

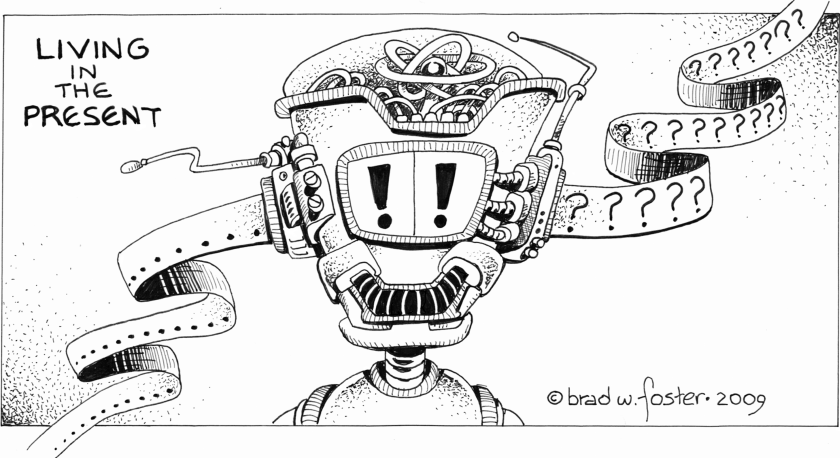
# BCSFA Zine

The Newsletter of the British Columbia Science Fiction Association

#448

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September 2010



## In This Issue:

This Month in BCSFA.....	0
About BCSFA.....	0
Letters of Comment.....	1
Calendar.....	8
News-Like Matter.....	19
Drinking Moon Juice.....	22
Zines Received.....	27
E-Zines Received.....	29
Art Credits.....	30
Why You Got This.....	30

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

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## This Month in BCSFA

- Thursday 16 September @ 7 PM: **September Book Discussion** at the Grind gallery & café, 4124 Main Street (near the corner of Main and King Edward), Vancouver. Books to be discussed will be *Mass Effect: Ascension* and *Mass Effect: Revelation* by Drew Karpyshyn.—Doug Finnerty
- Sunday 19\* September @ 7 PM: **BCSFA meeting**—at Ray Seredin's, 707 Hamilton (Recreation Room), New Westminster. Call 604-521-0254 for directions. \*Date not confirmed.
- Friday 24 September: **'BCSFAzine' production.**

## About BCSFA

The incumbent BCSFA Executive members are:  
President & Archivist: R. Graeme Cameron, 604-584-7562  
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BCSFA's website is at <http://www.bcsfa.net/>. The BCSFA e-mail lists are BC SciFi Assc ([http://groups.yahoo.com/group/bc\\_sci\\_fi\\_assc/](http://groups.yahoo.com/group/bc_sci_fi_assc/)) and BCSFAnet (<http://groups.yahoo.com/group/bcsfanet/>).

## Letters of Comment

[Editor's responses in brackets.]

**Dave Haren**  
[tyrbolo@comcast.net](mailto:tyrbolo@comcast.net)

Tuesday 27 July 2010



Hi Felicity,

Just another bunch of random bits of note.

This just in: searching “I Write Like” will get you to a site where you can paste your epic prose and see who you are in the literary world. If you suspected you were the next Dostoevski this may confirm or deny it.

The Camerons are at it again. Homemade science fiction cartoons about Captain Heroic. These are on YouTube channel DarkwingFlash. Put “Ep5Pt2” in the search bar for a major slice of cheese.

[archive.org](http://archive.org) has *Teenagers from Outer Space* available for those who appreciate the subtle nuances of *Plan 9*.

CJ Cherryh has prodded the fen at Wave Without a Shore over the tendency of late to have become quiet about issues of the day. The turbulence of opinions loudly debated about by whom and how the world should be saved seems to have died down. This is not a good thing. There's no point to being a neophile if you can't change things for the better with your ideas.

Lynn Abbey has a new ebook up on Closed Circle and Fancher has managed to wrestle CafePress into an opening with offerings. The Net teeshirts are really cool.

Brian Train, a denizen of BC, recently had a couple of games published by Decision Games in their magazines. He also has a new one called Guerilla Checkers. It is available as a free download. It is an attempt to show the nature of asymmetrical warfare on a chess board. Red Sash is doing a re-issue of the Jacobite Wars which cover the Scot Rebellions—the '15 and the '45. For the hardcore gamer [*product number*] zve8019 at Hobbylinc is 37 Macedonian Phalanx troops in 1/72<sup>nd</sup> scale. A little paint and you can be Alexander the Great.

Freedom of the press has a long history and a substantial bit of it is in scurrilous lies and claiming the veracity of opponents should be doubted. This is just politics as usual, which governments understand. The latest episode which bares what is really being said and ignored is anathema to the powers that be. They have been getting used to having a firm control of the media and what is said there. A presentation of the real situation is going to make them very uncomfortable. A free press has never been a danger to anything but seedy bureaucrats and Wikileaks is a breath of fresh air in journalism.

Mexico gets the vote this week for odd behavior by government officialdom. Inmates were freed to make a mass murder in the ongoing drug war using the weapons and vehicles of the prison they were in.

If you can't see the hand of Eris in this you need to be saved for Discordia.

And *Starcraft II* is out today.

Warm regards,

Dave Haren

[*Thanks, Dave! Be sure to update your address book to my new address, [felicity4711@gmail.com](mailto:felicity4711@gmail.com). I only just found this letter today because it went to my old address, which I don't check very often because Hotmail is gibbled lately.*]

**Nalini Haynes**

Monday 16 August 2010

Editor, *Ethel the Aardvark*,

Melbourne Science Fiction Club Inc.,

P.O. Box 212,

World Trade Centre,

Victoria 3005

Australia

[ethelaardvarkfanzine@gmail.com](mailto:ethelaardvarkfanzine@gmail.com)

Hi Felicity,

Please note Ethel's new email address is [ethelaardvarkfanzine@gmail.com](mailto:ethelaardvarkfanzine@gmail.com).

Thank you for the electronic copy of your fanzine. Please find an electronic copy of *Ethel* attached.

I was just reading your issue emailed to me, and noted your comment that PDF zines should be in single column format or landscape. Please note that *Ethel* is technically still a paper zine, but we are sending people electronic *Ethels* in an attempt to cut costs. Issue 149 is my first time as editor of *Ethel*. *Ethel* the paper version and its electronic equivalent are restricted to 24 pages, with the current issue being the exception.

Please also note that I appreciate that comment. I am planning to offer *Ethel* the Director's Cut, with unabridged articles, letters, etc., in purely electronic format and in full colour. After reading your feedback about someone else's zine, I am now planning to change the layout for the Director's Cut to landscape, but the electronic equivalent to the paper *Ethel* will remain in a similar format to that which I emailed you. I think your comment about layout of a PDF zine is valid, because as editors we want our zines to be a pleasant experience to read.

[*Thanks for the validation!*]

Cheers,

Nalini Haynes

**Taral Wayne**

Tuesday 17–Wednesday 18 August 2010

[taral@teksavvy.com](mailto:taral@teksavvy.com)

Complaints about the newszine are to be expected. Fanzine fandom is a small clique in fandom at the best of times, but in Canadian fandom it seems to be only a handful of individuals. The editors of *BCSFazine* have for many years done their best to en-

tain the members of the club, but it begs the question—what should be done when the members no longer *want* to be entertained? The fine job the editors do becomes irrelevant. It appears to me that BCSFA has for some time now been saying, “Having a fanzine doesn’t matter. We don’t need one. Stop bothering.”

That certainly doesn’t represent the opinion of every member, I’m sure. But the voice of skepticism is loud enough to be heard.

So, what to do? Ignore the voice as long as possible, I suppose. Maybe someday it will prevail. Then the next question will be, “Having a club doesn’t matter. We don’t need one. Let’s stop bothering.”

Maybe the voice will be right *then*, too? I do fear that the forces that work behind the scenes in fandom are all pushing us toward one thing—conventions and nothing but conventions. Once upon a time, fans were a Proud and Lonely sect of readers. But eventually they learned how to socialize. I think we have long since been at the point where the only purpose of most fans is to socialize, and we see the “lights” going out, one by one, until fandom will be like any other mundane group—full of happy, well-adjusted, responsible people who look down on geeks like you and me.

I’m being charitable in calling anyone a “geek,” by the way. For most, being a loner is a polite fiction fandom keeps up. Few fans *are* loners anymore. But for me, being “Proud and Lonely” is still a badge of honour.

[*Is reading/publishing zines the opposite of congoing/socializing? I’d be sad if I had to give up either activity.*]

Lloyd, ironically *The Secret of NIMH* is still Don Bluth’s best film, and virtually the only one I can watch without wincing. Some might mention *An American Tail*, but that was half Spielberg, and deeply into schmaltz. *All Dogs Go to Heaven* has its moments, but is even more overripe with contrived events and forced emotions. What’s after that? *Rock-a-Doodle* and a painfully bad child actor. I do like Glen Campbell’s performances of the pseudo-Elvis numbers, though...After that, *Pebble and the Penguin*, a film so bad in every way that I sold it back to Blockbuster. Purple ice floes? Magenta oceans? Red skies? It looked as though whoever coloured it had previous experience in designing prints for loud Hawaiian shirts.

[*It sounds like the background painter was trying to avoid what John Kricfalusi calls “video box colours.”*]

When I go back to *The Secret of NIMH*, though, I see so much promise...and wonder what went wrong.

And yes, the sequel to it should never be mentioned, *never*.

They *did* make a second Nanny McPhee movie, didn’t they? I had managed to block it out of my mind. What were they thinking? I have a copy of the first and have watched it twice. There are occasional points to commend it to the viewer, but on the whole Nanny McPhee is a less-satisfying version of *Mary Poppins*, with too much emphasis on gloppy, brightly-coloured food fights a la Steven Spielberg’s *Hook*. Of course, once in a blue moon a sequel is better than the first film. Could this be one of those times? Let me check out the window...Oh, wouldn’t you know it—the moon isn’t even up. Somebody will have to review the movie, I guess, because I don’t plan to see it in the theatre myself. That’s what “previously-viewed” copies at Blockbuster are for.

[*If you can find a Blockbuster!*]

Making unilateral decisions that he never submits to discussion in Parliament is, of course, a trademark of the Prime Minister's. It is perfectly in keeping with his character that Mr. Harper decided to inflict the G20 on Toronto without informing the city-council and the hapless population until it was a done deal. His need to rule arbitrarily is sufficient reason unto itself.

