



## BCSFAzine.pdf (#7)

So how do you get the benefits of BCSFAcrobatzine without having to log on to the Internet? There is a way of doing this, though it will still require that you get Acrobat Reader installed into your system. The Reader file is quite large and will require several floppies for it to be compressed onto.

If you wish, we can mail you a copy of the acrobat file on floppy disk. In order to make it cost effective, we can only send these disks out every two issues as two Acrobat files will fill a disk up.

How will this benefit the club? First of all, it will save us from making copies on the photocopier. Every time that thing breaks down, it costs us an arm and a leg to fix. This year alone it has cost us so much to repair the machine that the revenue from subscriptions did not cover the cost of the BCSFAzine.

Acrobat files by mail will save us money over the long run. I estimate the cost of six diskettes with postage will be equal to the photocopied BCSFAzines, but we are saving ourselves the cost of photocopier repairs.

You can change your subscription to the Acrobat version of the BCSFAzine through e-mail at [woolf@vcn.bc.ca](mailto:woolf@vcn.bc.ca) or request a change to the diskettes when you renew your membership.



JCHW

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## WCSFA Memberships

New .....	\$26.00
New Family .....	\$32.00
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(Above prices includes subscription to BCSFAzine. *Please e-mail [wolff@vcn.bc.ca](mailto:wolff@vcn.bc.ca) if you wish to receive the magazine electronically.*)

Make checks payable to WCSFA  
(West Coast Science Fiction Association)

Send cheques to: WCSFA  
#110-1855 West 2nd Ave.  
Vancouver, B.C. V6J 1J1

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..... **Steve Forty (S.40)**
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**December 1998** Volume 26, #12  
BCSFAzine is the club newsletter published by the West Coast Science Fiction Association (A Registered Society)  
*W.C.S.F.A. is also known as B.C.S.F.A. which is the*

For comments, subscriptions suggestions, and/or submissions, write to:

**WCSFA**  
#110-1855 West 2nd Ave.  
Vancouver, B.C. V6J 1J1

Hi there,

I received a notice that your General Meeting will be at another date. Well, unfortunately I cannot attend, but be assured I will be there in spirit. If this training in out of body experiences will eventually come to some effect... Flatlined again.

OK folks. Let's get serious. The article we emailed about is translated and included in our November issue. I think it will be ready to be shipped next week. I think if I will mail you this anyway I can include one or two other issues of our fanzine. May your archive grow. I would like to get your zine emailed regularly. Even an oldfashioned paper edition would look nice on my shelves. Maybe I will like more of your stuff and translate it? If you should need more information on something German or our particular sf-club, I will try and write something. I believe in internationalism, now this is maybe a relic from the dark past for I live in EAST Germany. Science Fiction fans of the world unite! Or is this a bit too radical? Not all of it is meant seriously of course. I hope my English is good enough?

Now just before I close: I have started a global search for a certain book by Margaret Ball: Flameweaver. It seems to be out of print at Baen Books and now virtual bookstore I contacted so far could provide it. Does someone know a source where I can get it?

Fannish greetings to you.



*Wilko Mueller*

<Wilko.Mueller@t-online.de>

Good Day: John Called Ken.

A warning to anyone who wants to run a future VCON.

I've been hearing rumors over the last three months about VCON25. Most I've heard are great, just they are making a huge mistake moving it back to the Totem Residences at UBC.

I wouldn't mind seeing VCON25 held at UBC as long as it's at the Gage Residences.

Gage has twice the function space of Days Inn at Surrey City Center. Great room rates with six rooms sharing kitchen and bathroom. It's near the university's main shopping district with loads of places to eat on a con budget. (Heck they even have a corner shop in the building.) It's near a major transit exchange, so con members without vehicles or too intoxicated to drive could ride the bus. It's residential floors are also great for hosting parties in their large public areas, without anybody getting into anyone's private room.

Totem on the other hand is like being on the Moon. I'll admit it does has the same function space as the Days Inn and I do like the residential floors' phone booths, (Like having two TARDIS's on each floor) but that's about it. It may have the same rates as Gage, but you get much less with twenty rooms sharing both a kitchen (without stoves or ovens) and bathroom (with one bath and five showers). It's over 1.2KM to the shopping district and its cafeteria is open for breakfast and lunch on Fridays and Saturdays only.

