kid. My family had a more modern electric typewriter that could also act as a word processor, where you typed in the words and then it would print it out at the end. I imagine that a lot of people do know what a manual or electric typewriter is, even if they just watch old movies and television shows or watch movies set in previous time periods (such as “Captain America: The First Avenger”).
Visiting The Village: PortmeirionCon 2014

By Peter P. Lee
Contributing Writer

“We want information…information…information”
“You won’t get it”
“By hook or by crook, we will.”

If the words spoken by the disembodied voices sound familiar to you, you may be amongst many who have seen “The Prisoner,” one of the most unusual and thought-provoking iconic cult TV series to ever appear on screen. Although this series was created nearly 50 years ago, with the combination of the secret agent genre with science fiction fantasy elements, the social commentary and symbolism of the series, which often left viewers with more questions than answers, the colorful costumes and sets, “The Prisoner” certainly had panache and resonates with viewers to this day.

The show centered on an unnamed secret agent who angrily retires from service only to get gassed in his home and abducted to a mysterious “Village,” an open-air prison where he is imprisoned along with other people possessing knowledge and secrets valuable to their or other governments. He is given a number, Number 6, to identify him, and each episode pits him against Number 2, the current leader and administrator of The Village, and his minions who attempt to break Number 6’s will and learn the answer to why he resigned. Meanwhile, Number 6 tries to learn the answers to who brought him to The Village and whose side are they on, where is The Village located, and “Who is Number 1?,” the unseen ultimate power whom Number 2 answers to.

Patrick McGoohan, known from his earlier spy series “Danger Man” (aka “Secret Agent”) was the star, executive producer, and also served as writer and director for some of the episodes. Shooting for the series began in September 1966 and it premiered in the United Kingdom on ITV on September...
1967, running for a total of 17 episodes. Later, the series was shown in America on CBS on June 1968.

As SF/SF is dedicated to science fiction in the Bay Area and the many fan conventions held throughout the Bay Area and other US regions and abroad, I can recommend “The Prisoner” and its annual convention, “PortmeiriCon” for those of you looking for an entertaining experience. On a historical note, after its initial run in 1968, Bay Area audiences had a chance to see the series again through local PBS station, KTEH Channel 54, some 18 years later. On July 13, 1986, a new generation of viewers saw the premiere episode “Arrival.” “The Prisoner” was added to the Sunday night Science-fiction line up at 9:00 p.m., followed by episodes of “Blake’s 7” and “Outer Limits.” With each episode, there would be an introduction and after-episode commentary about the episode from Scott Apel, a video critic from the San Jose Mercury News. These commentaries are available for viewing on YouTube.

So, where is The Village? In the final episode, “Fall Out,” the location of where the outdoor scenes were shot was revealed to be in the grounds of The Hotel Portmeirion, Penrhynneudraeth, North Wales courtesy of Mr. Clough Williams-Ellis. Clough Williams-Ellis (1883-1978) was an architect who believed that one could build a naturally beautiful site that could be good for business and yet also preserve the natural area. He bought the site of Portmeirion in 1925 for less than £5,000 and erected many distinctive, colorful buildings that were reminiscent of Italian towns like Portofino but also brought over older classical buildings that were salvaged from demolition sites. Completed over 50 years later in 1976, it stands today as a popular tourist attraction and is listed amongst the “1,000 Places To See Before You Die” by Patricia Schultz.

Having been a fan of “The Prisoner” for years, I finally decided to visit “The Village” on my holidays and what better time to go than during the PortmeiriCon convention? PortmeiriCon is an official Prisoner fan convention hosted by Six of One, “The Prisoner” Official Appreciation Society, which recently celebrated its 37th Anniversary.

This year’s PortmeiriCon was the 33rd annual convention, located at Hotel Portmeirion. It began Friday night on April 4 and ended on Sunday, April 6. Fans travelled near and wide from Australia, Canada, Germany, United States, and of course, the United Kingdom to attend the festivities. This
Mini-Moke Taxi for local service only

by Peter P. Lee
year’s special guest of honor was Catherine McGoohan, the daughter of Patrick McGoohan.

Travelling to Portmeirion can be quite challenging as it is located in a remote area of North Wales. Perhaps it would have been simpler for me to retire from my job, get abducted by mysterious men wearing dark sunglasses and undertaker outfits, and just awake to find myself in The Village. I did have a nice leisurely scenic 3½ hour Virgin Train ride from London Euston Station to Holyhead, where I obtained a car rental to drive around the Snowdonia region to my destination, Portmeirion.

It’s quite a surreal experience to see Portmeirion in person. Driving past the toll gate towards the hotel, I passed familiar looking buildings that I had only seen on television. A lot of the new visitors remark that the place seems smaller than it appears on screen, but when you walk through the grounds of Portmeirion, discovering new passages or seeing a new decorative art that you missed earlier, it actually can seem larger in real life too.

Upon my “Arrival” and check-in at the Hotel Portmeirion, my lodging was at The Anchor 1 cottage, which had gorgeous views overlooking the Hotel, helicopter lawn, and the estuary and sandy beach area, where I could imagine Patrick McGoohan (Number 6) being chased by Rover, the white round (weather balloon) guardian years ago. Another special item I noticed was that the television in the room had a special channel, The Prisoner Channel, which would run episodes of “The Prisoner” throughout the day.

The Friday night events started at 7:00 p.m. Convention packs containing the security wrist band pass and schedule of events could be picked up in the Long Room of the Town Hall. One of the nicest aspects of PortmeiriCon is the warmth and hospitality of the Six of One convention organizers. As a smaller convention run by the fan club, I was immediately made welcome and recognized as a new member and visitor who had come from San Francisco. Perhaps there is some secret surveillance going on in The Village that I didn’t know about.

The indoor programming for Friday night was held in the Town Hall (aka Hercules Hall), a village-style hall with Jacobean style ceiling. For those who missed last year’s convention with special guest Betine Le Beau (actress from the episode “A. B. C.”), the highlights of the interview were shown. This was followed by a compilation of “Six of One” appearances on TV over the past years from media interviews done during prior events. The next program was a compilation of other video clips from PortmeiriCon 2012 compiled by one of the Six of One members from Germany. Another treat was seeing Portmeirion shown in a UK game show program called “Treasure Hunt” back in 1984. Contestants raced against the clock in a helicopter locating clues in various locations. The last screening of the evening was a series of “Prisoner” and Portmeirion related clips compiled from Wales, France, Germany and the United Kingdom. Those who stayed towards the end of the night were surprised by an unexpected appearance from guest of honor Catherine McGoohan and her daughter Erin who had just flew in from Los Angeles and drove straight to Portmeirion. Although she was not scheduled to appear until her interview Saturday night, she came to express her sentiments about how she finally decided to come in tribute to her father’s work and legacy.
Saturday’s schedule was packed with events starting at 10:00 a.m. with the crowd favorite Election Parade. This would be the first of two re-enactments of scenes from the episode “Free For All” where Number 6 runs against Number 2 for his office. With cosplay being one of the many creative and fun activities associated with science fiction and fantasy, “The Prisoner” has its share of wonderful costumes.

Many cosplayers came dressed in Number 6’s outfit, which consists of a dark blazer with white braiding along the collars, lapels, lower front, and bottom edge, worn over a dark blue jersey. Number 6 also wears tan pants and dark boating shoes. Like the other villagers, he has a round badge with the picture of a penny farthing cycle and his assigned number on it.

Other village residents may be wearing a variety of outfits with either solid or striped jerseys, turtlenecks or mock turtlenecks. They may be also wearing braided blazers, some dark with white braiding like Number 6 or other combination of colors. In the episode “The Schizoid Man,” the other “Number 6” is wearing a white blazer with black braiding. The other residents may be wearing caps or straw boat hats, multicolored capes, or carrying around rainbow colored or two-colored umbrellas. With the episode “Dance of the Dead,”
a carnival masquerade ball provides other opportunities to dress in historic costumes, and “Living in Harmony” episode takes place in a surreal trip to the Wild West.

During the Election parade, The Convention Players play the role of main characters and anybody else who wishes to participate in the Election parade can join the crowd as they shout their support for Number 2 or Number 6. Although I came prepared with my own costume for the parade, Six of One has extra cloaks, umbrellas, and props, so even if you didn’t come to the convention with a costume, you could be provided with one.

Later that morning, there were some more indoor activities in the Town Hall with a slideshow from last year’s convention, followed by clips from last year’s Festival Number 6. Festival Number 6 is the new music festival weekend event which debuted in 2012 and was again held in Portmeirion last September. Along with the music and arts, Six of One also provides some “Prisoner”-themed activities at this festival.
There was a break at lunchtime for the Tea for Two gathering where new guests would meet for an informal tea and snacks and meet the staff and organizers of Six of One. It was a nice way to meet the members and hear about the history of the Appreciation Society.

During the early afternoon, Human Chess, the other re-enactment event from the episode “Checkmate” took place on the Chess Lawn of the village grounds. One could play one of the human chess pieces and again, chess poles and cloaks were provided, in case one did not have a costume on hand.

On a more serious note, Professor Alan Shipiro, a member from Frankfurt, Germany, gave a presentation on the relevance of “The Prisoner” in today’s information and surveillance society. Given the revelations of the NSA spying on the public’s e-mail and web search activities, and social media data being handed over to private companies and the government, the themes of privacy, security, individual freedom versus society’s needs, which were raised during the show’s run in the ’60s seem even more relevant today.