But I can't set aside the suspicion that there was more to it. That Steven Harper was in fact "punishing" Toronto for overwhelmingly voting against his government. Punishing Toronto also for being "the East," which many Westerners still deeply resent. Why, Toronto is very *nearly* as bad as Montreal and those French-Canadians!

*[Is Harper from the West? Westerners have a legitimate grudge against Quebec thanks to its open contempt for English-speakers. On the other hand, we don't mind Toronto, but we do feel as if we're invisible to everyone east of the Rockies, even though Vancouver is Canada's third-largest city. In terms of culture and identity, Canada is really five countries: British Columbia; The Territories (Yukon, Northwest Territories, and Nunavut); The Prairies (Alberta, Saskatchewan, and Manitoba); "The East" (by which we really mean the centre—Ontario and Quebec); and "The Maritimes" (by which we really mean Atlantic Canada—New Brunswick, Prince Edward Island, Nova Scotia, and Newfoundland and Labrador).]*

During the G20, the city was turned into an occupied zone. Not only the downtown core was affected—highways leading in-and-out of the city were blocked by the Ontario Provincial Police. It happened that the Toronto coin show was held in a hotel near the airport that same weekend. I attended with a friend who also collects ancient coins, and afterward we found our way home was closed-off. We were re-routed miles and miles out of our way by roadblocks at every exit ramp. OPP cars were everywhere. And for one leg of our journey, the traffic was bottle-necked and slowed to a crawl. One lane was cordoned off by barricades. There we were, squeezed like toothpaste into two lanes, while the third was empty. Then, suddenly, motorcycles whizzed by in the other lane, followed by a parade of stretch-limos, police cars, and more motorcycles.

I fervently wished that terrorists *had* planted IEDs in the asphalt somewhere ahead of the motorcade.

While the cops put up fences and barricades around the immediate area of the convention-center, they virtually removed police protection from the rest of the downtown. This almost *guaranteed* some sort of trouble. And, by now, everyone must be aware of the incredible over-reaction of the police to demonstrators. Many were harassed, detained, abused, beaten, and arrested for very little more than just being in the wrong place. Many in the crowd lived in the neighborhood, and had no idea why they were attacked by police along with the demonstrators. Meanwhile, the little actual violence that broke out was in the parts of downtown where there was no routine police presence.

There have been suggestions that the cops deliberately planted cars in unlikely and strangely vulnerable places so that they would be trashed, as a ploy to work up public opinion against the protests. Maybe the police even set their own cars on fire. It was certainly suspicious that they failed to react until camera crews arrived and filmed everything. I thought this was a *tad* paranoid, at first. To my surprise, I found that sober reporters in France and the UK, writing for respectable newspapers, had many of the same suspicions. It was known, for instance, that police had planted

agitators among the crowd during a previous Montreal demonstration. Some of the same agent provocateurs appear to have been in Toronto for the G20.

In ordinary times, I trust the Toronto police. But police have a way of getting out of control when they feel threatened and are highly motivated. It seems obvious to me that our police were pumped-up before the G20. They were told that the protests were likely to be violent, and that there may be actual terrorists among the demonstrators, and that there might be a credible threat to the visiting dignitaries. So they hit the streets imagining they were the Marine Corps—motivated to fight their country's battles against disorder and heinous leftie-ism. I blame whoever instructed them, mainly. And whoever framed security policy. At the very top, that would be Steven Harper.

Toronto was *punished*. Like an ancient city whose people booed the emperor at the games, troops were sent to teach us a lesson. A little slaughter and pillage would show our disrespectful plebs who was boss. The *Sack of Toronto* is what I will always call it.

To put it in perspective, the amount of actual damage done during the G20 was *less* than occurred in Montreal a couple of years ago during a riot after the Habs lost the Stanley Cup. Hardly justification for what amounted to suspending civil rights and putting the nation's largest city under siege.

**Michael Bertrand**  
[fruvousfox@gmail.com](mailto:fruvousfox@gmail.com)

Thursday 19 August 2010

Lloyd: Good luck with the voice work!

*Secret of NIMH* is one of my all time favorite movies. It's the character of Mrs. Brisby that makes the whole thing work. She is the definition of bravery because she is scared but does what has to be done anyhow. She's my favorite fictional mother.

I remember Little Lulu, and Henry, and Casper, and such...but I confess, only because they were the children's reading material at the barbershop my father used to drag me to as a wee child. I was far more interested in Spider-Man, myself.

[*Awareness of Little Lulu also lives on through Friends of Lulu, a feminist comics organization.*]

And yes, Kthnd was witnessing a surgery. Could be anything that involves removing something, so a C-section certainly counts.

If space is at a premium in *BCSFazine*, why do we include events which are already over in the calendar? There's July events in the August issue. Why?

[*You must mean the "Already in Progress" section. Those events started before the current month but continue through and/or past it. Check to see if the date given is a range, such as "6 July–23 December 2010."*]

I am extraordinarily impressed with the existence of the Hero Fund. All creative industries should be so forward thinking as to set up a fund to help those legends who have fallen on hard times. Bravo!

Sad to hear that Alan Moore has succumbed completely to Old Fart Syndrome. When you feel perfectly comfortable declaring both that you don't read new comics and that they are all crap, you have clearly lost the thread in a big way. Oh well, more room for the rest of us.

[When Alan Moore says he's being attacked for "pushing things forward," he's probably talking about the type of reaction John Byrne had when he said Moore "trashed everything superheroes were about." In Scott McCloud's classicist/naturalist/formalist/iconoclast model, Moore is definitely a formalist/iconoclast, while Byrne is a classicist/naturalist. Watchmen had something for all four groups. It changed the mainstream superhero paradigm (iconoclast), was an exercise in structural experimentation (formalist), captivated the imagination with a riveting story about human people (naturalist), and created eye-pleasing beauty through its technical skill (classicist). That's unusual—it seems like formalists and iconoclasts want depressing stories and bad art—but it doesn't have to be that way.]

Who is Mouse Bachelor Three? I recognize Fievel and the Brain, but not the last guy.

[Taral says that it's Walter Lantz's Space Mouse.]

And of course I recognize Gadget. She is kind of a furry icon.

Lastly, I am quite miffed by Natalie McLachlan of *Ethel the Aardvark's* comments. We don't list Australian events because we're not Australian. What she would get out of joining BCSFA is this very zine, which she gets for free so I guess she does not value it. And I guess you don't like "Why You Got This" because you don't get it...it's a joke, dear. Laugh!

[In fairness to Natalie, I didn't give her enough information. We can't blame her for not knowing that BCSFA is a Metro-Vancouver club with no connection to the world outside our region besides a website, a Yahoo! Group, and a zine; she may have imprinted on other clubs that offer international members all sorts of services. Our calendar is hyperlocal, but she may be used to reading zines that make it their business to list any convention in the world that their local fans might attend. And at no point had anyone explained to her the premise of "Why You Got This." I plan to write a LOC to Ethel to supply the missing context.]

Felicity, if you want help coming up with "Why You Got This" entries, my talent for random weirdness is entirely at your disposal.

[I tried to have a theme each time rather than total randomness. My favourite is #437, where each entry was a quote from a 1980s cartoon theme song. I'll take a rain check on your kind offer—if I decide to start doing the zany version of "Why You Got This" again, I'll let you know!]

Seeya next month, folks!

**Lloyd Penney**  
1706–24 Eva Rd.,  
Etobicoke, On.  
M9C 2B2  
[penneys@allstream.net](mailto:penneys@allstream.net)

Monday 23 August 2010

Dear Felicity:

Thank you very much for *BCSFazine* 447. Always a pleasure to receive, and it is still nice to get at least a handful of paper fanzines. I like getting things in the mail.





copies, I will happily accept the e-version. I am certainly not doing this to hurt the club financially.

*[It's good to know that if we have to switch to e-publishing only, you'll still write. For the moment, I still think that as long as there's a print edition, contributors should receive a copy.]*

It took me a long time to find an agency that would take on new voice actors. I'd phone around and see who is accepting people. It's cost me so far about \$600 to sign up and get the demo disk done. In the meantime, I spent about ten years doing volunteer voice work for film students and the various universities and community colleges around here. I look at Mandy.com and Craigslist for voice opportunities. My agency is CAtalent in Toronto, and so far, no auditions, but with the summer almost done, I think more opportunities will come up. When it comes to voice lessons, I haven't taken any, but people seem to like what I can do as it is. There might be a Meetup group for voice actors in Vancouver.

*[Thanks for the info. I should check Craigslist for a lot of reasons, including to find part-time work to pay for things like a demo disk and acting/recording lessons.]*

I still can't help but feel that the US government, in its efforts to look a little holier than thou, or at least holier than BP, is interfering with BP's efforts to clean up the oil spill in the Gulf of Mexico. Yes, keep an unwavering eye on BP to get the job done, but interference benefits no one.

VSteam is but one group that is brought together with many other steampunk groups under the Steampunk Canada website and Facebook page. The Toronto Steampunk Society has an event nearly every weekend. We don't get to many of them, but we do get to some. This coming weekend is the big Fan eXpo show, and while I usually would never go to it, this time, we both are, and we will be a part of the big Steampunk Fashion Show late Saturday night. The VSteam event on the 28<sup>th</sup> sounds most interesting; I've heard only a little bit of Abney Park's music.

Ah, yes, the Worldcon in Australia. I'd love to be there, but Scotty doesn't seem able to get the transporters up in time. The Hugo ceremony, but local Toronto time, is on September 5 at 6 AM, and I may just get up in time to see if I have won a sil-



very rocket. Believe me, should that happen, I'll let everyone know. And when I see the listing for VCon 35, it reminds me that we were there as Fan GoHs 10 years ago.

I've noticed that video stores around Toronto are shutting down, too. However, these are the rental stores, like Blockbuster. The head office for Blockbuster Canada is a short walk away from our place. It seems to be healthy while Blockbuster USA is close to bankruptcy, so the Canadian subsidiary may be sold to keep the parent afloat. A major Blockbuster store in downtown Toronto did indeed shut down, so there are problems everywhere. No one rents any more; we all buy the DVD.

[*Or at least check YouTube. I still believe in the try-before-you-buy approach, since buying is expensive—especially TV shows on DVD. I don't want to pay \$40 plus HST for season one of a show only to discover that the show isn't as good as I remembered.*]

To Cosmic Ray...Yvonne and I were at a big pool party this past weekend, sponsored by one of the senior organizers of the Doctor Who Information Network (DWIN). Jelly babies are indeed passé, as are anything that might be eaten by Androgums. Matt Smith's Doctor seems to like fish sticks with custard. So, that was one of the food items served. And we ate it, too. Odd, but quite edible.