It's quite a walk from the closest bus stop and, after being hit by a drunk driver, I'll personally take your car keys away if you try and drive drunk. It's residential floor's public areas have no room for any good sized parties to happen unless a few private rooms are in the party's fold.

WCSFA should support only the VCON25 bid at UBC if they can get Gage. If they can't get Gage, it should stay where it is for a few years till it gets the membership to move to a larger hotel. Holding VCON at Totem will set the convention back twenty years and it may never get back on its feet.

Beside how many other conventions are held in a university residence these days?

Be seeing you.

*Ray Seredin. [drmedia@thecentre.com](mailto:drmedia@thecentre.com)*



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Dear John:

The October BCSFAzine arrived on that saddest of days, the final day of the World Series and the consequent loss of television and radio ball games for more than four months. I hope to put those months to good use via reduction of the backlog of fanzines needing comment by at least ten percent.

Tony's report on Conifur Northwest was lots of fun to read, so I hope those who attended the event found it equally enjoyable. Borrowing the movie rating system to govern the con must have irked some participants. But it might have helped to prevent too much criticism from parents or the hotel.

Johnny gives a pretty good summary of what was supposed to happen by the end of the 20th century. He overlooks the famous paper clothing that would be worn once and thrown away, but maybe that prediction didn't make it into any of the mid-century movies. We should have known at that time that the prediction of everyone using airplanes to go anywhere was false. There have always been enough motor vehicle accidents where caution is needed in only two dimensions to make it obvious that hardly anyone would survive a trip in a three-dimensional area crowded with thousands of planes. I also have my doubts about the autopilot motor vehicles that are supposed to be produced soon which will drive themselves much more safely than a human can manage. They might be practical for interstate highway if every vehicle is so equipped, but there would be chaos during the years when autodrive autos were just beginning to participate in highway scrabbles. Will it ever be possible for autodrive to work on narrower roads, roads with sharp curves, and roads where there are driveways and intersections every few hundred feet? How could even the most sophisticated computers distinguish between another vehicle and a house just ahead on a sharp curve and what would those computers do for safety's sake if a sideswipe appears imminent and there is no shoulder to swerve onto?

I think the one science area that got overlooked in those predictions of the near future was medicine. I don't recall any movies or

Sunday supplement articles that predicted organ transplants, arthroscopic surgery, laser correction of eye defects, open heart surgery, pacemakers, and a score of other innovations within two or three generations.

Murder mysteries and detective stories set in the future have always turned me off. Even if the author plays fair and doesn't introduce as a solution to the mystery some futuristic gimmick not already mentioned in the story, I keep thinking that this may happen and so I don't feel interested in trying to understand how the story will come out. However, Donna makes *Murder in the Solid States* sound like a readable book of this genre.

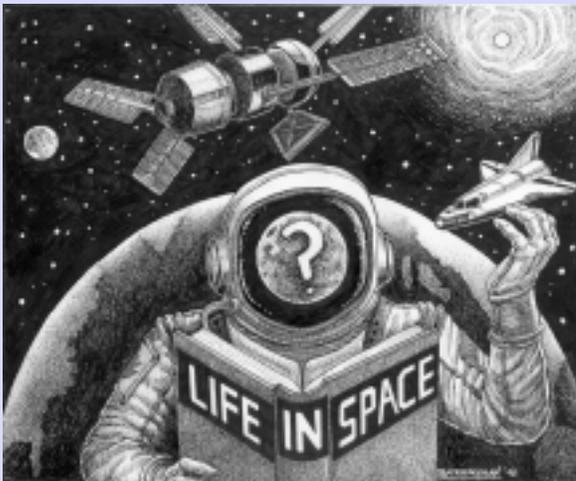
Just about the only moment of satisfaction that computers have ever given me occurred about a year after the local newspaper had converted from paper to electrons in its news department. One of the men who serviced and maintained the computers and terminals came up to me and said: "You know, you're the first writer in this building who has stopped asking us dumb questions." (This egoboo wasn't sufficient to alter my decision to abstain totally from computers after retirement, however.) But I'm sure some of my inquiries before that happy moment were quite in line with those Les Shewchuk tells about in this issue. Some day, I might write a similar fanzine article based on the wrong number calls I get from people who probably have never utilized anything more complex than a telephone. Just the other day, when I told a lady she had the wrong number, she asked me "Well, what number was I calling?"