One of the highlights of the day was the Village Tour conducted by Dave Barrie, founder of Six of One. His encyclopedic knowledge of “The Prisoner” and Portmeirion was worth braving the chilly winds and drizzling rain that was starting to come down.
There was other programming in the early evening, but after such a long day, I took a break for dinner and returned to the Town Hall to catch the main event of the convention, Dave Barrie’s interview with Catherine McGoohan. It was well known that Patrick was a quiet, private person and having his daughter come to share her memories of visiting Portmeirion as a teenager while the show was being shot provided a unique perspective. This was her first visit back to Portmeirion since the series was filmed and she remarked how special it was to be back and to share this place with her daughter. During the interview, Catherine was shown clips from Patrick’s filmography and scenes from her favorite episodes from “The Prisoner,” which she commented on. Like many of the fans of the original series, she also expressed her disdain for the poorly received 2009 AMC mini-series remake starring Jim Caviezel as Number 6 and Ian McKellen as Number 2. Since there was so much more material to cover, it was decided to continue the rest of her interview on Sunday afternoon.

Sunday morning’s activities began at 10:30 a.m. with another run of the Election Parade, for those who didn’t get a chance to participate the day before or who wished to participate again. The dark clouds would bring a rainstorm later in the morning, forcing the Touring Theatre re-enactments outdoors to be performed indoors instead. The Touring Theatre group performed scenes from four episodes of the series.

Due to the wet weather, the second re-enactment of Human Chess had to be cancelled for Sunday afternoon, but some of the Friday’s programming, which had technical problems earlier replaced this event. The rest of the afternoon continued with Part 2 of Catherine McGoohan’s interview, which comprised the late stages of Patrick McGoohan’s work in shows like “Columbo” to his film work in “Escape from Alcatraz,” “Braveheart” and even his voice cameo in “The Simpsons” as Number 6. Just watching the various clips from Mr. McGoohan’s career made me appreciate what a talented and versatile actor he was.

Sunday evening’s festivities concluded with a convention raffle prize drawing. Then, it was time for the Sunday night ‘60s-themed Wrap party, with music provided by DC Fontana. DC Fontana (named after George Roddenberry’s secretary who later became a “Star Trek” screenwriter) is a musical group from the Midlands that plays music that crosses genres.
like ‘60s psychedelic pop, jazz, R&B, folk and alternative rock. A PortmeiriCon favorite, they have also played Festival Number 6 and also shot a “Prisoner”-themed music video “Six against Eight” four years ago in Portmeirion. They brought down the house with their instrumental version of “The Prisoner” theme song. Finally, the party ended with the group dancing in a circle to the background music of The Beatles’ song “All You Need is Love,” which featured in the final episode “Fall Out.”

It was a wonderful weekend spent in a magical setting, For a smaller convention, it does have a more intimate quality and atmosphere, where you can strike up a conversation with the founder of a 37-year old fan club, Dave Barrie, or Clough Williams-Ellis’s grandson and current managing director of Portmeirion, Robin Llywelyn, and even guest of honor Catherine McGoohan. It was great to meet fellow fans and make new friends from other cities and countries. It was quite surprising to see the number of attendees also filming various documentaries or short films in Portmeirion over the weekend.

If you haven’t seen “The Prisoner” before or it’s been many years since you last saw an episode, you can watch it through various sources like DVD, streaming video Crackle.com, YouTube, for example. If you’ve become a fan of “The Prisoner,” try one day to visit Portmeirion, especially if it’s during PortmeiriCon or Festival Number 6.

If you will be staying in the area, your trip will be even more memorable with a stay at Portmeirion. So many people have enjoyed the experience, that they do have “Many Happy Returns!”

Until next time, “Be Seeing You!”

For more information, go to:
PortmeiriCon: www.portmeiricon.com (PortmeiriCon 2015 is scheduled for April 17-19, 2015).
Festival Number 6: www.festivalnumber6.com (Festival Number 6 2014 is scheduled for Sept. 5-7, 2014).
To become a member of Six of One: www.sixofone.co
Portmeirion: www.portmeirion-village.com

While Portmeirion is open from 9:30 a.m. to 7:30 p.m. to the public who purchase a Day Pass, one of the advantages of staying at the Hotel Portmeirion, the Castell Deudrath, or the Portmeirion cottages, or attending the PortmeiriCon convention is that you have access to the grounds even when the day tourists have left.
By Christopher Erickson  
*Managing Editor*

Back on November 3, 1954, a terror shook the earth and waters around Japan. A giant monster had been awakened due to atomic weapons testing and devastated Tokyo. Fortunately, it was only a man in a 200-pound rubber suit smashing a city model, but the impact to Japan and the rest of the world was already starting to be felt. The movie was “Gojira,” released by Toho Company, Ltd.

“Gojira” (Romanized as “Godzilla, King of Monsters!”) was created to capitalize on the popularity of the 1952 re-release of “King Kong” and the 1953 film “The Beast from 20,000 Fathoms” but was also influenced by the real-word events of recent atomic nuclear testing on Bikini Atoll by the United States that lead to people in a fallout zone suffering from radiation burns including the fishing ship “Lucky Dragon 5” that was considered to be in the safe zone. Along with the recent bombings of Hiroshima and Nagasaki during World War II, there was a genuine fear of nuclear radiation and disaster among the Japanese people that Gojira/Godzilla come to embody. Due to the symbolism of the film, “Gojira” was nominated for best film at the Japanese Movie Association awards.

Due to the success of the film in Japan, TransWorld Releasing Company obtained the rights to the film, shot several new scenes with Raymond Burr and other actors, edited out other scenes to downplay perceived anti-American
sentiment and release the film as “Godzilla, King of Monsters!” in 1956. The film became popular in America and was soon shown in Europe and Latin America where it also became popular.

Since the original Japanese film and the American version were successful, several more films were created including the third film “King Kong versus Godzilla,” where Godzilla would face off against other monsters such as Rhodan and Mothra (who also had their own solo movies), creating a new style of film called “kaiju” films (Japanese for strange creature, but usually referring to large monsters). This film series became a staple of science fiction and children’s entertainment with 1961’s “Goro,” the remake of “King Kong” in the 1970s and its sequel, the rival franchise Gamera, “Cloverfield,” “Pacific Rim” and the monsters scene in tokusatsu (Japanese live-action films using special effects), anime, cartoons and shows such as “Ultraman,” “Voltron,” the “Power Rangers” series and “Inhuminoids.”

Godzilla quickly proved to be popular and the character was changed to be more family friendly, helping to fight other monsters and aliens along side other monsters like former enemies Rhodan, Mothra and Anguirus. These later movies were much sillier (Godzilla became proficient in martial arts and had a victory dance), but were still successful with children and families, spawning the creation of toys and games. The movies also found a platform in the United States with the expansion of local television stations on the UHF frequency needing cheap programming for afternoon and late-night time slots. The emerging home video market in the early 1980s also helped push the popularity of Godzilla as well.

Godzilla also was translated to other media. In Japan, Godzilla and several of the film series kaiju appeared on the show “Zone Fighter” helping a giant enhanced human fight other monsters and the cartoon “Godzilla Island.” There were also two American cartoons, the 1978 Hanna-Barbera series and the sequel series “Godzilla: The Series” to the 1998 American film. As mentioned, there was also the 1998 American remake film (the creature in the film is officially named Zilla and is not considered an actual Godzilla by Toho) and “Godzilla 1985” (a repackaged version of “The Return of Godzilla” for U.S. audiences starring Raymond Burr). Two Godzilla movies have been featured as the “torture offering” in “Mystery Science Theater 3000.” Godzilla has also inspired several songs, the best known by Blue Oyster Cult. Godzilla was also used in Nike shoe commercial playing basketball against Charles Barkley in a major city.

The King of Monsters has also been featured in several comic books in both Japan and the U.S., most notably the Marvel Comics of 1977-1979 (interacting with superheroes the Fantastic Four, The Avengers and Spider-Man as well as SHEILD) and the Dark Horse and IDW series.

Godzilla has also been important as part of the healing process and cultural exchange between the West and Japan. It helped introduce American audiences to Eastern ideas and culture, most notably martial arts such as karate, judo and kung fu and Japanese culture and cuisine. This lead to the rise of popular cinema embracing samurai movies and other Asian martial arts films in the 1960s and 1970s, the use of the “karate” chop in spy narratives such as the James Bond films and “Get Smart,” the influence of Japanese films on U.S. cinema (the Akira Kurosawa films “Yojimbo,” “The Seven
Samurai” and “The Hidden Fortress” leading to “A Fistful of Dollars,” “The Magnificent Seven” and “Star Wars”), the rise of anime and repackaged shows such as “Voltron,” “Robotech,” “Manzinger Z” and “Battle of the Planets” among others.

The influence of Japanese culture continued further in the rise of dojos in the United States teaching martial arts for discipline and self-defense, judo being introduced as an Olympic sport in 1964, eastern martial arts being shown in fight scenes in comics and other media, and the influx of Asian good from companies like Toyota and Sony. Godzilla became a symbol of how the Japanese and American people could become friendly and work together after the ravages and bitterness of war that was still fresh in many peoples’ minds only 11 years later.
The Caped Crusader Ages Well:  
A Look at 75 Years of Batman

By Christopher Erickson  
Managing Editor

DC Comics recently revealed a celebration logo for the 75th year of The Dark Knight. The publisher has announced plans to create a number of events and products to help celebrate this milestone including two animated shorts (by Bruce Timm and Darwyn Cooke), release several new direct-to-video animated films and the popular Adam West series, launch two new comic book titles and offer exclusive variant covers at San Diego Comic-Con, the creation of the “Gotham” television series, a “Batman Day” in conjunction with comic book retailers on July 23, several commemorative merchandise and the upcoming appearance in the currently in production “Batman V Superman: Dawn of Justice” movie.