I am done, many thanks for another good issue, and next month, I should have Hugo news and reports of our steampunk activities at the Fan eXpo.

[*Good luck on the Hugo!*]

Lloyd Penney

## Calendar

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

### Already in Progress

6 July–23 December 2010: From Pong to Pokemon: Video Game Exhibition at the Surrey Museum, 17710 56A Avenue, Surrey, BC. Artifacts from history of video games in four hardware categories: arcade (*Computer Space*, *Street Fighter II*), home console (*Super Mario Bros.*), computer (*World of Warcraft*), and handheld (Game & Watch). “Play days” (where visitors can play the games): “The Moderns,” 17 July 2010—Nintendo 64, Playstation 3, etc.; “8- and 16-Bit Era,” 25 September 2010—Nintendo Entertainment System, Sega Genesis, etc.; “Early Days,” 27 November 2010—Atari 2600, Intellivision, ColecoVision, etc. Lecture: “A History of Violence in Video Games,” 14 October 2010. Register at <http://www.surrey.ca/>.—Julian Castle “Enjoy this look at how video gaming has changed people's recreation time and opened up new industries and career opportunities. Find out how gaming itself has changed from arcade days and *Pac-Man* to the latest handheld devices and *Pokemon Platinum*. Adults \$5, seniors/students \$3.75, child/youth \$2.50, 5 & under free.”—Keith Lim

## September 2010

1 September 2010: Vampire Lit Writing Group, 7 PM at Megabites Pizza, 1005 Granville Street (at Nelson), Vancouver, BC, V5K 0A1. This month's writing challenge is "Vampire Dating," whatever you interpret that to be. 500–1000 words is a good chunk to read aloud to the group and get feedback on what works and what could be improved. It isn't necessary to bring something you've written, but the group hopes everyone will participate in the discussion. The group has set a good tone for constructive criticism and providing suggestions in areas of writing an author wishes to improve.—Keith Lim

1, 8, 15, 22, and 29 September 2010: Cloudscape Workshop, 7:30 PM at the Grind Gallery and Coffee House, 4124 Main Street, Vancouver, BC, V5V 3P6.—Keith Lim

1, 8, 15, 22, and 29 September 2010: Board Gamers: Dungeons & Dragons—Encounters, 5 PM at Board Game Warriors, 708 Clarkson Street, New Westminster, BC.—Keith Lim

2 September 2010: Teen Summer Anime Extravaganza, 4–6 PM at Harvey Southam Room, Children's Library, Vancouver Public Library Central Branch, 350 West Georgia Street, Vancouver, BC, V6B 6B1. *Spirited Away! How's Moving Castle! Kiki's Delivery Service!* Join us for some of the best Japanese animated films ever made. (And popcorn!) Especially for teens. Free.—Keith Lim

2–6 September 2010: Worldcon (AussieCon 4), Melbourne Convention and Exhibition Centre (address not given), Melbourne, Australia. GOH: Kim Stanley Robinson, Shaun Tan, Robin Johnson. Memberships: C\$290. [There; we mentioned it! ☺]

3 September 2010: Premiere of film *Machete* (action/exploitation/*Grindhouse* spinoff).

3 September 2010: Fontana Friday: Futurama, 6:30 PM at La Fontana Caffè, 3701 Hastings (at Boundary), Burnaby, BC, V5C 2H6. Watching episodes of *Futurama*. *Futurama* is an animated sci-fi comedy set in the year 3000ish with aliens and spaceships and whatnot. The series follows the adventures of a late 20<sup>th</sup>-century New York City pizza delivery boy, Philip J. Fry, who, after being unwittingly cryogenically frozen for a thousand years, finds employment at Planet Express, an interplanetary delivery company in the retro-futuristic 31<sup>st</sup>-century. Fontana Friday—Men in Black, originally scheduled on this date, has been cancelled.—Keith Lim

3, 10, 17, and 24 September 2010: Strategies Open Board Game Nights, 6 PM at Strategies Games & Hobbies, 3878 Main Street (at 23rd) Vancouver, BC.—Keith Lim

3, 10, 17, and 24 September 2010: Drexoll Vancouver Game Nights, 7–11 PM at Drexoll Games Vancouver (Kitsilano), 2860 West 4<sup>th</sup> Avenue (west of Macdonald), Vancouver, BC V6K 1R2.—Keith Lim

4 September 2010: Miniature Trade Day: Warhammer Fantasy Battle, 12–2 PM at Strategies Games & Hobbies, 3878 Main Street (at 23<sup>rd</sup>) Vancouver, BC. Saturday September 4<sup>th</sup> is the release of the Warhammer Fantasy Battle box game “Island of Blood.” The box is packed with Skaven and High Elf miniatures. Come down to meet up with other Warhammer players to trade your Skaven for High Elves or your High Elves for Skaven from the new starter set.—Keith Lim

4 September 2010: Geeks on the Beach, 2–4 PM at Wreck Beach, Vancouver, BC. “Bring your favorite game, or at least some dice, and maybe a snack to share, let’s send out summer in proper style.”—Keith Lim

4 September 2010: Battlestar/Caprica: End of Summer Picnic on Cloud 9, 6 PM at Cates Park, Dollarton Highway, North Vancouver, BC, V7G 1A1. Potluck at the park to celebrate summer and the fact that *Caprica* is just three months away. There will be a barbeque; organizer will buy burgers and dogs. Please bring a salad, side item, or dessert. RSVP requested with item being brought.—Keith Lim

4–5 September 2010: Fanfair Fest (F3) has been **cancelled** due to an unfortunate loss of a major source of funding.—Keith Lim

4, 11, 18, and 25 September 2010: Strategies Miniature Figure Painting, 10:15 AM–12 PM at Strategies Games & Hobbies, 3878 Main Street (at 23<sup>rd</sup>) Vancouver, BC. Free, but book in advance: space is limited.—Keith Lim

4, 11, 18, and 25 September 2010: Board Gamers: Saturday Afternoon Gaming, 12–7 PM at Board Game Warriors, 708 Clarkson Street, New Westminster, BC.—Keith Lim

4, 11, 18, and 25 September 2010: Strategies Miniature Gaming Day at Strategies Games & Hobbies, 3878 Main Street (at 23<sup>rd</sup>) Vancouver, BC.—Keith Lim

5 September 2010: Learn to Knit Your Own Jayne Hat/Hogwarts Scarf/*Doctor Who* Scarf, 2 PM at La Fontana Caffè, 3701 Hastings (at Boundary), Burnaby, BC, V5C 2H6. Do you want a Jayne’s hat? Or a Hogwarts scarf to wear to see the new *Harry Potter* movie (December 17<sup>th</sup>)? Do you want the satisfaction of saying you made it yourself? Bring your sticks and learn how to knit it. Help from experienced knitters appreciated. If you are not interested in knitting, bring your other crafts down to the Caffè and let your creativity flow. BC Browncoats Meetup/Dr. Who Meetup.—Keith Lim

5 September 2010: Board Gamers: An Evening of Arkham Horror, 6 PM at Board Game Warriors, 708 Clarkson Street, New Westminster, BC. Arkham Horror is a cooperative adventure game themed around H.P Lovecraft’s Cthulhu Mythos. Players

choose from 16 Investigators and take to the streets of Arkham. Before the game, one of the eight Ancient Ones is chosen and it's up to the Investigators to prevent it from breaking into our world.—[Keith Lim](#)

5, 12, 19, and 26 September 2010: [Drexoll Poco Game Days](#), 1–6 PM at Drexoll Games Port Coquitlam, 107B–2748 Lougheed Highway (Westwood Center beside Westwood Street), Port Coquitlam, BC.—[Keith Lim](#)

8 September, 13 October, 10 November, and 8 December 2010: [Valinor, A Vancouver J.R.R. Tolkien Monthly Meetup](#), 7 PM. [Location shown only to members of the Meetup group]. Meet several of the organizers of Valinor to learn about continuing events (such as the Reading Group and RPG) and events to come in the future. \$2.—[Keith Lim](#)

8–12 September 2010: [Spark Animation 10: Celebrating Innovation and Inspiration in Animation](#) at Scotiabank Theatre Vancouver, 900 Burrard Street (at Smith), Vancouver, BC (conference) and Vancouver International Film Centre, 1181 Seymour (at Davie), Vancouver, BC (evening screenings). Vancouver ACM SIGGRAPH's third annual celebration of animation. Three full days of speaker sessions, five nights of short and long format films and of course, signature industry mixers and Saturday night party. Members: \$225, non-members: \$275.—[Keith Lim](#)

9 September 2010: [Spider Robinson: Writer in Residence Reading and Talk](#), 7–8:30 PM at Alice MacKay Room, Lower Level, Vancouver Public Library Central Branch, 350 West Georgia Street, Vancouver, BC, V6B 6B1. The Library's sixth Writer in Residence Spider Robinson will read from some of his many award-winning works and talk about the writing process at his inaugural reading. Free.—[Keith Lim](#)

9 September, 14 October, 11 November, and 9 December 2010: [Vancouver Astronomy Monthly Meetup](#), 7:30 PM at HR MacMillan Space Centre (downstairs auditorium), 1100 Chestnut Street, Vancouver, BC, V6J 3J9. Royal Astronomical Society of Canada—Vancouver monthly meeting, shared with the general public at no charge.—[Keith Lim](#)

9–12 and 16–19 September 2010: Johnny Tomorrow and the Way of the Planetarium, Thursday–Saturday 7 PM, Sunday 4 PM at HR MacMillan Space Centre, 1100 Chestnut Street, Vancouver, BC, V6J 3J9. Are we alone? If so, why are we here? And why are there so many lasers? Michael Unger portrays Johnny Tomorrow in this montage of an astronomy show, a laser show, and a monologue that covers the 40-year history of the Planetarium. In Johnny Tomorrow, Michael suggests there is a galaxy of history to explore. He sums it up with a quote by Carl Sagan, “If we are alone in the universe, it would be a terrible waste of space.” \$12 (with Fringe Festival membership). [Tumblr/Facebook/Space Centre](#).—[Keith Lim](#)

10 September 2010: I Gotta Flash Mob Dance, 7 PM at Intersection of Bute and Nelson Streets, 995 Bute Street, Vancouver, BC. A flash mob dance (FMD) is where a

group of people, often strangers to each other, show up at a pre-arranged time and place. Music starts to play. Everyone dances the same dance they've practiced in advance. When it ends, everyone walks away immediately as if nothing happened. No clapping. No fanfare. Just a moment where music pulled people together to connect. I Gotta Flash Mob/Facebook.—Keith Lim