I was listening to a Canadian AM station last night, hopeful of hearing how your election came out, but all I got was Glenn Gould's second recording of Bach's Goldberg Variations. So I'll have to wait until your next issue, I suppose, to find out if there was a sensational last minute write-in drive for any of the uncontested offices and which members will be at large in the coming year.

Yrs. &c.,



*Harry Warner Jr.*



May 21 - 23, 1999

# VCon 24

## "LIFE IN SPACE?"

**GoH** - A.C. Crispin and Michael Capobianco,

**Artist GoH** - Betty Bigelow **Toastmaster** - David Bigelow

**Location:** Days Hotel Surrey City Centre (formerly the Surrey Inn) 9850 King George Hwy., Surrey, BC Room Rates: \$75/night For reservations call: 1-800-663-0660

### Membership Rates:

\$25 CDN, \$18 US until October 31, 1998 (Under 12 — \$15)

\$30 CDN, \$21 US until January 1, 1999 (12 & under — \$20);

\$35 CDN, \$24 US until March 31, 1999 (12 & under — \$20);

\$40 CDN, \$27 US until April 15, (12 & under — \$20).

No mail in memberships after April 15th.

Memberships at the Door: (3 day) \$45CDN, \$30 US (12 & under \$20)

6 & under are free.

VCon 24 is offering a KidCon with crafts, demos, masquerade and more! To **Volunteer** contact Don or Lisa McGovern at 931-1241 or email [dmcgover@direct.ca](mailto:dmcgover@direct.ca) **Send memberships to: 1410 Regan Avenue, Coquitlam, BC, Canada. V3J 3B5**

**Website:** <http://www.geocities.com/area51/corridor/7214/vcon24>

## 4 SF BOOK REVIEWS

*Raising the Stones*, Sherri Tepper (Doubleday 1990) <sup>1</sup>

*Who in Hell is Wanda Fuca?*, G.M. Ford (Avon 1995) <sup>2</sup>

Sherri Tepper has received a lot of attention in both SF and literary circles and rightly so. Although I usually finish her books with the conviction that she needs a really good editor to winnow her stuff down, the intelligence of Tepper's novels goes a long way to make up for their length and didactic tendencies.

If you've read any of her other books, such as *The Gate to Women's Country*, *Grass* or *Beauty*, you will to some extent know what to expect from *Raising the Stones*. Tepper's books explore a number of themes: the roles of men and women, the nature of religious faith and organized religions, the profoundly destructive effects of violence, and the need to live in balance with the natural world. She treats these problems in a complex way while still telling a strong story with compelling characters.

Sam Girat is the Topman of Settlement One, a small agricultural community on the newly-opened planet of "Hobbs Land." Although Sam is well respected and good at his job, he is haunted by memories of his father back in Voorstod, the land his mother fled when he was a small child. Sam yearns for legends, heroism and "fatherhood" (which plays no role in his matrilineal society).

There is, however, a mystery in Hobbs Land which is catching the attention of various authorities. Settlement One was built around the crumbling temples of the extinct Owlbrit race, and the humans there appear to have quietly adopted the Owlbrit religion. When the last Owlbrit "god" dies, the humans raise their own god and then set about creating gods for all the other communities.

Their weird beliefs don't seem to do any

harm. In fact, as each community raises its own temple and god, production increases and disputes fall off. But not everyone from the Galactic Authority is sure this is a good thing. Perhaps it's the beginning of an insidious invasion. Perhaps the gods of Hobbs Land should be destroyed.

Frankly, I found this part of the plot more interesting than Sam's inevitable return to his birthplace, Voorstod, a grim patriarchal theocracy where men are Real Men, women are obedient breeders and the Gharm (another race) are brutally downtrodden slaves. I always find myself in a quandary over Tepper's philosophical views. She describes many human problems with passion and insight. But stripped of her dazzling writing, her ultimate answer to those problems boils down to a simplistic brew of feminist eco-pagan mumbo jumbo.