Batman was the creation of Bob Kane and Bill Finger. They came up with a character in response to National Comics (which would become DC Comics) editors requesting more superheroes after the success of Superman. Bob Kane and Bill Finger created a rich playboy character with a dual identity and a bat motif for a costume, drawing inspiration from diverse sources such as Sherlock Homes, “The Scarlet Pimpernel,” “The Mask of Zorro,” pulp fiction stories, comic strips, radio serials such as “The Green Hornet” and “The Shadow,” and National Comics’s own character, The Crimson Avenger, which appeared in “Detective Comics” #20.

After the successful introduction of Batman in “Detective Comics” #27 in March 1939, several characters where immediately introduced with a similar motif (rich playboys/debutants who moonlight as costumed detective heroes) including The Sandman (Wesley Dodds), Timely Comics’s Angel, Quality Comics’s Phantom Lady and Green Arrow (which was a virtual knockoff of Batman including the Arrowcave and Arrowcar). The character became the symbol for the archetype of rich people using their money to help fight crime that has been seen many times over such as Professor X, Iron Man, Starman among others.

The success of Batman could be considered to be due to the dark origins of the character. He is a person who is seeking vengeance for the death of his parents at the hands of an unknown criminal, the costume and brooding nature of the


character deal with the dark side of the human psyche and the violent nature of his crime-fighting style has appeal to everyone who would like to take matters in their own hands. His vast knowledge of deduction, tracking and forensics also appeal to the problem-solving curiosity. Batman could be summed up as the hero we would become if we had the means. The character represents a safe exploration of the grittier side of justice without the element of death due to his vow not to kill and his use of non-lethal weapons such as the Batarang.

The introduction of Robin was another major influence Batman had, introducing a youthful sidekick to the character to soften up the image of the World’s Greatest Detective. Eventually, other sidekicks were introduced to other superheroes such as Speedy (Green Arrow), Sandy the Golden Boy (Sandman), Bucky Barnes (Captain America) among others leading to other teenage superheroes such as Kid Flash, Aqualad, Wonder Girl, the formation of the Teen Titans and teenage superheroes such as Spider-Man and the original X-Men team. This pairing of the Dynamic Duo saw an immediate sales increase, opening up comics to a younger audience as the stories were aimed at an adolescent and adult audience.

Other notable characters were quickly introduced in the Joker and Catwoman in “Batman” #1, the Penguin in “Detective Comics” #58 and the Riddler in “Detective Comics” #140. This helped establish the idea of reoccurring villains, the creation of a Rouge’s Gallery, and the arch nemesis.

Character evolution has been a trademark of the character. After Robin and WWII, juvenile stories with time travel, aliens, science fiction themes, lighthearted adventures, team-ups with Superman in “World’s Finest” and the introduction of Bat-mite (an extra-dimensional imp), Ace the Bathound, Batwoman (a love interest for Batman) and Batgirl moved the character away from the origin and allowed the publishing to continue after the disastrous and erroneous “research” conducted by Fredric Wertham and published in “Seduction of the Innocent.” After comics rebounded from the scandal caused by the book, editor Julius Schwartz overhauled the character in the comics, making him more contemporary, putting a story writing emphasis on detective fiction and updated the look of the gadgets and costume (introducing the yellow oval symbol). This change done in 1964 didn’t last very long as the 1966 Adam West show lead to the comics changing once again, with camp elements and the introduction of Barbara Gordon as Batgirl. During all of these changes, Batman evolved from a loner character to one who could work with a team, such as the Dynamic Duo, the team-ups with Superman or being a member of Justice League of America.

The character was further revamped in 1969 by writer Dennis O’Neil and artist Neal Adams to bring the character back to its gritty pulp fiction roots. This version of the character remained popular as the basis for all future characterizations in comics including the influential “Batman: The Dark Knight Returns” and “Batman: Year One” stories, also influencing the portrayals in the “Batman: The Animated Series” and other related DC Animated Universe series (Superman: The Animated Series, “Static Shock”, “Batman Beyond,” “Justice League” and “Justice League Unlimited”), the Tim Burton-directed movies and the Christopher Nolan trilogy.
Probably the best summation of the character is the version shown in “Batman: The Brave and The Bold” where the portrayal is influenced by the Adam West series and he is partnered with other superheroes, sometimes acts as a mentor, has adventures all over the universe and is shown to have a darker side with all of the alternate versions of the character even in a kid’s show. The character of Bat-mite has a speech where he states that Batman is a character that has no one definitive version and flexibility of the character has allowed him to reflect and change the times that he is portrayed in.

Batman also helped reinvigorate movies after the downfall of quality of superhero movies in “Superman III” and “Superman IV.” Tim Burton’s “Batman” lead to more mature superhero movies and a glut of comics-based movies “The Crow,” “The Mask,” “The Phantom,” “Blade” and eventually all of the Marvel movies. The more realistic and grittier portrayal in characterization has become a blueprint for comic book movies where the hero has to deal with internal strife or overcome personal conflicts to rise up to be a hero. The Christopher Nolan movie series has also shown the use of lesser known characters can achieve great story telling effects that was seen in the use of Obadiah Stane in “Iron Man” rather than one of his better known characters such as The Mandarin.

The character of Batman also created a renaissance in children’s programming with “Batman: The Animated Series” with its portrayal of series characters and crime, leading to several similar shoes such as the 1990s “Spider-man” series, “X-Men,” “Gargoyles” and number of other comic book based cartoons including the DC Animated Universe shows. The production also helped create a slate of programming for the newly launched WB network with “Superman: The Animated Series,” “Animaniacs,” “Pinky and The Brain” among other shows. This has also lead to several direct-to-video animated movies.

The character of Batman has had a profound effect on culture and remains one of the most recognized and vital characters in all of fiction. It has been the inspiration for numerous portrayals and an influence on storytelling.
The heat wave that blasted California in early May has finally broken. For a week, crazy high temperatures killed my appetite and stifled my brain function. All I could manage during the hottest part of the day was laying on a chaise lounge, drinking ice-cold water, and reading the new novel by Bay Area author, Jay Hartlove.

It is delicious to read about peril from a place of security. “Daughter Cell” is a modern thriller offering the reader a feast of dangers. Among the scenes that gave me cooling chills on a too-hot day, was one where a heroine finds a venomous snake left in her apartment to kill her:

“A thin green snake with brown markings had struck out from under the couch and sunk its fangs into the leather of her purse. She leapt back and sucked in a terrified gulp of air all in one motion.”

From the safety of my lounge chair, blasted with high-summer temperatures, a cold blooded antagonist and several murders were an enjoyable early start to my favorite reading season: SUMMER!

Why do I like summer reading so much? Vestigial grade school impulses trick me into thinking that what I read between June and August is inherently better because it is “FREE READING!” I can read anything I choose, with no deadlines on finishing, and no papers due. In summer, I read purely for pleasure.
Summertime reading is also like a huge summer picnic under shady trees. There are so many tasty dishes to choose from. It is easy to sample a book you wouldn’t normally choose, because there’s plenty of time to try new things, taste-test, and maybe find a new favorite.

Do you feel this way about summer reading too?

I’ve written some questions below, and after you answer, check out the question and answer with author. Soon you’ll know whether “Daughter Cell” is the right way to start off your own banquet of yummy summer reads:

What are you in the mood to devour for your first book of summer?

Are you looking to inflame your leisure with a helping of peril?

Hoping to taste a few hints of mystery?

Game for trying out a novel flavored with a pinch of tragedy?

Are you willing to risk hot and sour consequences?

Because I will share with you that the novel “Daughter Cell” is not an easy read, not a romance, or a comedy. I suggest you pick it up and nibble away while in an exotic beach location … but only if you don’t want to get too relaxed. It is a great book to read on the plane, traveling to vacation in a foreign country … but only if you don’t mind a dose of international intrigue as you cross the dateline. This novel is going to be most satisfying to readers who like things thinly sliced with sharp knives: edgy.

If you admit that you like a slightly painful habanero kick, you will like the way “Daughter Cell’s” characters get knocked down before the book’s final course. Protagonists confront a black magic, Chi-gong master who gobbles up multi-million dollar companies…even from owners who do not want to sell:

“[…] he happened to touch Ishi a couple of times on his right arm, once above the elbow, and once above the wrist […] The pressure in [Ishi’s] chest was now undeniable […] he suddenly realized this was no coincidence.”

Even though I know it is fiction, the ingredients that make up “Daughter Cell’s” terror are real-world. Abuse of acupuncture, illegal cloning and genetic viruses that may be the fountain of youth all make this book an unrestrained feast of ideas — some of which may turn your stomach.

If you are looking for a summer read that invites you to digest betrayal, deception and infidelity, you will find it in “Daughter Cell.” But the novel also satisfies, because readers can complete their repast with heroic acts, the succor of spirituality, and a buffet of just desserts.

So when you realize that you can’t enjoy tranquil summer days without turbulent summer nights, spend your extra reading time on the delicacies of this book. Order the aphrodisiac puffer fish livers. The meal might kill characters you’ve learned to love, might turn them into zombies, or might leave them with only a temporary tingling numbness.

You won’t know if you like it until you try it. www.amazon.com/Daughter-Cell-Jay-Hartlove/dp/1629290386/ref=tmm_pap_title_0
Author Q&A:

Does your own travel inform setting your novels in exotic locals...or are you enjoying some literary wish fulfillment when you describe Malaysia, Korea, Haiti and Egypt?