10 September 2010: Premiere of film *Resident Evil: Afterlife* (SF/horror/action/zombies).

10 September 2010: Fontana Friday—Sunshine, 6:30 PM at La Fontana Caffè, 3701 Hastings (at Boundary), Burnaby, BC, V5C 2H6. "Fifty years from now, the sun is dying, and mankind is dying with it. Our last hope: a spaceship and a crew of eight men and women. They carry a device which will breathe new life into the star. But deep into their voyage, out of radio contact with Earth, their mission is starting to unravel. There is an accident, a fatal mistake, and a distress beacon from a spaceship that disappeared seven years earlier. Soon the crew is fighting not only for their lives, but their sanity."—Keith Lim

10–14 and 17–19 September 2010: Dr. Horrible's Sing-Along Blog—2010 Vancouver International Fringe Festival at FireHall Arts Centre, 280 East Cordova Street, Vancouver, BC, V5K 0A1. *Dr. Horrible's Sing Along Blog* is a live theatre production based on Joss Whedon's popular online short film. This hilarious musical tragicomedy sees young Billy takes on the status-quo as he sets out to change the world under the guise of Dr. Horrible. Aspiring to join the infamous Evil League of Evil, Billy inadvertently introduces his nemesis, Captain Hammer, to Penny, the girl of his dreams. Showtimes: Friday 10 September 7 PM, Saturday 11 September 11 PM, Sunday 12 September 9 PM, Monday 13 September 9 PM, Tuesday 14 September 5 PM, Friday 17 September 9 PM, Saturday 18 September 2 PM, Sunday 19 September 9 PM. \$5 membership + \$12 Friday–Sunday before 10 PM/\$10 otherwise. (Note: BC Browncoats attending on Saturday 18 September 2010 at 2 PM.)—Keith Lim

11 September 2010: Role-Playing Introductory Day: Dungeons and Dragons, 10 AM–2 PM or 2–6 PM at Strategies Games & Hobbies, 3878 Main Street (at 23<sup>rd</sup>) Vancouver, BC. New to Dungeons and Dragons or have you always wanted to try? Then sign up for this event. Dice and character supplied. Ages 10 to adult. 10 AM–2 PM—new players session. 2 PM–6 PM—new players and veteran players session. Sign up in advance; spaces are limited.—Keith Lim

11 September 2010: World of Warcraft: Dinner & Drinks, 5:30 PM at the Old Spaghetti Factory, 50 8<sup>th</sup> Street (do not confuse with 8<sup>th</sup> Avenue), New Westminster, BC, V3L 0A2. Dinner & drinks for starters—then do something after for those that are interested.—Keith Lim

11 September 2010: World of Warcraft: Saturday Night Laughs, 8 PM at Lafflines Comedy Club, 26 4<sup>th</sup> Street, New Westminster, BC, V3L 5M4. Walk over after dinner and have an evening of drinks & laughs & fun. \$18.—Keith Lim

11 September 2010: Marian Call Show at Cocoa Nymph, 8 PM at Cocoa Nymph Chocolate Shop, 3739 West 10<sup>th</sup> Avenue (at Alma Street), Vancouver, BC, V5K 0A1. Marian Call, geeky singer/songwriter and indie rockstar extraordinaire is on her 50 state DIY concert tour. Lucky for us she has scheduled a small side trip to play in Vancouver. *Firefly*, *BSG*, *Star Wars*, internet culture and other fun stuff abounds in her quirky, upbeat indie folk rock. \$5–10 donation. [Marian Call/BC Browncoats](#).—[Keith Lim](#)

12 September 2010: [Vancouver Comicon](#), 11 AM–5 PM at Heritage Hall, 3102 Main Street (at 15<sup>th</sup> Avenue), Vancouver. Special guests: Greg Rucka (*Detective Comics*, *Stumptown*, *Action Comics*, *Queen & Country*), Gabriel Hardman (*Agents of Atlas*, *Hulk*), Ken Boesem (*The Village*), Ed Brisson (*Acts of Violence*, *Murder Book*), Kelly Everaert (*Jungle Tales*, *Trilogy of Terror*), Matthew Ocasio (*The Matter*), Andrew Salmon (*Sherlock Holmes*, *Secret Agent X*), Robin Thompson (*Champions of Hell*, *Hemp Island*), Carrie McKay, Molly Nemecek, Jordan Oliwa, Jenna Sokalski, Nick Tay, Sketcherspective, Monster Attack Team Canada. Dealer tables: \$55/centre; \$65/wall. Hourly door prizes! Admission: \$4.00. Kids under 14: free. For more information, please call 604-322-6412.—[Leonard Wong](#), [Keith Lim](#)

12 September 2010: [Miniature Game Day: Warhammer 40,000](#), 11 AM–5 PM at Strategies Games & Hobbies, 3878 Main Street (at 23<sup>rd</sup>) Vancouver, BC. Bring your painted miniatures down for some games. We will be playing “Kill Team” missions from the Battle Missions book all afternoon. Show up with your painted figs and rule-books. You will need 200 pts. of “Kill Team” troops organized from the Battle Missions book.—[Keith Lim](#)

12 September 2010: “Eeny, Meeny, Miny, Moe” Monsterpocalypse Event, 11:30 AM at Hourglass Comics, 2343 Clarke Street, Port Moody, BC, V3H 1Y9. Let your imagination and creativity run wild! The Home Brewed event is designed so venues can create and host their own unofficial events for Monsterpocalypse. [Privateer Events/Facebook](#).—[Keith Lim](#)

16 September 2010 onwards: [Science World: Body Worlds & The Brain at Science World](#) at TELUS World of Science, 1455 Quebec Street, Vancouver, BC, V6A 3Z7. This all-new version of Dr. Gunther von Hagens’ world-famous exhibition looks at the body in a previously unseen way, with over 200 authentic human specimens, and highlights on recent neuroscience findings on brain development, function and disease. (Multiple ticket rates & times; see website.)—[Keith Lim](#)

17 September 2010: Premiere of film *Never Let Me Go* (dystopia/cloning/organs) and *Devil* (horror).

17 September 2010: [Fontana Friday—Dark City](#), 6:30 PM at La Fontana Caffè, 3701 Hastings (at Boundary), Burnaby, BC, V5C 2H6. Ranked as the #11 top cerebral sci-fi film of all time by the Film Stage, Alex Proyas’s stylish sci-fi film noir is a mystery wrapped in a mind twist centering on an amnesiac who has awoken in a city without a sun.—[Keith Lim](#)

17 September 2010: IPMS (International Plastic Modellers Society) Vancouver Meeting, 7:30–9:30 PM at Bonsor Recreation Complex, “Arts Studio” (second floor), 6550 Bonsor Avenue, Burnaby, BC. Kit of the Year event. Door prize draw. Non-members: first meeting free, \$2 drop-in fee thereafter.—Keith Lim

17 September, 15 October, 12 November, and 3 December 2010: Trumpeter Games Night, 7 PM at Bonsor Recreation Complex (by Metrotown), 6550 Bonsor Avenue, Burnaby. Non-members: first meeting free, \$6 drop-in fee thereafter.—Keith Lim

18 September 2010: Wedding of **Jennifer Gibson and Ryan Hawe**.



18 September 2010: Miniature Game Day: Flames of War and Wings of War, 1–6 PM at Strategies Games & Hobbies, 3878 Main Street (at 23<sup>rd</sup>) Vancouver, BC. Bring down your fully painted Flames of War forces to battle. Meet a new opponent or challenge a friend. Bring down 1000 pt. or more Late War force. Or bring down your Wings of War models and rules for a massive aerial dogfight.—Keith Lim

18 September 2010: Wasted Talent: We Are the Engineers Book Launch Party, 3–6 PM at Boulevard Coffee Roasting Co., 5970 University Boulevard, University of British Columbia, Vancouver, BC. Come meet the creator of the popular webcomic *Wasted Talent* at the launch party for her first book collection. Book signing, coffee & snacks, prizes, readings, shenanigans.—Keith Lim

18 September 2010: Low Brow on the High Seas Arrrt Show, 9 PM at Mermaid Cafe, 3919 Knight Street (at Kingsway), Vancouver, BC. Naughty & Nautical Local Artists and Burlesque Performers. Arrrt by Holly Anderson, Bob Scott, Nicole Steen, Jenn Brisson, Gidget, Christina Christie, Shimona Henry, Dickie Snit, Sheena Webber, Cam Strudwick, David Ostrem, Rheanna Fancypants, Dicki M., and more. Burrlesque by Burgundy Brixx, Madae Mae I, Nicky Ninedoors, Maggie Pie, Belle Starlette.—Keith Lim

19 September 2010: VSteam’s Official Birthday Meet-Up, 6–10 PM at Steamworks Pub (Wine Room), 375 Water Street, Vancouver, BC. VSteam is turning one year old. Come and celebrate a years worth of steampunkery by joining them for dinner and drinks at their favorite meeting place, Steamworks Pub in Gastown. Open to everyone from the hardcore chrononauts to the weekend steampunks in street-wear. Come by and discuss the future of steampunk in our city.—Keith Lim



23 September 2010: The Artemis Rocks! Show Starring Eoin Colfer, 7 PM at Alice MacKay Room, Lower Level, Vancouver Public Library Central Branch, 350 West Georgia Street, Vancouver, BC, V6B 6B1. Join best-selling author Eoin Colfer with special guest Artemis Fowl, the most ingenious criminal mastermind in history, for a night you won't soon forget. An amazing live show like none other. All ages. Tickets.—Keith Lim

24 September 2010: Public Dreams 25<sup>th</sup> Birthday Bash/Fundraiser, 9 PM–4 AM at W2 Storyeum, 151 West Cordova Street, Vancouver, BC. Public Dreams, best known for its outdoor interactive festivals Illuminares and Parade of Lost Souls, is turning 25 this year. Live music, stilt walkers, roving character performers, art installations (including an indoor labyrinth), appies, drinks, a silent auction, and more. DJ Timothy Wisdom, DJ Gudz, and others. All proceeds will go towards Public Dreams festivals, workshops, and new events. \$20 (+service charge), with \$10 tax receipt.—Keith Lim