I also see a disturbing tendency in her books to identify male domination as the cause of all the world's problems. Tepper is always careful to portray male characters who are believable people and not "part of the problem;" nonetheless she comes perilously close to buying into the belief that women are inherently morally superior to men.

Well, to sum up (before I'm lynched by the Sherri Tepper fan club or the Goddess potluck circle), this was a strong book, even if the ending was literally a *deus ex machina*. I found it slow at the start and rather too long overall, but the plot picked up to a good pace and I enjoyed much of the detail (such as the characters' delightfully whimsical names, including Jeopardy Wilm, Gotoit Quillow and Emun Theckles). Every once in a while Tepper halts the action while a character spouts a page or three of her opinions, but heck, paper books come with a built-in "fast forward" option.

Finally, as always, Tepper's book left me with a lot to think about and the intention to go back and read it again in a year or two.

Want a change of pace? Here's a book that isn't SF at all. *Who in Hell is Wanda Fuca?* is a murder mystery set in the decaying middle class fringes of Seattle that fans will probably recognize all too well.

The book opens full tilt with our hero, Leo

Waterman, trying to talk a guy out of jumping off a ledge, with unexpected and hilarious results. And neither the pace or the humour lets up after that as Waterman is hired by a retired mobster to extricate his granddaughter from her association with a wacko eco-terrorist group.

Waterman is not the handsome, muscular, charismatic type of private detective. His neighbours, for instance, don't hold the elevator door for him and view him with a "jaundiced" eye. He kind of understands that: "To my knowledge, I was the only resident who'd ever actually shot anybody on the premises."

But he does meet the most interesting people: his ex-hippie friend who's cashing in on the next wave of tie-dye, his investigative assistants (a gang of elderly alcoholic panhandlers), his police-hating Cuban landlord ("eef Geeligan was a Cubano, he'd have gotten off that focking island"), his pit-bull New Yorker attorney, and the obligatory unhappy cop who wants to know what Waterman is up to.

And the plot is pretty good—if my dim memories are correct, I believe G.M. Ford based it on some real incidents that happened a few years ago in northwestern Washington.

My only complaint about this novel is its unnecessary level of violence, especially at the end; otherwise it was a good, entertaining read. Skip the gore, enjoy the chuckles.

Comments? Rebuttals? Suggestions? [donna\\_mcmahon@sunshine.net](mailto:donna_mcmahon@sunshine.net).

<sup>1</sup> VPL hardcover.

<sup>2</sup> Paperback available at Vancouver Public Library.

by Donna McMahon



10% WCSFA member's discount does not apply on sale items.

# Surf Us Out!

WCSFA-On Line at:

<http://spellbinder.bc.ca/bcsfa>

Check out our web site for all the information you need to be a local fan.

- Convention Listings • Ask Mr. Science
- SF TV Listings • VCON Web Pages
- Internet Links • Store Listings

Special Thanks to Alan Barclay for the Web Space

As of November, there is a new executive board sitting in watching over the WCSFA business. Every year we try and encourage people to run for office in hopes of stimulating interest in the club. It is the interest which every executive invests which enriches every member's participation in the club. However, there are distinct differences between the executive positions and an interested member may have a hard time deciding on what they may wish to run for. Here is a list of executive positions and the type of person who I think would be ideal for each.

1) President. (*I have a dream!*)

This is a position for a person who not only has a distinct vision of what the club can and should be doing over the period of their term, but also what should be happening to the club five and ten years down the road. As the virtual leader of the club, members should be able to rely of the President to chart a course which will make the club worth being a part of much less joining. This includes the planning of events and outings which encourage the participation of the membership. An active membership is the most vital part of being a club. Members who are idol do not have many incentives to stay members.

2) Vice President (*I'm thinking of dreaming sometime soon.*)

The best person to run for the position of Vice president is the one who is considering the position of president sometime in the future. In assisting the President, one would gain valuable experience in the daily business of the club. (That and the fact that the President usually tries to dump all the legwork on to the VP.)

3) Treasurer (*You know what that dream costs?*)

If ever there was a position which required patience and accuracy this would be it. Keeping the financial records of the club and handling all the paperwork relating to the club usually lands in this person's lap. This is probably one of the most intensive and demanding of all the positions of the club. This person must deal with all the membership fees, bank hijinks, and general financial book keeping. At the end of the term, a financial statement must be filed with the Society's Branch, with our own archives and published in the BCSFAzine.