You’ve got me there. No, I have not been to any of these places. And yes, I would love to. I am a research hound. I hope I have included enough detail to let you feel like you are there. My trick is to be consistent in the level of detail. I describe what people look like, what they are wearing, what they are doing, where they physically are, what they are feeling, all with the same level of detail so as to create a sense of being there with the characters. Then as the story requires focus on something or someone in particular, I shine more light on that. I like your term, “literary wish fulfillment.” I hope I am giving that experience to the reader too.

The Sanantha Mauwad series could be classified as any of the following: Mystery, Horror, Science Fiction, Fantasy or Speculative Fiction. Which category do you think best describes your novels, or combination of categories...or all-of-the-above?

I think of the books as thrillers. Thriller is the genre of danger. Whether the danger is medical, legal, supernatural, military, political or even romantic, the characters in a thriller are in constant danger. “The Chosen” (Hartlove’s previous novel) is a supernatural thriller. “Daughter Cell” is a medical thriller. There are science fiction and fantasy elements in both books, but these derive from a variety of sources, like medical technology, the appearance of angels and demons, people wielding magic spells. The books take place in modern times. “The Chosen” happens in the spring of 2001. “Daughter Cell” takes place in the summer of 2005. “Isis Rising,” the next book in the series, takes place in the fall of 2009. The events of these books are tucked in between the events of real history. So you could say they are “secret histories.” Or if you want to reach for an overused marketing category, they are “dark urban fantasies.”

Genre names are marketing tools. I am not writing these books with a particular audience in mind. I am telling the stories that I need to tell. I have in fact had a hard time marketing the books because I haven’t been able to pin a clear marketing label on them. The two books have something like 25 four- and five-star reviews up on Amazon and GoodReads, many by professional reviewers, and nearly all of them comment on how these books break the standard molds.

I’m just glad people keep saying they’re a rollicking good time.

Since you are a father, with a daughter, did that make certain parts of “Daughter Cell” harder to write than others?

It made it both harder to write and more necessary to write. I had no problem coming from an informed place writing about this, so I could really feel what Randy is going through. Poor guy, I put him through a lot. I Method Act my characters as I am writing. I make myself occupy their personalities and situations so I can write honestly how they feel and how they should act. Strasberg’s Method is to draw on your own genuine experience to inform a performance, or in my case, the performances of my characters. I have felt shame, so I drew on that to write Charles running from his dark past in “The Chosen.” I have felt revenge lust so I could write Silas’ determination to capture Sammael. I have felt loss and regret, so I could write Randy trying to salvage his life from the destruction he is sure he created. Drilling down, letting myself
suffer with the characters, let’s me explore places that move
the reader much deeper than your typical potboiler thriller.

Your main character, Sanantha Mauwad, is wonderfully
easy for readers to ally themselves with. Even though she’s
pretty far from someone you might meet in everyday real life,
she is someone the reader wants to know and trust. Where did
the idea come from to write a series of novels about a Haitian,
middle-aged, female, Voudoun, psychiatrist?

I knew from the beginning that this world I created would
require a detective who would look at things from both an
analytical, educated perspective, and a spiritual, emotional
perspective at the same time. It’s our world with the addition
of angels and demons. Along the way I define what a soul is,
and how the presence of supernatural beings would lead to
humans using magic. The point is, I have not removed any
complexity of our world, with its science and politics and
human frailties. So when Silas uses magic to make his
wheelman’s watch into a simulacrum of a nuclear warhead to
disarm a missile fired at this ship, he talks about how to
position the boat to ride out the tsunami in case his spell does
not work. For that he needs to understand the physics of ocean
waves. Science and magic working together. This is how
“Daughter Cell,” which is on the surface a book about
cloning, turns out to be an examination of the soul and what it
means to be who we are.

When I designed Sanantha, I also needed her to know key
things that pretty conclusively placed her as a Haitian native.
The connection between the gods of ancient Egypt and the
gods of Voodoo is central to all of these books. Silas spells out
the history of how they are connected in “The Chosen,” and
this is ringing in the back of Sanantha’s mind when she calls
on her gods for guidance in “Daughter Cell.” The fact that
tetrodotoxin is used in Haitian zombie poison and in Japanese
fugu fish added further to the need for her to be from Haiti.
When a character turns out to be exactly the right person for
the job, as should always be the case, it is not a happy
accident, it’s because the writer carefully reverse engineered
the character to be perfect for the situation.

I also knew she would be a nurturing person, capable of
stepping in to help her clients no matter how bad things got. I
also knew there would be a big goddess worship element. So it
was easy to see her as female. She had to have quite a lot of
experience to draw on, so she couldn’t be too young. Lastly,
what better profession than psychiatry to pull together the
scientific (psychiatrists are medical doctors) and the spiritual?
So yes, she is rather exotic. And so are the places she goes and
adventures she has. She also has her own LinkedIn page. So
does Silas Alverado.

“Daughter Cell” is a collision of things not widely seen
together: zombie-ism and puffer fish, kung fu and voodoo,
acupuncture and viral cloning. Can you talk about what
interests you about bringing together powerful, disparate
ideas?

Even though I have added angels and demons to our world
to create this world, I have not had to invent any of the really
scary things that crop up. Loving research, I have found lots of
scary things in our world that I simply illuminate, especially
things that appear to be coincidences. Science fiction is the
literature of “what if?” Thrillers are the literature of danger.
What if there is really dangerous stuff right under your feet
that you haven’t noticed? I have heard jaded science fiction
fans say there are no new big ideas. To them I say, look
around. We talked about fugu and zombies being made with
the same poison. We talked about the Egyptian gods and the
gods of Voodoo being remarkably similar in traits and in
methods of worship. Why not explore what happens to your
soul if you are genetically transformed into somebody else?
Why can’t the chi energy of the East be the Holy Spirit of the
West? Yes, these are big, powerful concepts that trigger a lot
of moral reflection. If I’m going to take two years of my free
time to write a book, and then ask a reader to take a week of
his/her free time to read a book, then why not take the what-ifs
and oh-dears to their logical conclusions? A thriller leaves
you glad you don’t live in such dangerous circumstance. A
really good thriller also makes you wonder how you would act
if you did.

In your second novel, as in your first, the question of
“soul” and loss of soul arises. How did you become interested
in writing about not just your characters’ adventures, but also
the impact on them at the soul-level?

I have been intrigued by the notion of an immortal soul all
my life. I have read religious texts from around the world and
seen quite a variety of ways people have envisioned it. In a
world where angels walk among us, the nature of our souls
becomes really important. In “The Chosen,” Charles decides
his sins as an assassin are unredeemable. He has given up on
personal salvation. He prays for guidance from his gods, but
he does not expect forgiveness. When he has to choose
between his own soul and stopping Silas, he chooses to let the
devil have his soul in hopes that he will make up for his sins
by saving Haiti from Silas. In “Daughter Cell,” Desiree’s soul
is bounced around like a volleyball between genetic
manipulation, death by snake bite, and induced anaphylaxis.

In the end Randolph must make a moral choice no one would
ever want to make, between his wife and his daughter. Any
time you start talking about souls, the moral questions become
huge. Maybe that’s the real danger in these thrillers: moral
danger.

Fidelity and infidelity are constants in the book. Characters
deal with infidelity in marriages, the antagonist is unfaithful to
his god, and the protagonist gets in trouble by being unfaithful
to ethical and moral scientific behavior. On the flip side,
faithful adherence to religious beliefs and martial arts practices
allows lives to be miraculously saved. When you first
conceived of “Daughter Cell,” was this an explicit aspect of
what you hoped to explore, or did it arise naturally as the book
took shape?

Yes, this world I have built has rules. Angels and demons
drag magic into our world when they become incarnate. Gods
reach out to help people in their dreams. Devotion and focus
are rewarded with luck. The corruption that power brings can
only be controlled through discipline. Silas amasses enormous
power but he is devoted to his religion and his quest, so
although he does very bad things, he stays in control. On the
other hand, the villain in “Daughter Cell,” as you point out,
has abandoned his god and his righteous path and allows
himself to be utterly corrupted by the power he comes to have.
Randolph is shaken badly when he discovers infidelity, and
only pulls through because of his devoted love for his
daughter. Sanantha is a pit bull of determination and won’t
give up on her patients no matter what kind of trouble they
drag her into. As a result of her faithfulness to them and to her
religion, she is rewarded with insight and luck to solve the
mysteries. On the one hand, I am glad our world does not
have the supernatural connections of Sanantha's world. There would be no containing fundamentalist violence if dreams really were gods talking to us. On the other hand, I kind of wish devotion and discipline had more tangible and immediate rewards in our world.

The outcome for your “evil” characters is a huge contrast between your first book and second. Did you find one outcome – or the other – more fulfilling as an author?

I planned the demise of my villains very early on in my writing process. I plot extensively before I start writing any text. Writing the scenes where the villains meet their ends was gratifying in both cases because it meant I had nearly finished another book. To answer your question, they both felt good because they both felt right. The two villains in “The Chosen” are so powerful that death is not really an option, so as combatants they banish each other. The villain in “Daughter Cell” is so corrupt he overlooks how he has bred the seeds of his own destruction. He assumes his control is complete and it is not. I hope my "appropriate" endings for my villains is satisfying and rewarding to the reader. I have another appropriate end for the villain in “Isis Rising,” and again I hope my readers will come away feeling satisfied.

The only constant between your two finished novels, “The Chosen” and “Daughter Cell,” is Sanantha. Her character, her profession, and her religion all remain the same, but everything else changes. Can we anticipate more of the same for her in “Isis Rising,” or will your latest novel bring closure to open endings in more than one book?