24 September 2010: Premiere of film *Legend of the Guardians: The Owls of Ga'Hoole* (fantasy/computer animation).

25 September 2010: Miniature Basic Painting Day, 12–2 PM at Strategies Games & Hobbies, 3878 Main Street (at 23<sup>rd</sup>) Vancouver, BC. Drop by the shop to try painting a miniature. All paints, brushes and models will be supplied. You will even get to keep your creation! A staff member will be available to give basic instruction. We will be using Citadel paints and painting Warhammer models from Games Workshop. (Ages 10 to adult.)—Keith Lim

25 September 2010: Fort Winery Pirate Day—Kid-Friendly Afternoon, 12–6 PM at the Winery, 26151 84<sup>th</sup> Ave. Langley, BC. Join us for a free afternoon of kid and family fun. The crew of the *Jade Dragon* will once more bring out the games and foam swords in order to challenge the kids (of all ages) to tests of skill and luck. If you are 19 and over, the various wines of the Fort will be available and lovely cheese platters will be in the menu. For the Pirate Munchkins, their own little versions will be on hand. Juices and pop will double for the...alcohol and their own little menu will be ready to keep their little tummies happy. For more information feel free to visit the Fort Winery's page and drop them a line: <http://www.thefortwineco.com/>.—Christina Carr

25 September 2010: Fort Winery Pirate Eve—Themed Dinner at the Winery, 7–11 PM at 26151 84<sup>th</sup> Ave., Langley, BC. Once the munchkin event of the day is done, only a few short hours later the *Jade Dragon* crew will return to provide the atmosphere for dinner. A pirate-worthy meal is being planned for this glorious night. Do keep in mind that we are outdoors so dress for the weather. Bring your smocks and cloaks, your capes and pirate coats. Be ready to experience...some of the best wines and keep your wits about you for the games. Some members of the crew will have pirates' dice, Tablero and/or other table-top challenges. Then once the food portion comes, expect the *Jade Dragon* crew to just join in on the fun. They'll visit table to table and probably start to sing. No matter what happens, we all have to re-

member that the crew is on shoreleave so not all the standard ship-board rules will apply. Tickets are \$35.00 (plus HST) and will include food and atmosphere. Tickets are limited. Rain or shine. No refunds. For more information (and for tickets) feel free to visit the Fort Winery's page and drop them a line: <http://www.thefortwineco.com/>. Feel free to pass both invites on.—Christina Carr

26 September 2010: "[Kit 36: Love Is an Armored Gorilla](#)" [Monsterpocalypse Tournament](#), 11:30 AM at Hourglass Comics, 2343 Clarke Street, Port Moody, BC, V3H 1Y9. Open format for Monsterpocalypse Series 5: Big in Japan. Event may be run in any format following the general rules found in the Monsterpocalypse OP Handbook. Awards include Mega General Hondo and glass Earth Kami. Free.—[Keith Lim](#)

26 September, 31 October, 28 November, and 26 December 2010: [Vancouver Role-players' Collective Monthly Social Gathering](#), 3 PM at the Grind Gallery and Coffee House, 4124 Main Street, Vancouver, BC, V5V 3P6. The purpose of the recurring meetings on the last Saturday of every month is to meet and greet and chill, to share a drink or two with fellow gamers, talk about your common interests and maybe even find yourself a gaming group.—[Keith Lim](#)

27 September 2010: [Evolve: Vampire Stories of the New Undead](#), 7–8:30 PM at Alice MacKay Room, Lower Level, Vancouver Public Library Central Branch, 350 West Georgia Street, Vancouver, BC, V6B 6B1. Kelley Armstrong and Tanya Huff head the roster for the first Canadian vampire anthology, *Evolve*. Listen to some of the 22 Canadian authors featured in this compelling collection as they re-imagine the future of vampires. Free.—[Keith Lim](#)

30 September 2010: [Celebrate Sereni'Versary Five](#), 6:30 PM at La Fontana Caffè, 3701 Hastings (at Boundary), Burnaby, BC, V5C 2H6. It's been five years since the theatrical release of *Serenity*. BC Browncoats are going to celebrate five years of misbehavin' by watching *Done the Impossible*, the story of the rise and fall and re-birth of the cult TV show *Firefly*, as told from the perspective of the fans who helped save it.—[Keith Lim](#)

## **October 2010**

1 October 2010: Premiere of film *Let Me In* (fantasy/horror/vampire).

1 October 2010: [Fontana Friday: Stargate Universe Season 2 Episode 1](#), 6:30 PM at La Fontana Caffè, 3701 Hastings (at Boundary), Burnaby, BC, V5C 2H6.—[Keith Lim](#)

1–3 October 2010: [VCON 35](#) at Vancouver Airport Marriott Hotel, 7571 Westminster Highway, Richmond, BC, V6X 1A3. Vancouver's Science Fiction & Fantasy Convention. Theme: Steampunk: From Alchemy to Zeppelins. Author Guest of Honour: Cherie Priest, Artist Guest of Honour: James Beveridge, Music Guest of Honour: Heather Dale. Full weekend membership: \$50 until 1 September 2010, \$60

at the door. Student & child discounted rates & one-day memberships available.  
<http://www.vcon.ca/>—[Keith Lim](#)

2 October 2010: [Immortal Brush Miniature Painting Contest](#), 12–4 PM at Strategies Games and Hobbies, 3878 Main Street (at 23<sup>rd</sup> Avenue), Vancouver, BC, V5V 3N9. Fourth annual miniature painting contest. Five categories. Prizes, including for just entering. Entry deadline: 12 noon. Figures on display 12–4 PM. Awards given at 4 PM. Gathering votes from our spectators for an extra customer vote category.—[Keith Lim](#)

2 October 2010: [Thrill the World Dance Rehearsal](#), 12–4 PM at Roundhouse Community Centre: Performance Theatre, 181 Roundhouse Mews, Vancouver, BC. Full instructions on how to dance to Thriller in preparation for Thrill the World 2010. Teaching of the whole dance, step-by-step, in the four-hour session (with breaks of course).—[Keith Lim](#)

2–3 October 2010: Strategies: Ray Ophoff/Drift Art Show on Main Street, 11 AM–6 PM at Strategies Games & Hobbies, 3878 Main Street (at 23<sup>rd</sup>) Vancouver, BC. The 6<sup>th</sup> Annual Drift Art Show runs all up and down Main Street at different businesses. Strategies’s featured artist for the weekend will be Ray Ophoff. Come down and check out Ray’s paintings, and ask him questions. [Strategies Games/The Drift](#).—[Keith Lim](#)

3 October 2010: [Miniature Gaming Campaign: Warmachine/Hordes](#), 1–5 PM at Strategies Games & Hobbies, 3878 Main Street (at 23<sup>rd</sup>) Vancouver, BC. Come down to the shop to participate in our campaign. We will play for the next four Sundays, you may show up for as little or as much of the campaign as you like. You will need your rule-book, force cards, dice; 15 pts. To 35 pts. of painted troops.—[Keith Lim](#)

9 October 2010: [IPMS \(International Plastic Modellers Society\) Fall Show](#), 9 AM–4:30 PM at Bonsor Recreation Complex, “Arts Studio” (second floor), 6550 Bonsor Avenue, Burnaby, BC. The event of the year for modellers in the Greater Vancouver area, attracting modellers from Western Canada and the Pacific Northwest. Recent Shows have had around 470 kits entered in dozens of trophy or ribbon categories. Not limited to IPMS members; anyone can come and view the show or enter a kit to be judged; the objective is for the best kit in a category to win, not the best kit built by an IPMS member. 17 & over: \$3, 16 & under: free.—[Keith Lim](#)

9 October 2010: [Strategies: Miniature Game Day: Firestorm Armada](#), 12–6 PM at Strategies Games & Hobbies, 3878 Main Street (at 23<sup>rd</sup>) Vancouver, BC. Bring your painted fleet down for an afternoon of space ship combat. This is also a good event to try your freshly painted fleet for the first time. All you need to play is a starter box worth of painted ships and a copy of the rulebook.—[Keith Lim](#)

9 October, 13 November, and 4 December 2010: [Pop Culture Collectibles Fair](#), 11 AM–4 PM at Scottish Cultural Centre, 8886 Hudson Street, Vancouver, BC. New

& vintage comics, toys & collectibles, records, CDs, VHS, DVDs, manga, anime, books, video games, magazines, *Star Wars*, Hot Wheels, wrestling, Canucks. Free parking. Door prizes. \$3.—[Keith Lim](#)

9 October 2010: [Thrill the World Dance Rehearsal](#), 1–5 PM at Sunset Community Centre: Gymnasium, 6810 Main Street, Vancouver. Full instructions on how to dance to Thriller in preparation for Thrill the World 2010. Teaching of the whole dance, step-by-step, in the four-hour session (with breaks of course).—[Keith Lim](#)

13 October 2010: [Reimagining Cascadia: Writing Futures We Might Want to Live In](#), 7–8:30 PM at Peter Kaye Room, Lower Level, Vancouver Public Library Central Branch, 350 West Georgia Street, Vancouver, BC, V6B 6B1. Bleak urban dystopias abound in popular fiction—and most of us wouldn't want to live in them. Are we resigning ourselves and our children to defeat by imagining such grim futures? How can we think and write hopefully about our future? Free.—[Keith Lim](#)

14 October 2010: From *Pong* to *Pokemon* Lecture: “A History of Violence in Video Games,” 7:30–8:30 PM at Surrey Museum, 17710 56A Avenue, Surrey, BC. Video game violence has been a presence since the dawn of the arcade era. Join the “From *Pong* to *Pokemon*” exhibit curator, Ryan Cousineau, for a presentation ranging from 1976's *Death Race* to the latest controversies, with stops at *Mortal Kombat* and elsewhere. 16+ years. Pre-registration required. \$5. [Surrey: Exhibitions/Surrey: Fall Programs/Georgia Straight #1/Georgia Straight #2](#).—[Keith Lim](#)

15 October 2010: [IPMS \(International Plastic Modellers Society\) Vancouver Meeting](#), 7:30–9:30 PM at Bonsor Recreation Complex, “Arts Studio” (second floor), 6550 Bonsor Avenue, Burnaby, BC. Fall show post mortem. Door prize draw. Non-members: first meeting free, \$2 drop-in fee thereafter.—[Keith Lim](#)