4) Information Officer (*Hey everybody! Look*

*at these dreams!*)

Anyone who wants this position will have to have several qualities in them in order to take up this position. First and foremost is the desire to put out the BCSFAzine. That is the primary function of this position. As a result, they should have a background in design and publishing. Computer literacy is a must in that most of what the BCSFAzine is done on these days is on the computer. With the addition of the Acrobat BCSFAzine to our distribution loop, it is also important that the person is able to generate Acrobat files. The person must be willing to go out and recruit writers at every opportunity. One can never have too many writers working on articles for you.

5) Archivist (*Where did I file that dream?*)

If ever there is a long term position requiring dedication to the club it is the Archivist. As the club librarian and historian, this position requires the member to allot storage space and catalogue the many fanzines for which the BCSFAzine is traded for. The historical records of the club are kept in the archives in the form of minutes, receipts and publications. Back issues of the BCSFAzine can be found here, along with many other fanzines and magazines which have been acquired over the years.

6) Secretary (*What did that dreamer say?*)

The main purpose of the Secretary of the club is to take the minutes of the meetings and the requisitioning of the forms for the running of the club. The minutes of the meetings must be submitted to the archives for filing and to the BCSFAzine for publishing.

7) Members at large (*I have an opinion about your dream.*)

Any person who has an opinion on how:

- things should be done, or
- things used to be done, or
- things are not done, or
- things have not be done

is perfect for this position. Any member who cares about the club or has concerns about the direction the club is taking should consider taking one of these positions. The main purpose of this executive position is to voice your opinions as a representative of the regular membership.

8) WCSFA Rep. (*Back in the old days, we didn't have dreams.*)

If ever there comes a time when Steve

Forty should step down as WCSFA Rep, then this position's motto may change. However, for the time being, there is no definitive description of what this position is for. Generally speaking, the name suggests that in matters where there is public relations with other groups, this person is the one we would look towards to fulfill those duties. This is the person who would be the inter-club liaison for WCSFA. So far, Steve Forty has done a wonderful job in contacting other social organizations and keeping communications open between the many clubs and social organizations in this region.

9) VCon Representative. (*Dream the big dream!*)

This position is probably the most involved person who is not involved in the daily running of the club. Usually this position is taken up by the Chair of VCON and is the primary liaison between VCON and WCSFA. This person is responsible for keeping the club up to date on the finances and progress of VCON throughout the year.

At least, that is my impression of the structure of the club. The new members of the executive have all made a commitment to the club in their own personal way. Each one will be overseeing an important part of the club to ensure that there will be a club in the future. The BCSFAzine may be the most tangible part of the club, but it is not, by far, the most vital.



JCHW

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**F.R.E.D.** - Every Friday

The weekly gathering of BCSFAnS and all others interested in joining us for an evening of conversation and relaxation, with pool table option. At the Burrard Motor Inn opposite St. Paul's Hospital (Downtown Vancouver) 6 blocks south of Burrard Skytrain Station. 3 blocks west of Granville (where many buses run). #22 Knight/McDonald bus along Burrard. Begins 8:00pm.

*On the Friday before long weekends, FRED will be at the lounge of Bosman's Hotel. This is two blocks east and a part of a block north of the Burrard Motor Inn (actual address is 1060 Howe St.).*

**Ether Patrol Radio Show** - Every Wednesday Listen to the only SF talk show on Vancouver Co-Op Radio, hosted by Simba. Wednesday nights at 9:30 PM on CFRO 102.7FM.

**Contributor's Deadline** - Jan 15th, Feb. 19th. Send your submissions/loc to John Wong at 2041 East 10th Avenue, Vancouver, B.C., V5N 1X9 or E-Mail me at [wolf@vcn.bc.ca](mailto:wolf@vcn.bc.ca).

**BCSFaine Collation** - Dec. 6th, Jan. 3rd, Feb. 7th First Sunday of the month 4:30PM. Call Steve Forty (S.40) to confirm at 936-4754.