A couple of critics wondered what I was up to having the second book shift gears to be a medical thriller after the first book was so focused on the supernatural. Sanantha certainly has the medical training to handle a medical thriller. What is not yet apparent is the three books together tell one big story. “The Chosen” sets up the world and its rules and puts certain things in motion. “Daughter Cell” is the origin story of the true protagonist of the series. “Isis Rising” brings all of these elements, and characters, back together to resolve the problems still in motion from the first book.

Through all of this, Sanantha is the nurturing detective supporting her patients and solving the mysteries. In “The Chosen,” Sanantha enters the game after the villains are already in the eighth inning, and there is only so much she can do to influence outcomes. In “Daughter Cell,” she gets in much earlier in the villain's plot and is able to exert more influence. Some people who read “Daughter Cell” without reading “The Chosen,” since they can be read as stand-alone, commented that Sanantha seems pushy and nearly exceeds her professional role in solving “Daughter Cell.” After only being able to secure a consolation win in the first book, when things start spinning out of control in the second book, she does seize the moment because she wants a better result for Randy than she was able to get for Charles. She matures and is willing to try harder. In “Isis Rising,” she is no longer a third party. While she thinks she is helping others, she is in fact drawn into evil and she needs to be saved. So yes, Sanantha is the constant from book one to book two. Recurring characters and finished story lines in the third book tie the whole series together.

There will very likely be a fourth book called “Isis Triumphant.” It will be a new story with these characters set a few years after the end of “Isis Rising.” The current story line wraps up in the third book, which makes it easy to think of
these as the “Isis Rising Trilogy.” I have done some marketing using that name on web pages and such. Speaking of web sites, if your readers are interested in seeing some of the research that went into writing “The Chosen,” it is all up on a playful, interactive web site that looks like a Tarot spread. Silas’ magic uses Tarot cards, so it only seemed right. As you flip each card, nine articles on the research pop up. The site is at www.jaywrites.com.
By Diane B. Rooney

Staff Writer

Maker Faire’s tag line this year was “The Greatest Show (and Tell) on Earth.” As I made my way around the faire on Saturday, I realized how good a description that really was. Every maker has a story he or she is eager to tell you, and I am sure each of the 130,000+ attendees was certain to find at least one maker (and probably many, many more) whose work they found exciting, enjoyable or even awe-inspiring. Where else can you take classes, learn from world class speakers, meet tech executives, actually make things to take home, learn to pick locks, enjoy gigantic flaming sculptures and art cars generally seen at Burning Man, swap used clothing, hear great music and eat county-fair type food all at the same venue?

Maker Faire’s growth to “must-do” status among techies, Steampunks, costumers, sci-fi & fantasy fans and green advocates is impressive. The event started in 2006 in Northern California with 20,000 attendees. In 2013 there were over 120,000 at MF California and the organization ran 100 Faires (including mini faires) worldwide from Detroit to Rome to Tokyo, with over 1.5 million attendees.

Last year, there was a lot of buzz was about 3D printers and what they can be capable of — like printing a logo or a phrase in coffee foam for branding or personalization. This year there was even more buzz about compact 3D printers, ready to buy and customize, for home use. There were dozens of choices — Ultimaker (www.ultimaker.com), based in the Netherlands, had a strong presence. They’ve been selling 3D printers, assembled or for assembly, since 2011 ( unassembled price for basic, about $1,350; for latest, about $2,600) and they also sell the PLA and ABS filaments used in the printers.

The other high-volume buzz topic this year was drones, starting with the drones flying around the parking lot. (We all waved to them). The Expo Hall was packed with people watching drone combat (you guessed it, Game of Drones) in...
which two drones did aerial battle inside a large netted cage. I watched a few of these, until a drone got caught in the netting and its support pole and after several tries at unhooking had to be smacked down with a pole, like a piñata.

I always enjoy starting my visit in the dark and loud Fiesta Hall, which is right inside the East Gate. In addition to longtime attendees Russell the Electric Giraffe, one of the faire’s superstars, and ArcAttack, featuring giant Tesla coils synced to music, there were some interesting new (or new to me!) attendees this year. Among them were:

Billion Jelly Bloom was amazing. What’s a jelly bloom? An artificial jellyfish made from studio lighting umbrellas, ribbons, and LED lights, mounted on a metal pole that you can dance with or shake to music – easy to set up, lightweight, portable and durable. Did I mention fun? (BJB won an Editor’s Choice blue ribbon award at this year’s faire!). What’s great about their concept is that you can buy a bloom,

Billion Jelly Bloom, Fairfax Dalek, Major Catastrophe

by Diane B. Rooney
rent a bunch of them for an event, or have BJB actually perform at your event. Fiesta Hall was the perfect location for them since it’s dark and the rising and falling blooms caught everyone’s attention. Watch the video at www.billionjellybloom.org/book/.

Michael Gard is an artist who creates beautiful aluminum wire & LED sculptures in the shape of human dancing forms. The wire sculptures are built over wax models, then the wax is removed. These human form sculptures can hang in place or, if attached to balloons, float across the room or in the outside. The booth showed video of them floating outside was amazing, and they also floated across Fiesta Hall. Watch them in motion at the Lift Miami Festival: www.youtube.com/watch?v=1R-q_j6qfOU.

Curious Customs wood lanterns was a small island of serenity in the middle of the hall’s dark and noisy environment. They offered lovely carved rectangular wooden lanterns featuring landscapes, birds or other scenes on all four sides. Customers buy all the parts and assemble the lanterns and cords at home (assembly videos right on the website!). I liked that their business is extremely green: the lanterns are made from untreated Monterey pine, certified by the Forest Stewardship Council. All packaging is from recycled materials. Some of their proceeds are invested in Kiva loans, helping people all over the world. curiouscustoms.com/

Outside in the Steampunk Area, I caught up with Shannon O’Hare (aka Major Catastrophe) about Obtainium Works (www.obtainiumworks.net), now based in Vallejo. He and his group were there with several Steampunk contraptions, including Isla the mechanical horse, a big wheel bike, a mini-pirate ship, and the beautiful Vardo, a gypsy-style mobile home. Their next event is July 21, the Contraptor’s Cup, a human-powered contraption race on Mare Island, complete with refreshments, vending, and of course an afterparty with live music.

Nearby were the creature quads, Hawk and Miss Tickle. The creature quads are a pair of small pedal-powered carriages, featuring sweet furry and mobile animals whose eyes, faces and bodies can be moved to respond to people. They were seen throughout the day carrying people around the faire.
I also stopped to talk with Diana Tenes (Face Painting & Body Art) who was offering beautiful and fun face painting at her booth. (www.facebook.com/diana.tenes)

Moving on, I met up with Andrew Maley of Marin Maker Mobile (The 21st Century’s Shop Class on Wheels) who, with his students, brought the Fairfax Dalek to the faire. Andrew worked with students from Fairfax Middle School’s pre-engineering program to build it in just a few weeks for the 2013 Fairfax parade, and of course it’s still undergoing upgrades. It rolls, swivels, and talks!

Down in the South Lot, I spent time looking at Masterwork’s unique wooden bicycles. The concept of a wooden bike does make people stop and think. These are hand made, customized, and each is both completely functional and a work of art. See them at www.woodbicycle.com.

The Expo Hall wasn’t all drones. It was filled with hundreds of small booths of makers who worked in crochet, knitting and other fabric arts, glass, board games, woodworking, circuitry, and many more materials and crafts. One of my favorites was maker Julia Dvorin and Fly Your Freak Flag High (www.flyyourfreakflaghigh.com). Julia enthusiastically invited all visitors into her booth to make their own Freak Flag and then proudly fly it. She describes the work as “a collaborative art project + social movement that celebrates our complex selves by making actual flags & flying them in parades.” Her enthusiasm totally comes through in her video from Maker Faire 2012: www.youtube.com/watch?v=npKAtvywVL8. And, I did see several people carrying their freak flags headed out to the parking lots at the end of the day.

During my six-hour visit, I walked through the entire faire but could speak to less than two dozen of the 1000+ makers in attendance. It’s great visiting lots of old familiar friends like Russell the Electric Giraffe, Kinetic Steam Works, the electric muffins, The Crucible, Cyclecide, Steampunk exhibitors and vendors and the giant flaming sculptures, but it’s also good meeting new makers and learning about their projects and background.

In the Expo Hall I stopped at a booth, featuring, I think, 3D printing. But what caught my eye was the Friskies cat food can sitting there, filled with soil and tiny growing plants. I asked about it and soon met the owner, a maker and farmer from the Reno area, who grows corn and sunflowers, among other plants. These tiny seedlings were, I think, corn plants.

Drone by Diane B. Rooney
He could find no one to watch them while he attended Maker Faire, so he brought them with him and tended them throughout the faire. It was awe-inspiring to think of those tiny plants in the midst of all the electronic gadgets, and what they said about the enthusiasm and diversity of makers.
By Christopher Erickson  
Managing Editor

On May 2, 2014 the San Mateo Masonic Lodge was transformed into metafictional town Storybrooke, Maine, for the PEERS Once Upon A Time Ball.

There were many familiar characters to be seen, both from the popular television show and from animated versions of the popular Disney movies. The ball was hosted by the town mayor Regina Mills (The Evil Queen from “Snow White”) and included town luminaries such as Mr. Gold (Rumplestiltskin), teacher Mary Margaret Blanchard (Snow White), town sheriff David Nolan (Prince Charming), Doctor Victor Whales (Dr. Frankenstein), Lacey (Belle) and Granny’s Diner server Ruby (Red Riding Hood). They were also joined by other Enchanted Forest characters Killian Jones (Captain Hook), Princess Aurora, Prince Philip, Mulan, Maleficent, Robin Hood, Princess Ariel and the animated versions of The Beast, Alice Liddell and Rapunzel from “Tangled.” There was also a commander from a Star Destroyer who was thrown into Storybrooke when his ship passed through a dimensional vortex (“Star Wars” technically now being a Disney franchise).