22 October 2010: Premiere of film *Hereafter* (supernatural thriller).

23 October 2010: [Thrill the World—“Thriller” Zombie Dance](#), 1:30 PM registration, 4 PM dance at Roundhouse Community Centre, 181 Roundhouse Mews, Vancouver, BC. Thrill the World is an annual worldwide simultaneous “Thriller” zombie dance for a world record, for charity, and as a tribute to Michael Jackson. Participants are asked to donate a minimum \$10 to the Vancouver Food Bank. Spectators are also invited to donate food or money to this very worthwhile cause. Dancers: please arrive at 1:30 PM to begin registration, brain-eating, and milling about. The Vancouver Film School will also be on hand to do your makeup for you. Minors will need to have their parent or legal guardian's consent to participate. The consent form will be available at the event.—[Keith Lim](#)

24 October 2010: [Parade of Lost Souls](#), 9 PM–4 AM at W2 Storeyem, 151 West Cordova Street, Vancouver, BC. “Parade of Lost Souls is a powerful antidote to the cartoonish, commercialized version of Halloween (AKA All Hallows Eve AKA Samhain AKA Day of the Dead) that predominates in our North American culture. The event was born out of Paula Jardine's research into the different cultural tradi-

tions that celebrate this time of year in one way or another. From Eastern European harvest festivals, to the Day of the Dead in Latin America, to the Celtic traditions that place the end of October as the New Year, Parade integrates these diverse myths and rituals into a celebration that is equal parts raucous and contemplative in the multicultural community that thrives on Commercial Drive.”—[Keith Lim](#)

29 October 2010: Premiere of film *Paranormal Activity 2* (horror/demons).

30 October 2010: [Hallowe'en Party at La Fontana](#), 7 PM at La Fontana Caffè, 3701 Hastings (at Boundary), Burnaby, BC, V5C 2H6.—[Keith Lim](#)

30 October 2010: Life Beyond Earth? UFOs and other unexplained sky sightings, 8 PM at HR MacMillan Space Centre, 1100 Chestnut Street, Vancouver, BC, V6J 3J9. Unidentified Aerial Objects—Join us for an informative evening discussing the phenomena of UAOs, more commonly known as UFOs. Long-time sky observer John Tanner presents a lecture on his extensive research into these mysterious objects. The Vancouver UFO Meetup Group will discuss sightings in the Vancouver area. Presented as part of National Science and Technology Week through the Fall lecture series at the Space Centre. \$10.75 or \$15 for lecture + 7 PM astronomy show. [Space Centre](#) (“Coming this Fall”)/[BC Browncoats](#).—[Keith Lim](#)

## News-Like Matter

### Update from New Editor of ‘Ethel the Aardvark’

Hi,

I’m the incoming editor of *Ethel the Aardvark*, and I’m introducing some changes to *Ethel*. *Ethel* is now offered in electronic format in full colour. If you join our distribution list, you will receive it promptly upon publication instead of waiting for multiple issues to be gathered up and posted to you. The current issue of *Ethel* is a bumper issue at 32 pages, but it is still under 4MB. The paper version has been printed so it only has a colour cover, but the electronic version is full colour.

Please let me know if this email reaches you and if you would like *Ethel* electronically. I can send you some back issues as well if you are missing any. Please let me know if you still want the paper version.

In the future I hope to offer two different versions of *Ethel* electronically; one would be the equivalent of the paper version and the other would be a Director’s Cut, where letters, reviews, etc. would be printed in full. There may also be additional articles/reviews if too many are submitted for inclusion in *Ethel*’s 24 printed pages. Once I have the Director’s Cut at publication stage, I will email the electronic distribution list to offer a choice of either or both versions of *Ethel*, and the expected file size.

Regards,  
Nalini

[Nalini Haynes](#)  
Sunday 15 August 2010

## **Classic Brad Foster Robot Art Available**

Brad says he's always liked drawing robots. *BCSFazine* readers probably remember his "Cyber Camel" (#433) and "Namu, the Littlest Nanobot" (#439). He has more robot art for sale. Check out Brad's website at <http://www.jabberwockygraphix.com/fostercomics.html>, where you can buy his 1980s comic *Mechthings*, plus more robot art!

Felicity Walker

Wednesday 25 August 2010

## **VCON Needs Volunteers and Committee Members!**

Hi all!

We're on the lookout for new Committee members. Could be you! Please read this blog post for details: <http://www.vcon.ca/community/blog/vcon-chair/vcon-needs-people-youre-people-we-need-you>.

To apply for a Committee position, visit our [contact page](#) and select the VCON ConCom Open Positions Query option to email me (Danielle) directly in all possible haste. I have stuff for you to do! Come be part of our team!

We need non-Committee volunteers as well, and these jobs are just as important. If you'd rather one of those, or to suggest a new one, click that same contact button and select the VCON Volunteer Opportunities option.

Danielle Stephens, VCON Chair  
Saturday 28 August 2010

## **Announcing the VCON Two Minute Movie Contest!**

New this year is the VCON Two Minute Movie Expo! Movies will be made by you and your friends to premiere at VCON 35. You've never made a movie? That's okay! You're creative (of course you are, you're in fandom!) and you've watched movies thinking "I could do better!" Well, this is your chance.

Grab your underwater digital camera, your old newsreel handcranker, your webcam or your first generation video phone and put together an epic story the likes of which the world has never seen...in only two minutes.

For full details see the VCON Contests page: <http://www.vcon.ca/community/contests>.

Danielle Stephens, VCON Chair  
Sunday 29 August 2010

## **VCON Pyjama Party Breakfast Buffet**

VCON will once again be hosting a Pyjama Breakfast Buffet on Saturday and Sunday morning, thereby allowing you to crawl out of your hotel room to grab a cuppa joe and some much needed sustenance without the need to get out of your PJs and into street clothes first (All of which should make it that much easier to wake up in time to get out to some early morning panels!)

This year breakfast will be served at the American Grille (the hotel restaurant) where VCON members will partake of their All-Canadian Buffet Breakfast which includes:

- fresh fruits
- yogurt
- hot and cold cereal
- pastries, breads and muffins
- sausages and bacon
- potatoes
- at least one of waffles, French toast or pancakes
- pan-fried eggs, made-to-order omelets, and a chef's egg of the day
- coffee, tea, and juices.

VCON members will get all of this at the greatly discounted rate of \$16 (including tax and tip!) per adult while the hotel's other guests will be shelling out between \$20–\$25 for the same meal. If you have kids, 6–10s eat for just \$9 and 5-and-under's are free!

Buy your breakfast tickets online! <http://vcon35.eventbrite.com/>.

Note that quantities are limited, and while any extras will be made available for purchase on-site, you should buy them now if you want to be sure you'll be well fed each morning!

Costumes and jammies are absolutely encouraged! Please remember, though, that we'll be mingling with other hotel guests, so your very largest pet dragon might want to stay in the room.

Door prize for "Most Impressive Pyjamas" each day!

Oh, there is one thing we must request...

Whatever you choose to wear down to breakfast, it must keep all your naughty bits legally covered!

Jenni Merrifield, VCON Webmaster  
Tuesday 31 August 2010

## 'Steampunk Palin'?!'



On Wednesday 27 October 2010, Antarctic Press publishes *Steampunk Palin*, a one-shot comic starring former Alasaka Governor Sarah Palin as a steam-powered super-heroine. Fred Perry provides the story, Ben Dunn the interior art, and Brian Denham the cover and logo.

The uncredited description appearing on multiple blogs says: "Energy catastrophe has struck worldwide! Massive oil spills, nuclear meltdowns and more leave us desperate for viable energy sources to rebuild global society and technology. Inspired by a little tea party, Sarah Palin hits upon the answer: steam power! She begins the 'Steam Initiative,' touting geothermal energy as the cure for what ails ya. The heads of Big Oil and Nuclear Power are less than happy with this trend, and they send their agents to do in the Rogue Republican. Luckily, she

comes prepared with a set of steam-powered armor! (Standard equipment, don'cha know.)”

It's bizarre enough to be a hoax—but no one has said that it is. I hope it's satire. The Antarctic Press website has no mention of *Steampunk Palin*, although they do publish *Sarah Palin: The Rogue Warrior*, and “steam will save the world” was a recurring theme in Dunn's 1980s comic, *Ninja High School*. After ...*And Liberality for All* and *Rush Limbaugh Must Die*, anything's possible!

Felicity Walker

Friday 3 September 2010

## Drinking Moon Juice

Taral Wayne

[*This article was previously published in Alexiad Volume 8 Number 6 (December 2009), edited by Joseph Major.*]

That Lucky Ol' Moon got a poke in the eye a few days ago...or maybe a goosing. Whichever metaphor you prefer, NASA has a bit of a black eye after the recent LCROSS mission. People gathered to watch the impact of a Centaur rocket stage in the dark basin of Cabeus crater near the Moon's south pole. They were disappointed. The expected six mile plume of rock and ice debris that NASA predicted never materialized. It could not be seen by any Earth-based telescope. In fact, even the “shepherding” LCROSS vehicle in the wake of the Centaur stage was unable to record much. An infra-red signal confirmed that the impactor struck the dark bottom of the crater exactly as calculated, but all that was visible to the camera trained on the spot was a dim spot. The impact of the following instrument package made no more display than the empty Centaur state. There was no camera to observe the second deliberate crash.

NASA is trying to explain the results away. The rock was unexpectedly hard, or the crater deeper than calculated. Another excuse is that the impact took place on a steep slope.

But from what I know of ballistics, the slope theory won't work unless it was almost vertical. And the following instrument package's crash site was several miles away from the first. Did they both impact on extremely steep surfaces?

My guess is that the hoped for ice-rich crater bottom was only wishful thinking.

Scientists have predicted there might be large deposits of frozen water at the Moon's poles, where the angle of sunlight leaves deep crater bottoms in perpetual shadow. Temperatures there might be close to absolute zero, and any water that had ever existed there might remain frozen virtually forever.

It wasn't an unreasonable theory. Comets that struck the Moon in ancient times might easily have brought quantities of water with them, and ice crystals could be widely dispersed over the lunar surface. Of course, any explosion likely to disperse ice crystals over the surface of the Moon is also likely to vaporize all of it. What little settled to the surface would not likely have lasted long while exposed to vacuum and day-time temperatures over 100 degrees Celsius. However, other debris



might well have buried the ice, protecting at least some. Scientists also conjectured that exotic mechanisms might transport water molecules gradually to the poles.

In support of these ideas, scientists pointed to recent findings that detected the infra-red “signature” of water over broad areas of the Moon’s surface. Unfortunately, the study couldn’t distinguish between actual water and a hydroxyl radical that closely resembles water (HO rather than H<sub>2</sub>O). The radical could easily be deposited on the upper soil by the solar wind, and being highly reactive would probably only be transient.