**BCSFAzine Pickup at FRED** - Dec. 11th, Jan 29th, Feb. 26th. Pick up your issue of BCSFAzine at FRED! Pristine, mint condition copies are available at FRED. Call Steve to let him know you wish to pick up your copy. (These dates are approximate only. Due to production scheduling changes, the issues may be available one

week early.)

**Night of the Writer Roasties** - January 19th, 7pm (Tuesday) Call Doug Finnerty for January's book which will be discussed at "Tops Restaurant" (2790 Kingsway, Vancouver

**Forget Reality Enjoy Feeding Frenzies** - January 25th, 7pm (Monday) Back in September, a plea went out for Malaysian cuisine. January's selection is my way of saying that your prayers are (eventually) answered. FREFF will be at the "Banana Leaf Malaysian Restaurant" 820 West Broadway, Vancouver.

**Rustycon 1999** Jan 15-17  
 Writer Guest of Honour John Cramer, Art GOH Monika Livingstone Fan GOH Michael Citrak, Special GOH Dragon Memberships: \$30.00 through June 30, 1998, \$35.00 through December 31, 1998 \$40.00 for the full weekend. \$20.00 Friday only. \$25.00 Saturday only. \$25.00 Saturday night & Sunday  
 Address: RustyCon P.O.Box #84291 Seattle, WA 98124-5591

The Hotel: Holiday Inn Hotel & Conference Center, 101 128th S.E., Everett, Washington 98208, (425) 337-2900, (800) 256-8137, (425) 337-0707 (Fax) ROOM RATES \$65 + Tax per traditional room (1-4 people), \$89 + Tax per Suite (1-4 people)

**POTLATCH 8** will be held January 22, 23 and 24, 1999, at the Doubletree Inn on the border between Springfield and Eugene, Oregon. Current memberships are \$30 through December 31, 1998, and \$35 thereafter and at the door. A limited number of dealers' tables are also avail-

able for \$15 per table, as described in the Dealers' Room page. (If you'd like to cut to the chase, you can send your membership to: Potlatch 1999 355 Howard Street Eugene, OR 97404-2829

**Radcon 2C** website. We're very excited about our 1999 convention, and we're anxious to tell you a bit more about it. Radcon 2C will be held on **February 12-14** of 1999, at the Double Tree Inn (547-0701, or 1 800 222-TREE). This year's convention promises to be our best ever. We're pulling out all the stops and working round the clock to make this one truly a convention to remember. Full Weekend (3 Days) \$20 per person, Friday only \$10 per person, Saturday only \$15 per person, Sunday only \$5 per person

**WESTERCON 52/Empire Con** Spokane, WA Jul 2-5 1999

Author Guests: C.J. Cherryh, Barbara Hambly, Kristine Kathryn Rusch  
 Art Guests: Alicia Austin, Wendy Pini  
 Editor Guest: Ellen Datlow  
 Fan Goh: Larry Baker

Toastmaster: Betty Bigelow  
 MEMBERSHIPS: \$45 until July 6 1998, \$50 until December 31st, \$60 at the door.  
 HOTEL: Double Tree Inn, Spokane City Center, 509-455-9600 or 1-800-222-8733  
 Rooms begin at \$75 / night (Extra for fireworks view on July 4th.)

For more info: 509-891-5762  
[westercon52@webwitch.com](mailto:westercon52@webwitch.com)  
[www.webwitch.com/westercon52](http://www.webwitch.com/westercon52)  
 or write: Empire Con P.O. Box 7477  
 Spokane WA 99207

**D I S C O U N T M O V I E N I G H T S**

With three very good theatres in Vancouver to schedule movie nights around, I think I'll hold off on organizing anything outside of the city until I hear from anyone concerned. The following SF/F related listings are good up until mid-January. Naturally, the last two weeks in December will be omitted from my planning, but go ahead and see a movie then if you want.

The Hollywood (3123 West Broadway) and The Ridge (3131 Arbutus Street) Unable to get listings for either posted at this time. Consult theatre schedule or Doug Finnerty (526-5621)

The Blinding Light! (36 Powell Street)  
 - Sunday December 6 at 3pm, "The Star Wars Spin-off Show." A compilation of Star Wars inspired "productions" including: "Quentin Tarantino's Star Wars" (NOT by Quentin Tarantino), "Godzilla Versus Disco Lando", and "Troops". The last one being a

spoof of "COPS" in which a camera crew follows some Imperial Stormtroopers on one of their daily patrols. ("Something was definitely in the pod." "There are tracks going off in that direction." "Look sir, droids!") Cue the music.