The ball was to be held at Storybrooke’s town hall, but the evening went sour as Mr. Gold announced that he was calling in all of the contracts of everyone who was present, noticeably souring the mood for the evening. Many people worked hard to get Mr. Gold to annul the contracts, but he stood firm. This
led to several “discussions” with the town residents and ball invitees. Belle finally persuaded Mr. Gold at the end of the evening to void all remaining contracts when he admitted his true love for her.

There were also two discussions between the partygoers. One was the females discussing who had the worse life (beastly boyfriends, being locked in a tower for 18 years, living with seven men, etc) before they asked the men who had the worse life. The men promptly decided to agree to leave the discussion. The other discussion was between the men as to who was the better fighter. The men decided that they would be “men” and take the fight outside, followed by
Mulan, who promptly came back inside and wiped the dirt of her hands.

The costuming was diverse as several people came in magnificent ball gowns and evening wear while wearing carnival masks. There were several fairies including the Blue Fairy and Tinkerbell. A couple dressed as Red Riding Hood and the Wolf was in attendance. There were lots of peasant garb and cloaks to be seen including another Red Riding Hood. There were two gender swapped couples, one being Belle and the Beast and the other Cinderella and Prince Charming. Other fey people including a female elf and Oberon could also be seen. There was also a couple of different Robin Hoods, a few pirates and Lolita skirts as well. Other characters that attended were Poison Ivy, Harry Dresden of “The Dresden Files,” Rainbow Dash from “My Little Pony: Friendship is Magic,” a Russian officer for May Day and Queen Elsa from “Frozen.”

People danced the night away to music by Bangers and Mash. The dances included waltzes, schottishes, polkas, mixer set dances, the Bohemian National Polka and the popular Congress of Vienna Waltz. Everyone seemed to have fun wearing their costumes and mingling with the storybook characters.
Harry Dresden
by Christopher Erickson

Belle and Mr. Gold
by Christopher Erickson
Meeting 1241

May 12, 2014

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 - with sweet, creamy butter
19 people attended
A party jar was established
The minutes of meeting 1240 were not here
The Treasurer reported that we had money
There was a Vice President - but then he ran away
The President had nothing fannish to report
The Party Committee wants to host a BASFA FurCon party
- but needs to find 2 others to host parties at FurCon, so the room can be used every day of the con - plus there will be no BayCon BASFA party a

Announcements
Andy announced that Nebula Awards weekend is this weekend
John O announced that Maker’s Faire is this weekend and get the 2-day pass - plus Mo recommends taking the train to it & announced that there will be a Big Wow comics convention at the SJ convention center this weekend
Lisa announced that JC got thru his surgery just fine & ironic weather conditions
Chris O announced that BayCon is in 2 weeks & there will be a 8pm Sunday Taiko performance, followed by a hot-to play the drums.

Adrienne announced that there is a Printer’s faire this Saturday at the SJ History park & it’s her birthday.

Josh announced that he has a new job in costume construction for “Love is Queer”.

Reviews

Andy reviewed Costume Con in Toronto as having fairly high attendance, it was great and amazingly good & worth going to Toronto for; apparently Montreal is a hot-bed for mead brewing; then reviewed Demi-Con in DesMoines where he and Kevin were Fan GoHs as they had a good time & flew back on Frontier Airlines [evil Kevin stated “never again”] & their tickets cost twice what they should have and he mostly hates them & reviewed the Eurovision party was good.

Yochanan reviewed “Transcendence” as barely worth spending matinee for & was disappointing, reviewed “Divergence” as face-paced and fun & reviewed “Spiderman 2” as not great but still good.

Josh reviewed the Gibraltar International airport as terrifying & reviewed a game builder’s event at Game Castle, play-testing games - as total blast.

Dave C reviewed an article about Godzilla at deepseanews.com as thought-provoking.

Adrienne reviewed “Orphan Black” as the acting is amazing and Felix is still her favorite character.

Diane reviewed JC’s midlife party as it was a blast.

Mo reviewed the “Penny Dreadful” pilot as bloody, naked and kind of obvious.

We did auctions.

We adjourned at 9:40.

And the rumor of the week was: “with enough beards, BASFA will rise like the Phoenix”.
Life is complicated; putting on an event is even more so. Please check before attending, as events are sometimes canceled or times and locations changed.

Follow the calendar on Twitter: @sfsfcalendar

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

Thursday-Sunday, May 29-June 1
San Francisco Silent Film Festival
Castro Theater
429 Castro Street, San Francisco
www.silentfilm.org
Four days of silent film programming with live musical accompaniment.

See website for pricing packages

Saturday-Sunday, May 31-June 1, June 7-8
Valhalla Renaissance Faire
Camp Richardson
1900 Jameson Beach Road, South Lake Tahoe, CA
www.valhallafaire.com
22nd Annual celebration of Magic, Merriment and Mayhem.
10 a.m. - 6 p.m. $18, 5 and under free

Sunday, June 1
Sac-Con
Scottish Rite Temple
6151 H Street, Sacramento
www.sac-con.com
Anime convention
10 a.m. $8

Sunday, June 1
GBACG Workshop: Steampunk/Safari
Site TBA
www.gbacg.org/gbacg-calendar.html
Join for fabulous day of workshops. Questions? Email workshops@gbacg.org. Check website for prices

Saturday, June 7
El Dia de San Juan Festival
History Park
635 Phelan Avenue, San Jose
historysanjose.org/wp/events/
Celebration of Puerto Rican culture.
11 a.m. - 7 p.m. $20 (advanced), $30 (at the door), 12 and under free

Saturday, June 7
PEERS Space Cowboy’s Ball
Alameda Elks Lodge
2255 Santa Clara Avenue, Alameda
peersdance.org
Browncoat inspired ball featuring vintage ballroom dance music performed by Bangers and Mash.
8 p.m. $15 (advanced), $20 (at the door)

Sunday, June 8
GBACG Tea at Pemberley
Dartealing Lounge
470 Third Street, San Francisco
www.gbacg.org/gbacg-calendar.html
Join Lizzy Bennet, more properly known as Mrs. Fitzwilliam Darcy, for tea in the newly refurbished neoclassical Palm Court at the dazzling Fairmont Hotel.
12:30 p.m. and 3:30 p.m $40 (members), $45 (non-members)
Saturday, June 14
Dia de Portugal
History Park
635 Phelan Avenue, San Jose
historysanjose.org/wp/events/
Celebration of Portuguese heritage in the Bay Area.
10 a.m.-6 p.m. Free

Saturday-Sunday, June 14-15
Northern California Pirate Festival
Vallejo Waterfront
289 Mare Island Way, Vallejo
www.norcalpiratefestival.com/mainpage.htm
Northern California’s only pirate festival.
10 a.m.-6 p.m. $10

Saturday, June 21
Santa Rosa Toy Con
Sonoma County Fairgrounds
1350 Bennett Valley Road, Santa Rosa
santarosatoycon.com
3 buildings of toys, comics, games and more.
10 a.m.-5 p.m. $15

Friday-Sunday, June 27-29
Evolution Expo 2014
Oakland Marriott City Center
1001 Broadway, Oakland
sciencefictionentertainment.com/event-attendees/evolution-expo-overview/
Convention about hard science in science fiction
6 p.m. $50

Satuday, June 28
World War I Historical Association Panel on 100 Year Anniversary of Assassination of Archduke Franz Ferdinand
Arlington Community Church Social Hall
52 Arlington Ave, Kensington
www.ww1ha.org
Panel discussion and video presentation on the political climate that lead to the outbreak of World War I. 3 p.m. to 5 p.m. $7 (non-members), $3 (students), Free (members of WW1a and GBACG)

Saturday, June 28
The Last Day of Peace Ball
Arlington Community Church Social Hall
52 Arlington Ave, Kensington
www.ww1ha.org
A commemoration event of the Great War Centennial and fundraising event for the World War One Historical Association with a buffet dinner and dancing.
6 p.m. $40 (dinner only), $40 (dancing only), $75 (dinner and dancing)

Saturday, June 28
Godzilla Night 3
Bal Theater
14808 East 14th Street, San Leandro
www.baltheatre.com/events
“Godzilla vs. Biollanten” (1989) is the feature film celebrating the King of Kaiju’s 60th anniversary, along with live music from Big Pimp Jones and raffle prizes.
6 p.m. $9.99-$14.99

Thursday-Sunday, July 3-6
Westcon 67/CONduit 24
Marriott City Creek Hotel
75 South West Temple, Salt Lake City, Utah
westercon67.org
General interest science fiction/fantasy convention $50

Saturday-Sunday, July 12-1
California Extreme
Hyatt Regency Santa Clara
5101 Great America Parkway, Santa Clara
caextreme.com
Gaming convention featuring classic coin-operated arcade games and pinball machines. $60

Friday-Sunday, July 11-13
GaymerX
InterContinental San Francisco Hotel
888 Howard Street, San Francisco
www.gaymerx.com
Gaming convention with LBGTQ focus. $70

Sunday, July 13
Strangers Car Show
History Park
635 Phelan Avenue, San Jose
historysanjose.org/wp/events/
Car show of custom cars and hot rods from the 1950s and 1960s.
10 a.m.-4 p.m. $3, 12 and under free
Saturday, July 19

**GBACG Workshop**
Site TBA
www.gbacg.org/gbacg-calendar.html
Join for fabulous day of workshops. Questions? Email workshops@gbacg.org.