Remember, lunar samples brought back by five different Apollo missions were drier than bone-dry. The only water found was tightly bound in minerals. Imagine trying to extract liquid water from concrete. Even the best extrapolations gave the amount of water present in the lunar soil as miniscule. Never mind the figures—picture a ton of utterly desiccated dirt in which three glasses of water had been mixed. That was as “wet” as the Moon was previously thought to be.

Now all of this is very interesting, and good science. Where good science and what NASA was saying to the public parted ways was in the way the science was presented to the media. NASA was waxing happily about future colonies on the Moon, supported by processing water from the lunar soil. They were already extrapolating that rocket fuel for interplanetary missions might be synthesized on the Moon, outside of Earth’s deeper gravity well. This would be an enormous advantage *if possible*.

But was it? True, there was limitless potential power in the form of sunlight, but that was almost irrelevant. That sunlight wasn’t going to be collected with pocket calculators. It would take a very large surface array of solar cells, cables, transformers, and a ton of other equipment to turn the raw sunlight into usable electricity. We haven’t even begun digging for ice, and we’ve already embarked on a project of the same scale as the International Space Station.

Our hypothetical lunar colony next needs the means to dig for ice. One can imagine several methods. Perhaps an enclosed pit, or robot miners remotely controlled like the Martian rovers, Opportunity and Spirit. It’s too early to predict which might be most practical. But one thing we can be fairly sure of is that the facilities needed would be far greater than those it will take just to gather solar power. A lunar mining project might require the capacity for thousands of tons of payload just for the processing equipment. If a human presence is needed, as I assume it would be, then there must be habitats as well. Picture constructing on the Moon a small industrial city somewhat like Scranton or Wilkes-Barre, Pennsylvania.

In other words, to exploit lunar ice for a colony first requires we built a colony to exploit it. Not merely a couple of pressurized domes, and a bit of heavy machinery that you might load in the back of a pick-up truck. Granted, the first self-sufficient colony won’t need facilities as massive as an oil refinery, weighing *millions* of tons. Better engineering, and the very modest needs to support a colony of a half dozen astronauts might bring the total payload down to thousands, maybe even hundreds of tons.

We can’t lift anything like that much mass into space, much less get it to the Moon safely. But, perhaps in twenty years we might give it serious thought. Before we can consider much else, we need to rebuild the ability to get a man back to the Moon at all. Estimates of a return to the Moon around 2020 under have been quietly

retired, and a more reasonable time-table might be nearly 2030. (It may depend very much on how aggressively the Chinese pursue their stated objective of putting a man on the Moon.) Before much more than that can be done, the trip to the Moon and back will have to become routine. At some point later, it may become an advantage to have a permanent presence there, similar to the one at the Earth's South Pole.

Such a presence would be more of a scientific outpost than a colony, though. It wouldn't be able to do much more than sustain itself while exploring the immediate neighborhood, or carry out astronomical observations from a privileged location. It would hardly be able to synthesize fuel for the exploration of the outer solar system. By the time a colony grew to a population of hundreds, I suspect water would be more easily obtained from Saturn's rings, or from captured comets. But that's looking well toward the 22<sup>nd</sup> century, I'm guessing. Barring developments in hyperspace particle accelerators, or quantum communications arrays, I would argue that the Moon will have few attractions for more than scientific purposes, *ever*.

Why then the media circus over water on the Moon? NASA is ever-optimistic, of course. And scientists sometimes see their bread and butter in making hopeful predictions. If ice was as plentiful under the lunar soil as it is in terrestrial tundras, it isn't hard to paint pictures for the public of busy, useful space cities on the Moon someday, not too far in the future. It's meant to appeal to taxpayers, not to be good science. Favorable public opinion results in larger budgets, and expanded NASA programs, which, they argue, is good *for* science.

This is disingenuous though. Ultimately I expect we will establish some sort of permanent presence on the Moon. But, giving the public expectations that can't be met could blow up in NASA's face...or in the case of the recent LCROSS mission, simply fizzle out. Tying expectations to a single media event, one that is as likely to fail as it is to produce the predicted results, is almost asking to disillusion the non-scientific public.

For the moment, it appears that the fabled ice deposits at the Moon's south pole were a wrong guess. But, even should it turn out that the water is there at the south pole, or anywhere on the Moon, it's very premature to begin thinking of it as a potential resource. Promoting lunar colonies is almost irresponsible.

For now, if true, the possibility of water in some form on the Moon should be treated as an interesting scientific discovery waiting to be made. That's no small thing in itself.

Meanwhile, there is far more intriguing news about water on Mars. Ice has been demonstrated as existing in sizable pockets of nearly pure ice much further toward the equator than ever thought possible. Orbital cameras have photographed newly formed craterlets with floors of uncovered ice, as well as aprons of ice strewn around their perimeters. Other phenomena clearly show very recent ground water activity, which has carved gullies and created exotic forms of sink holes, virtually as we watched from orbit. As if that weren't sufficient evidence of vast quantities of ice on Mars, the late Phoenix lander dug into it. Ice was uncovered by the rocket blast as Phoenix landed, and refroze on the lander's legs. Some evidence suggests that Mars may have had extensive open bodies of water far more recently than ever imagined—*thousands* of years rather than millions or billions.

I would almost wager that someday in my lifetime, certainly in the lifetime of anyone under thirty, anyone with a thirst may be able to buy bottled “Mars Water” from the 7-Eleven. Much sooner than bottled “Moon Juice” at any rate.

## Postscript

“NASA says it has found a ‘significant amount’ of water on the Moon as a result of a recent probe.”

Maybe. It may be probable it was water they found, but strictly speaking what they’ve found is a cloud of hydroxyl molecules, the product of the UV decomposition of water. The problem is that it might not be water at all, but just a lot of hydroxyl molecules mixed into the lunar dirt.

Also, NASA statements that I’ve seen have been somewhat misleading about the amount. “Significant”? How much is “significant”? One figure said there might have been about 100 liters in the plume the LCROSS impactor kicked up, which is roughly 25 gallons. Fine. But how much dirt does that mean? No statement is the least bit clear about that, and you could actually interpret one of them as meaning 100 liters in the entire crater, tens of miles across. I presume what NASA meant was the area of the impact, but that’s still far from saying how much dirt that actually is.

Another statement says “wetter than some deserts on Earth.” A friend of mine, who I was discussing this with only minutes ago, quipped that this was “praising with faint damnation.” How much Saharan sand do you think would have to be processed in some way to extract 25 gallons of water? My guess would be tons. Even tens of tons.

But all right, let’s assume there’s enough moisture in that green cheese that it can be squeezed out. I figure it’ll take one whole payload to get the equipment there. Now who’s going to dig the dirt and shovel it into the extraction plant? Full-time astronauts are out of the question, so perhaps some sort of robots—like the Martian Rovers but with shovels instead of cameras. That’s a second payload. How much water is it fair to suppose the initial plant will extract? I don’t know to work that out, so I’ll just hazard a guess. Extraction may be able to produce enough water to support a small research community.

But the research station would likely have to be in near proximity of the extraction site, and that means near to the south pole of the Moon. What if we want to pick up rocks somewhere else? There will be an acute need for efficient ground transportation, or, better still, something like the flying “Moon Bus” from *2001: A Space Odyssey*. Now we need fuel just for that. If our research station is going to be much use, we’ll have to extract quite a lot of water to synthesize into rocket juice. Oh, and another payload of equipment for the fuel synthesis plant.

Oh well...maybe this is do-able in 25 or 30 years. I don’t foresee having the capacity to produce enough rocket fuel from lunar ice to tank up manned interplanetary spacecraft as soon as that, though. Give that another 15 or 20 years. The earliest a gas station on the Moon might be expected to open its pumps, then, is about 2050, maybe even 2060.

But you know what? I’d give pretty good odds that by 2060 we may not use rocket fuel anymore. Nuclear-powered ion drives or some sort of indirect laser propulsion seems more promising.

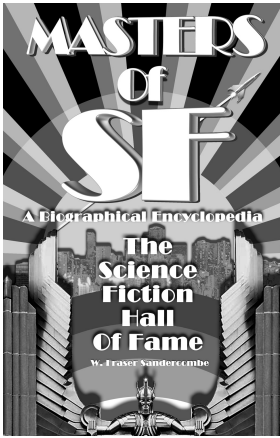
The point I'm making is not that, in some number of decades, we wouldn't find a generous supply of water or ice on the Moon useful—nor even that such water doesn't exist. (Not entirely the point, at least.) What I'm saying is that this is mostly NASA hype. They're over-selling the idea to the public, hoping to keep the taxpayer interested.

But you can only play that game so long without delivering. After one or two sets by the warm-up band, the crowd wants to see the Beatles.

Taral Wayne

Sunday 7 March 2010

## Review of 'Masters of SF' by W. Fraser Sandercombe



Lloyd Penney

Some of you might remember from the Toronto Worldcon in 2003 that a series of vintage science fiction books were republished and sold by Apogee Books, the world's largest publisher of space-related books. Apogee now returns to science fiction with *Masters of SF: A Biographical Encyclopedia—The Science Fiction Hall of Fame* by W. Fraser Sandercombe.

This single-volume, biographical encyclopedia is a fairly comprehensive desktop reference book, with details on all the members of the Science Fiction Hall of Fame, in the order in which they were inducted, from 1996 onwards to 2010.

Each entry contains a comprehensive and well-written biography, a history of each inductee's career, a list of awards, a full bibliographical list of novels, collections (stories within), anthologies that contain their short stories, non-fiction, related works and magazine articles, plus works that were rewritten for television, movies and other film, and even radio. Scattered throughout are black-and-white reproductions of their book and magazine covers.

There's plenty of details on the various members of the Hall of Fame...Asimov, Clarke, Heinlein, Verne, Pohl, Silverberg, Wells, Sturgeon and so many more, including latter-day big names from television and movies, like Lucas, Roddenberry, Serling and Spielberg, and SF artists like Frank Kelly Freas and Michael Whelan. You can find out what novels and stories were written and published under what pseudonyms, which may reveal how they got their start, especially in writing soft-core porn for some of them. There are notes for collectors on which books by each author may be the most valuable, and to keep track of how the inductees interacted with each other, all HoF members' names are set in bold type. Even the bibliography at the back will lead you to other fine books the SFnal researcher just can't do without.

If you are a researcher, this book provides a good start into your subject matter, and gets you started. If you're an essayist, this is enough to get your essay written and done. Collectors will like the comprehensive listings, as will completists, and

general readers will like to find out where particular stories can be found, and which books are in which series. How many times have you found Volume 2 of a trilogy, or a middle book in a long series? Those with any interest can read the entries, and learn so much more about their favourite authors. That's what I did, filling in gaps on Samuel R. Delany and Poul Anderson.