Bad Droids, Bad Droids, whatcha gonna do?  
 Whatcha gonna do wen dey come for you?

You may have noticed by now that the above refers to an event that happened long before you got the BCSFAzine you are currently reading. But you do remember me telling you about this when you called in to confirm last month's movie listings. You do remember talking to me in the line-up to see "Spike and Mike" at the Ridge. You do remember seeing me trying to promote this event at past FREDs, FREFFs, and the Christmas Dinner. Right?

But then again, some of you have pdf. (BCSFAcrobazine) In which case, the event

described above has yet to happen.

Sunday January 10 at 3pm. "Superhero Shorts!"

A mixture of low budget experimental flicks plus a bunch of vintage and modern (lesser-known) cartoons all dealing with what it means to be a superhero.

In addition to the matinee showings I've listed, both of these compilations have weekend showings at 8:30 pm. Call me a paternalistic overprotective micromanager, but I always considered it much safer to be leaving a movie theatre in Gastown on a late Sunday afternoon than a Friday, Saturday, or Sunday night an hour before midnight. Be easier to find a place to eat too. So if any of you do (or did) decide to check out this place at night, let me know how it went so I can compare notes with those in the matinee line-up.

Seattle in 2002 World Science Fiction Convention Bid Withdrawal Seattle, WA

An estimated \$4 million in revenue will be lost to downtown Seattle business as a result of Starwood Hotels' decision to block a local group's efforts to host the World Science Fiction Convention in 2002.

The Seattle in 2002 World Science Fiction Convention ("Worldcon") bid committee regretfully announces that, effective immediately, it is withdrawing its bid to hold the Worldcon in Seattle over Labor Day weekend in 2002.

The Bid Committee has been unable to obtain a reservation for the Washington State Trade and Convention Center due to unexplained resistance on the part of local hotel management to commit the necessary room-nights.

The Bid Committee has made repeated attempts, by phone and by mail, to address whatever concerns Starwood might have with a Seattle Worldcon.

planation for Starwood's decision. The Bid Committee does not know why the Regional Manager of Starwood, Yogi Hudson, or any of his representatives would not meet with the Bid Committee.

San Francisco is now left as the only other Worldcon bidder for 2002. Their primary hotel will be a Marriott, Starwood's biggest competitor.

We would like to thank the Seattle Mayor's Office, and the Visitors Bureau, especially Mr. Steve Morris, for their efforts in attempting to bring the Worldcon to Seattle.

"World Science Fiction Convention" and "Worldcon" are service marks of the World Science Fiction Society, an unincorporated literary society.

Pat Porter

PorterPJ@compuserve.com

SAN FRANCISCO IN 2002 RESPONDS TO SEATTLE WORLDCON BID WITHDRAWAL

The Chairman of the San Francisco in 2002 Worldcon Bid Committee, Kevin Standlee, issued the following statement today (November 12th) in response to the announcement of the withdrawal of the Seattle in 2002 Worldcon Bid from the race:

"The San Francisco in 2002 Worldcon Bid acknowledges the announcement of the withdrawal of its major rival, Seattle, from the field. While we are obviously relieved to see such a powerful opponent leave the field, we are also saddened by the loss, and regret that we will now never know what the choice of the voters would have been in the site selection election to be conducted at the 1999 Worldcon, Aussiecon Three.

"The hotel problems which are the cause of Seattle's withdrawal could happen to any Worldcon bid, and San Francisco has had its own share of hotel trouble in the past. We would like to extend our sympathy to the Seattle bid over this unfortunate situation.

"In addition we would like to say how much we have enjoyed the contest with Seattle. The race has been characterized by a spirit of friendly competition which has made the process of bidding much more fun than it might have been. We would like to extend our thanks to Pat Porter and his team for having been charming and honorable opponents, and wish them every success in their future endeavors."