Check website for prices

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Saturday, July 27

**Obtainium Cup**
Mare Island
Vallejo Waterfront, Vallejo
www.obtainiumworks.net/obtainium-cup/
An afternoon of kinetic festival of human-powered sculptural vehicle rally presented by Obtainium Works.
3 p.m. to 9 p.m. $25 for vehicle entry, Free

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Saturday, August 2

**PEERS Alameda 1902 Picnic Dance**
Lincoln Park, 1450 High Street, Alameda
www.peersdance.org
Picnic and dancing to celebrate the year that Alameda officially became an island with music by Bangers and Mash.
11 a.m. Free

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Saturday-Sunday, August 2-3

**Carnival of the Stars World Dance and Art Festival**
Richmond Memorial Auditorium
403 Civic Center Plaza, Richmond
www.carnivalofstars.com/home.htm
Belly dance performances, comic book artists and costume contest (Saturday only)

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Saturday-Sunday, August 2-3

**San Jose Renaissance Faire**
Guadalupe River Park, Downtown San Jose
www.sanjosefaire.com
Renaissance faire in Downtown San Jose in the shadow of the Shark Tank (SAP Center)

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Saturday-Sunday, August 2-3

**Bay Area Sherlock Con**
Doubletree by Hilton Berkeley Marina
200 Marina Boulevard, Berkeley
www.bayareasherlockcon.com
The Bay Area’s own convention dedicated to the master detective

$55 (through July 16)

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Saturday-Sunday, August 9-10

**Willits Kinetic Carnival**
Recreation Grove Park
400 East Commercial Street, Willits
www.kineticcarnivale.com
Annual celebration of 19th century life featuring a Fair, live music and entertainment, Handcar Races and a Grand Ball.

$10 per day, Check website for Grand Ball pricing

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Saturday, August 9

**Spirit of ’45**
History Park
635 Phelan Avenue, San Jose
historysanjose.org/wp/events/
Salute to veterans with a World War II setting featuring vehicles and swing dancing.
12 p.m. - 5 p.m. $5, under 10 and veterans free

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Sunday, August 10

**GBACG Costume Salon: 1950s**
Site TBA
www.gbacg.org/gbacg-calendar.html
Join the GBACG for potluck tea snacks, socializing, and sharing resources. Theme appropriate books, patterns, garments, or projects also welcome. Salons are free and no dress-up is required. If you'd like to attend, email costumesalons@gbacg.org.

Free
Thursday-Monday, August 14-18

Loncon 3
International Conference Centre, ExCel,
London Docklands
www.loncon3.org
The 72nd World Science Fiction Convention.
Guests of Honour: Iain M Banks, John Clute,
Chris Foss, Malcolm Edwards, Jeanne Gomoll,
Robin Hobb, Bryan Talbot.
$185 (until February 28)

Friday-Sunday, August 22-24

Japan Expo
San Mateo Event Center
2495 S Delaware Street, San Mateo
japan-expo.org
A celebration of traditional Japanese culture
with modern pop sensibilities
Pricing TBA

Saturday, August 23

GBACG Safari at the San Francisco Zoo
San Francisco Zoo
1 Zoo Road, San Francisco
www.gbacg.org/gbacg-calendar.html
Come tour the Serengeti with our band of
intrepid Steampunk / Victorian / Edwardian
explorers. We’ll stalk big game and picnic.
Check website for prices

Sunday, August 24

Viejitos Car Club Juvenile Diabetes Car Show Fundraiser
History Park
635 Phelan Avenue, San Jose
historysanjose.org/wp/events/
Car show to help raise funds for fighting
juvenile diabetes.
10 a.m. - 4 p.m.
$5 per person, $25 per show car

Friday-Monday, August 29-September 1

CelestiCon
Fremont Marriott
46100 Landing Parkway, Fremont
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.
$35 (before March 1)

SacAnime
Sacramento Convention Center
1400 J St, Sacramento
www.sacconventions.com
Anime and pop culture show
$30

Gold Rush Days
Old Sacramento Historic District
Sacramento
sacramentogoldrushdays.com
The 14th annual Labor Day weekend event
transports you back to the days of Gold and
Glory. More than 200 tons of dirt will pave the
streets, as Old Sacramento “turns back the
clock,” transforming the historic district into a
scene straight out of the 1850s. Check website
for event schedule.
Free
**Saturday, September 6**

**PEERS Casablanca Ball**  
Alameda Elks Lodge  
2255 Santa Clara Avenue, Alameda  
peersdance.org  
Ball inspired by the all-time classic film featuring swing and vintage ballroom dance music performed by The Brassworks.  
8 p.m. $15 (advance), $20 (at the door)

**Saturday, September 6**

**Wunderkammer Festival featuring the Great Sonoma County Handcar Races**  
Historic Railroad Square  
9 4th Street, Santa Rosa  
www.wunderkammerfestival.com  
Victorian and Steampunk festival with music, attractions and handcar races.  
11 a.m. - 6 p.m. $10 (advance through June 4)

**Saturday-Sunday, September 13-14**

**Much Ado About Sebastopol**  
Ives Park  
7400 Willow Avenue, Sebastopol, CA  
www.muchadoaboutsebastopol.com  
Immerse yourself in life of 1578 England in this historically recreated village.  
$14 (until September 11)  
$16 at the door, 10 and under free

**Saturdays-Sundays, September 13-October 12**

**Northern California Renaissance Faire**  
Casa de Fruta  
10031 Pacheco Pass Highway, Hollister, CA  
www.norcalrenfaire.com  
Northern California’s annual Elizabethan festival.  
$25, 12 and under free

**Saturday, September 13**

**High Desert Steam Victorian Steampunk Ball**  
Piper’s Opera House  
12 North B Street, Virginia City, NV  
www.facebook.com/HighDesertSteam/events  
www.highdesertsteam.org  
Bazaar and ball with entertainment, steam train rides, a parade and exhibits helping to celebrate the 150th Anniversary of the founding Nevada.  
11 a.m. - 6 p.m.  
Check websites for prices

**Saturday, September 13**

**GBACG Workshop**  
Site TBA  
www.gbacg.org/gbacg-calendar.html  
Join for fabulous day of workshops. Questions?  
Email workshops@gbacg.org.  
Check website for prices

**Sunday, September 14**

**Antique Autos in the Park**  
History Park  
635 Phelan Avenue, San Jose  
historysanjose.org/wp/events/  
200 antique automobiles, fire equipment, bicycles and motorcycles from late 1800s to 1945 on display.  
11 a.m. - 4 p.m.  
TBD

**Sunday, September 14**

**Gatsby Summer Afternoon**  
Dunsmuir Helman Historic Estate  
2960 Peralta Oaks Court, Oakland  
artdecosociety.org/gatsby.htm  
Afternoon picnic party with dancing, cars and the Deco Belles inspired by “The Great Gatsby”.  
Check website for prices

**Saturday, September 21**

**GBACG Bilbo’s Birthday Bash**  
Holbrook Palmer Park  
150 Watkins Avenue, Atherton  
www.gbacg.org/gbacg-calendar.html  
Celebrate Bilbo’s eleventy-first birthday at Hobbiton (Holbrook-Palmer Park). All hobbits, dwarves, elves and humans welcome.  
Check website for prices
Friday-Sunday, September 26-28
Convolution 2014: Halfway Home
Hyatt Regency SFO Airport
1333 Bayshore Highway, Burlingame
con-volution.com/2014/
General science-fiction/fantasy convention
$45 (pre-registration)

Saturday, October 11
BAERS Regency Ball
Masonic Lodge of San Mateo
100 N. Ellsworth Avenue, San Mateo
baers.org
Regency ball with English country dancing.
8 p.m. $15 (advanced), $20 (at the door)

Saturday-Sunday, October 18-19
Folsom Renaissance Faire and Shakespeare Festival
Folsom Lion’s Park
403 Stafford Street, Folsom
www.folsomfaire.com
22nd Annual Faire in beautiful Folsom.
8 p.m. $16, under 6 free

Sunday, October 19
Sac-Con
Scottish Rite Temple
6151 H Street, Sacramento
www.sac-con.com
Anime convention
10 a.m. $8

Saturday-Sunday, November 1
PEERS Le Bal des Vampires
Alameda Elks Lodge
2255 Santa Clara Avenue, Alameda
peersdance.org
21st Annual ball of the undead featuring music by Bangers and Mash, halftime show featuring the exploits of Sherlock Holmes and dark dance music at the Nightfall Club.
6: 30 p.m. $20 (until September 1)
Saturday, November 15
GBACG Workshop
Site TBA
www.gbacg.org/gbacg-calendar.html
Join for fabulous day of workshops. Questions? Email workshops@gbacg.org.
Check website for prices

Saturdays-Sundays, November 22-December 21
The Great Dickens Christmas Fair and Victorian Holiday Party
Historic Cow Palace
2600 Geneva Avenue, Daly City
dickensfair.com
The annual Victorian Holiday season celebration featuring Victorian London populated by celebrities and Dickensian characters
Weekends 1-3: $25, Weekends 4-5: $30; Children 5-12, $12, under 5 free

Saturday, December 6
Gaskell Festive Holiday Ball
Scottish Rite Temple
1547 Lakeside Drive, Oakland
gaskellball.com
Holiday ball featuring the music of Franklin Beau Davis and the Brassworks. Formal attire required (19th to 21st century)
7:30 p.m. $20

Saturday, December 6
Mad Hatter Holiday Festival
Georgia Street/Unity Plaza
Downtown Vallejo
www.obtainiumworks.net/mad-hatter-festival
Day of parades, activities and a ball
2 p.m. Check website for activities and pricing for ball

Sunday, December 14
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

Saturday, December 27
New York Society Holiday Tea
Site TBA
www.gbacg.org/gbacg-calendar.html
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

Ongoing
Daily

Cartoon Art Museum
655 Mission Street, San Francisco
www.cartoonart.org
Current exhibitions: Chuck Jones, Drawing on Imagination (till May 5)
11-5 p.m. $6 (Closed Mondays)

The Walt Disney Family Museum
104 Montgomery Street, San Francisco
www.waltdisney.org/
Current exhibitions: Alice in Wonderland starts May 1.
10-6 p.m. $20 (Closed Tuesdays)

San Francisco Ghost Hunt Walking Tour
Begins: Queen Anne Hotel
1590 Sutter at Octavia, San Francisco
www.sfghosthunt.com
Closed Mondays & Tuesdays, and on November 21-22 for Thanksgiving.
7-10 p.m. $20
**Nightly Nerd Show**
KCSF Radio, 90.9 FM
nightlynerdshow.tumblr.com/
Radio show covering nerdy topics
5-6 p.m.