I will say that the whole book is set in relatively small type—there's a lot of information to jam into 434 pages—but with that in mind, I'd say jump into it and learn so much more about our favourite genre. It could be among the most valuable books on your SF reference shelf.

*Masters of SF: A Biographical Encyclopedia—The Science Fiction Hall of Fame* by W. Fraser Sandercooke is available from Apogee Books, an imprint of Collector's Guide Publishing, Box 62034, Burlington, Ontario, Canada L7R 4K2.

Distributors outside of Canada:

Independent Publishers Group, Chicago, Illinois, USA.—USA and Canada

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Woodslane Pty Ltd., Warriewood, NSW, Australia—Australia and New Zealand

Lloyd Penney

Thursday 19 August 2010

## Zines Received

'Opuntia' #69.1E (August 2010). Published by Dale Speirs, Box 6830, Calgary, Alberta, Canada, T2P 2E7. Reviewzine issue.

"Sherlockiana: Part 6": Reviews *Sherlock Holmes for Dummies* by Steven Doyle and David Crowder, *The Execution of Sherlock Holmes* by Donald Thomas, *The Improbable Adventures of Sherlock Holmes* edited by John Joseph Adams, miscellaneous individual pastiches from *The Strand Magazine* and *Ellery Queen Mystery Magazine*, *The Man from Hell* by Barrie Roberts, *The Irregular Casebook of Sherlock Holmes* by Ron Weighell, *Gaslight Grimoire* edited by J.R. Campbell and Charles Prepolec, *The Baker Street Letters* by Michael Robertson, and *The Art of Detection* by Laurie King.

Of the story "Room 31" by M.J. Trow, Dale writes "Trow wrote a number of pastiche novels with Inspector Lestrade as the main character. I reviewed a few of them [...] but gave up on them because his style of writing was wanting in the balance." I bought one of these—*Lestrade and the Sawdust Ring*—for \$1 at a charity book sale, found it boring, and set it aside. I then made the mistake of adding it to my "to read" list on Goodreads, which Goodreads claimed was the list for books that I owned but hadn't read. Instead, Goodreads—without asking me first—posted from my Twitter account that I *wanted* a copy—and I received a second, unwanted copy as a gift. I had to tell my disappointed friend to take it back. Thanks a lot, Goodreads.

Does anyone remember a short story, probably published in the mid-1980s, where Dr. Watson was a superintelligent alien chasing an alien criminal who was hiding on Earth in human form (possibly as Jack the Ripper), while Holmes was an average human detective assisting Watson? At the end, just before he dies, the alien

criminal uses a ray on Holmes and Watson that swaps their neural patterns, thus causing the familiar situation where Holmes is the smart one. I'd like to find that story again. (Tried Google; no luck on this search.)

Also: "Letters to the Editor."

**'Ethel the Aardvark'** #148 (June–July 2010). Published by the Melbourne Science Fiction Club, P.O. Box 212, World Trade Centre, Melbourne, Victoria 8005, Australia, [ethelaardvarkfanzine@gmail.com](mailto:ethelaardvarkfanzine@gmail.com), <http://www.msfc.sf.org.au>. Edited by Murray MacLachlan.

"About the Melbourne Science Fiction Club"; "About Ethel the Aardvark"; "(My Final) Presidential"; "Letters"; "News at the MSFC"; "Notice of MSFC Annual General Meeting—9 July 2010"; "The Ambassador's Mission" (review of Trudi Canavan novel); "Continuum 6—Future Tense" (photos); "Aussiecon 4—Worldcon!"; reviews [video: *Open Season*, (Tony Robinson's) *The Unexplained, Engineering Connections*, (James May's) *Toy Stories*, and *Vidocq*; print: *The City & The City* by China Mieville, *Wake* by Robert J. Sawyer, *Forever Peace* by Joe Haldeman, *Eternal Light* by Paul McAuley, and *Solace & Grief* by Foz Meadows]; "Vampirefest" (convention reports); "Ed's SF Acrostic"; "The Way the Future Was—Recent Events at the MSFC"; "Club Calendar." RAEBNC.

**'The National Fantasy Fan'** Vol. 10, No. 2 (June 2010). Published by the National Fantasy Fan Federation. Edited by Heath Row, 438 N. Stanley Ave., Los Angeles, CA 90036, USA, [kalel@well.com](mailto:kalel@well.com). <http://efanzines.com/NFFF/e-Fan-23.pdf>.

"Letter from the President"; "Tightbeam: Letters of Comment"/"Feedback from FAPA"; "Historical Vignette: *Science Fiction Title Changes*" (1965 "Fandbook" published by N3F); "Member Spotlight: Jacqueline Lichtenberg" (filthy pro; her essays on writing sound interesting); "Jim Harmon: 1933–2010" (BNF of old-time radio); "Rod Serling: Menace of the Conscience" (I had no idea he was so cool or that he died so young); "On *Bellona, Destroyer of Cities*" (*Dhalgren* stage adaptation review); "Convention Report: World Horror Con"; "The Wizard's Familiar" (fiction, with a talking cat!); "2010 N3F Amateur Short Story Contest": "Re: The Review Section" (books: *Shadow Valley* by Steven Barnes; comics: *Angel: A Hole in the World* #1, *Dragon Age* #1, *Star Trek: Captain's Log: Sulu*, *Star Trek Movie Adaptation* #1, and *Star Trek: The Next Generation: Ghosts* #1; movies: *Avatar*, *A Boy and His Dog*, *District 9*, *The Land That Time Forgot*, *The Mist*, *Moon*, *Star Trek*, and *Up*; zines: *Ansible* #269–270, *BCSFAzine* #442, *Focus* #55, *Prometheus* Vol. 28 #2–3, *Starfleet Communique* #157, *Vanamonde* #808–827, and *WCSEFAzine* #20); "Bureaus and Activities Reports" (call for art submissions); "Secretary's Report"; "Treasurer's Report"; "Membership Roster"; "In the Next Issue"; "Convention Calendar"; "Constitution and Bylaws of the National Fantasy Fan Federation"; "Upcoming Elections"; "National Fantasy Fan Federation Membership Application."

## E-Zines Received

‘Ethel the Aardvark’ #149 (August–September 2010). Published by the Melbourne Science Fiction Club, P.O. Box 212, World Trade Centre, Melbourne, Victoria 3005, Australia, [ethelaardvarkfanzine@gmail.com](mailto:ethelaardvarkfanzine@gmail.com), <http://www.msfc.sf.org.au>. Edited by Nalini Haynes.

“About the Melbourne Science Fiction Club”; “About Ethel the Aardvark”; “Letters” (Lloyd!); “Annual General Meeting 2010”; “MSFC President’s Report”; “Treasurer’s Report”; “Secretary’s Report”; “Membership Secretary’s Report”; “Financial Statement 2009–10”; “Attendance”; “Interview with Incoming President Sam Rooney”; “Aussiecon 4 Press Release”; “Tracy Rolfe’s View on Aussiecon”; “Other Upcoming Conventions”; “Introducing Eva Stein” (MSFC volunteer); “Anime Arena—A Coarse Introduction to Anime” (also reviews *Royal Space Force/The Wings of Honnêamise* and *Porco Rosso/Crimson Pig*); “Book Bazaar” [reviews *Dead in the Family* by Charlaine Harris, *The Name of the Wind* by Patrick Rothfuss, *This Is Not a Game—You Don’t Get a Second Life* by Walter Jon Williams, *Julian Comstock—A Tale of 22<sup>nd</sup> Century America* by Robert Charles Wilson, *Past Lives, Present Tense* edited by Elisabeth Ann Scarborough, *Blackout* by Connie Willis (which sounds similar to *Pastwatch—The Redemption of Christopher Columbus*), *Doctor Who: Apollo 23* by Justin Richards, *Doctor Who: Night of the Humans* by David Llewellyn, *Jane Bites Back* by Michael Thomas Ford, *Astropolis 3: The Grand Conjunction* by Sean Williams, and *The First Boxer* by Christopher Ride]; “Introducing Craig Irvine” (MSFC volunteer); “Introducing Peter Ryan” (MSFC volunteer); “Media Watch” (reviews *Sanctuary*, *The Guild*, “Save the Murlocks”); “Game Gambit” (reviews *Knights of the Old Republic*); “Movie Mayhem” (reviews *The Secret of Kells*, *District 9*, *The Emperor’s New Groove*); “A Few More Things” [reviews *The Age of Misrule*, *The Dark Age*, and *The Kingdom of the Serpent* by Mark Chadbourn, and *Gillard v. Abbott: The Movie* (an action-movie trailer remix of Australia’s PM election), and *True Blood*]; “Past Tense” (club events); “Introducing Ian Chapman” (MSFC volunteer); “And Another Crostic Puzzle...”; “Club Calendar—August–September 2010” (I want to see *Star Wreck*).

Font criticism: I like the use of Kristen ITC for headlines. The Comic Sans sub-headlines co-ordinate visually with the Kristen ITC headlines, though I would recommend regular style rather than bold. The body text is now in Arial, which I like.

‘Statement’ #376 (August 2010). Published by the Ottawa Science Fiction Society, 18 Norice Street, Ottawa, Ontario, K2G 2X5, [osfs@ncf.ca](mailto:osfs@ncf.ca), <http://osfs.ncf.ca/>. Edited by Grant Duff.

“Editor’s Blather”: There were two PDFs of this issue, the print version (letter-sized) and the e-mail version (landscape). “I am going to try this experiment by resetting the August *Statement* to fit my screen. Let me know if it fits yours.” It does!

Also: “Upcoming Events”; “Conventions and Gatherings 2010”; “Conventions and Gatherings 2011”; “Movies Coming to the Mayfair”; “‘Coming Soon’ Movie List”; “Reviews; Movie” (none; call for); “Review; Can-Con”; “Obituary of Jack Horkheimer”; “Literary News”; “Science News”; “Astronomy.”

## Art Credits

Sheryl Birkhead.....	Masthead
Brad Foster.....	Cover
Dave Haren.....	Page 1
Clip art (Tom DeFalco/Ron Frenz/ Brett Breeding/Diana Albers).....	Page 7 (top)
Clip art (Isaac Asimov/Howard Chaykin/ Steven Grant/Jose Delbo/Joe Rubinstein/ Tom Christopher/Richard Starkings).....	Page 7 (bottom)
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