**VIZ Cinema**
1746 Post Street, San Francisco
www.newpeopleworld.com/films
VIZ Cinema is a 143-seat underground cinema inside New People in San Francisco. Its programming focuses on the latest and hottest films from Japan, as well as classics, favorites, documentaries and anime.
Please check theater for showtimes and tickets.

**Sundays**

**Amtgard Game Day**
Codornices Park
1201 Euclid Ave, Berkeley (Across from Berkeley Rose Garden)
caamtgard.com
Amtgard is a swords and sorcery styled medieval combat, culture, and sciences LARP. The Shire of Wyvern’s Spur plays Sundays at noon. We play on the main lawn or within sight of picnic areas 1 or 2. Loaner gear is available.
12 p.m.

**Golden Gate Knights (Lightsaber Instruction Class)**
Studio Gracia
19 Heron Street, San Francisco
goldengateknights.com
www.facebook.com/groups/goldengatejedi
Instructor-led class on lightsaber stage combat and choreography.
12 p.m.

**Cloondara Fighter Practice**
Golden Gate Park
47th Avenue @ Fulton, San Francisco
www.westkingdom.org
The Shire of Cloondara (San Francisco, CA) holds fighter practice Sundays at 12:00 p.m. (if there are no major SCA events and the weather permits)
12 p.m.

**Vintage Ballroom Dance Classes sponsored by PEERS**
Alameda Elks Lodge
2255 Santa Clara Avenue, Alameda
peersdance.org/dance.html
2 dance classes offered: the first one covering basics for newcomers and those wanting a refresher, the second class offers choreography for experienced dancers and adventurous newcomers. Suggested attire is comfortable clothes and leather-soled shoes that glide easily.
2 p.m. to 4 p.m.

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

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

**East Bay Strategy Games Club**
EndGame
921 Washington Street, Oakland
www.endgameoakland.com/event-calendar
Various games played throughout the week, check website for times and games.

**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

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**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 3 pm on to determine of the facility will be closed that day. 408-534-1169.
7 p.m. - 10:30 p.m. Free

**Vintage Waltz**
Lake Merrit Dance Center
200 Grand Avenue, Oakland
vintagewaltz.com
Weekly drop-in class in Victorian Waltz. No experience or partner needed.
7 p.m. - 8 p.m. $8

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**Wednesdays**

**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

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**Thursdays**

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

**Fanboy Planet Podcast**
Cafe Stritch, 374 South First Street, San Jose
www.fanboyplanet.com
Live from Cafe Stritch, it’s the Fanboy Planet Podcast with Planeteers, Derek McCaw, Ric Bretschneider and Nate Costa.
7 p.m. Free

**Fridays**

**Friday Night Waltz**
First United Methodist Church
625 Hamilton Avenue, Palo Alto
www.fridaynightwaltz.com
High energy dance featuring waltzes and other dances with 2 classes before the dance.
7 p.m. - Midnight $12 for dance and class, $8 class only
**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**

**Saturdays**

**Niles Film Museum Saturday Movies**  
Niles Essanay Silent Film Museum  
37417 Niles Boulevard, Fremont  
www.nilesfilmmuseum.org  
www.nilesfilmmuseum.org/movies.htm  
Weekly showing of selection of silent features and short subjects with live musical accompaniment. Check website for movies.  
7:30 p.m.  
**$5**

**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**

**BAERS Second Friday Dance Party**  
St. Mark’s Episcopal Church  
600 Colorado Avenue, Palo Alto  
baers.org  
Learn Regency dances in an informal, supportive atmosphere. Dances led by Alan Winston and guest callers. Held on second Friday of each month.  
8 p.m - 10:30 p.m.  
**$10**

**Vintage Invasion (Vintage Waltz Party)**  
Finnish Brotherhood Hall  
1970 Chestnut Street, Berkeley  
vintagewaltz.com/Invasion.html  
Parties held each 4th Friday of the month with lessons in vintage waltz with DJs.  
8 p.m - Midnight.  
**$7**

**Dorkbot-SF**  
www.dorkbot.org/dorkbotsf  
www.facebook.com/pages/dorkbot-SF/101954222010  
Dorkbot hosts regular forums for artists, designers, engineers, students, and other people doing strange things with electricity. Dates vary.  
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

**Doctor Who Perv Society**  
Wicked Grounds Cafe  
289 8th Street, San Francisco  
www.wickedgrounds.com/regular-events.html  
Gathering for Doctor Who fans to discuss the show and other topics. Meets first Sunday of every month.  
4 pm  
Free
**The Tech After Hours**
The Tech Museum of Innovation
201 South Market Street, San Jose
www.thetech.org/programs/after-hours
The monthly evening event where adults 21 and older can enjoy science, technology, entertainment and cocktails together with their friends. Held on the first Thursday of the month.
7 p.m. $10

**Silicon Gulch Browncoats**
Various locations (see website for details)
www.silicon gulchbrowncoats.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 Street, 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.

**No-Name Anime**
Saratoga Library
13650 Saratoga Avenue
Saratoga
www.nnanime.com
Anime screenings usually take place on the second Saturday of the month.
Free

**SF Browncoats**
Cafe Murano
1777 Steiner Street, San Francisco
www.sfbrowncoats.com
SF Firefly/Serenity fans usually meet up on the second Saturday of the month.
Noon Free
Science Fiction and Fantasy Book Club
Borderlands Books
866 Valencia, San Francisco
www.borderlands-books.com
Meets the third Sunday of the month. Please contact Jude at jfeldman@borderlands-books.com for more information.
6 p.m. Free

Night of the Living Book Club
Books, Inc.- Mountain View
301 Castro Street, Mountain View
www.booksinc.net/night-living-book-club
Monthly book club discusses classic and contemporary selections from suspense, thriller, and horror fiction genres. Meets every third Sunday of each month.
5 p.m. Free

USS Defiance
5026 Don Julio Blvd, Sacramento
1566 Howe Ave, Sacramento
www.myspace.com/d2121978
Star Trek fan group meets the third Friday of the month.
7 p.m. Free

USS Northern Lights
sites.google.com/site/ussnorthernlights
Contact firstjedi2000@yahoo.com for specifics.
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.
7 p.m. Free

Micro Gods, Inc.
Berkeley Public Library, West Branch
1125 University Ave, Berkeley
mgisciaf.angelfire.com
groups.yahoo.com/group/MGiFamilyClub/
Family Club for fans of Science Fiction, Fantasy, Movie, Anime & Manga. Meets every 3rd Saturday, please check Yahoo group for updates.
1 p.m. - 5 p.m. Free

Religion & SF Book Club
First United Methodist Church
1183 “B” Street, Hayward
Meets the 4th Sunday of the month. Please contact Rev. Randy Smith at RSmith2678@aol.com for more information.
7 p.m. Free

Sci-Fi/Fantasy Book Club
Inklings Books and Things
1855 41st Avenue, Capitola
www.inklingsbooksandthings.com/
Meets every fourth Tuesday of each month.
6 pm Free

Sci-Fi Book Group with Kym
Barnes & Noble
El Cerrito Plaza, 6050 El Cerrito Plaza, El Cerrito
store-locator.barnesandnoble.com/store/2113
Meets the fourth Friday of the month.
7 p.m. Free

Legion of Rassilon
Carl’s Jr.
2551 N 1st St, San Jose
www.legionofrassilon.org
Doctor Who fan group usually meets the fourth Friday of the month: Episodes of Doctor Who, news, discussion of recent movies, and a raffle.
7:00 p.m. Free

Wicked Games
Wicked Grounds Cafe
289 8th Street, San Francisco
www.wickedgrounds.com/regular-events.html
Gaming at Wicked Grounds. Meets fourth Saturday of every month.
6 pm to 10 pm Free
### USS Augusta Ada
Round Table Pizza  
3567 Geary Blvd, San Francisco  
trek.starshine.org  
Augusta Ada is both a chapter of Starfleet International and a Linux and *BSD user group. Usually meets the fourth Saturday of every month.  
1 p.m.  
Free

### Queered Science Book Club
Au Coquelet Restaurant  
2000 University Avenue, Berkeley  
queeredscience.weebly.com  
www.facebook.com/groups/qsbooks/  
Monthly book club that focuses on science fiction, fantasy, and magical realism that includes trans*, queer, genderqueer, and strong female protagonists and themes.  
Meets the last Saturday of each month.  
4:30 p.m.  
Free

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

For even more events in the Bay Area, check out Bay Area Geek Guide: The San Francisco Bay Area Guide to Geek Events & Nerd Culture: [bayareageekguide.com](http://bayareageekguide.com)
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