San Francisco in 2002 is a committee of San Francisco Science Fiction Conventions, Inc., a California non-profit corporation recognized as tax exempt under IRC 501(c)(3).

"Worldcon" and "World Science Fiction Convention" are registered service marks of the World Science Fiction Society, an unincorporated literary society.

Kevin Standlee

<standlee.kevin@menlolog.com>

SAN FRANCISCO IN 2002

A Committee of: San Francisco Science Fiction Conventions, Inc. PO Box 61363, Sunnyvale CA 94088-1363 USA Internet: http://www.sfsfc.org/worldcon/ or info@sfsfc.org

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## Fur on Film, Part II: Animation

In my last column, I discussed a number of films that featured themes of transformation - one of the most treasured dreams of most furies. Of course, current science and technology don't allow us to exercise that particular option *just* yet, so we seem to seek escape in the form of animation, through which we can live our dreams and desires by relating to the characters.

Just about anything animated that deals with animals in some manner can be considered furry - one of the standard definitions to a non-fur is to point to Bugs Bunny as an example - but these films are generally considered to be some of the most furry ever made. Again, I'm going to use four-star ratings to give you my opinions - and these are ONLY my opinions!

**\*\* The Last Unicorn** — This Rankin-Bass production was a big hit at Conifur recently... well, sort of. Based on the Peter S. Beagle novel of the same name, it is the story of the world's last remaining unicorn and her quest to find the rest of her kind. This is a pretty good movie, but after the first half-hour, a lot of inconsistencies started to show up among the themes. In fact, a pretty good version of Mystery Furry Theatre 3000 broke out and things degenerated from there.

Transformation was a theme here too, as an inept wizard turned the unicorn heroine into a human girl to protect her - that got some applause from a few people, but overall, the whole thing left most of the audience a wee bit unfulfilled. Having the felines in the audience meow back at an on-screen cat was way too cool, though.

**\*\*\* The Enchanted Journey** — Found this one on the Internet Movie Database, it's fairly obscure, I've seen it a couple of times on TV and never had the chance to tape it. If you see it somewhere, PLEASE e-mail me the location and I'll be forever happy.

This movie is a Japanese-animation style flick (made in the US), set to start in Tokyo and centered around the story of a chipmunk (voiced by Orson Welles!) kept as a pet in a downtown apartment. He escapes his cage and, with the guidance of a group of alley rats he befriends, begins the long journey to the Great North Woods where his relatives live; along the way, he rescues a young female chipmunk from a zoo, and meets plenty of other creatures that help him along on his quest.

This has wonderful themes, much along the lines of Watership Down (see below), and if I ever find it again, I'll be very, very happy about life.

**\*\*\*\* The Secret of NIMH** — Don Bluth left Disney back in the late '70s and went out on his own after contributing to some of the most wonderful movies around - he has a touch for

making humanized animals very believable. This was his first movie after freeing himself from the corporation and boy, was it a good one.

Mrs. Brisby is a widowed mouse who lives with her four children in a concrete block in a farmer's field after her husband Jonathan's mysterious death. As spring comes, Moving Day (the day the plough comes to the field) arrives to find one of the children unable to move because of a sickness. Searching for a way to save all her children, Mrs. Brisby, accompanied by a bumbling crow voiced wonderfully by Dom Deluise, shows an uncommon bravery by visiting the Great Owl, who sends her to 'the rats'... intelligent ones that live under the farmer's rosebush.

With a dark, urgent plot, villains that work very, very well, and themes that Disney won't ever touch (well, almost never), this is a masterpiece of animation and one of my favorites.

**\*\*\* Watership Down** — This is the animated version of the Richard Adams novel; the British animators must have spent years watching rabbits in the fields, because they have it *down*...

When a precognizant rabbit sees the destruction of their warren, he and his brother gather a group of young bucks and set out to start their own warren somewhere safe and far away from humans. Hazel, the leader by default, leads the motley group through dangers ranging from hawks to humans to settle on Watership Down. The new home isn't quite perfect, however - so the rabbits go on another quest to gather females from another warren, known as Efrafa. It's not as simple a proposal as it might sound, though...

The animators stayed very true to the novel all the way through this project - they had to shorten it, of course, but they did it in a way that none of the feel is lost. A very good movie, though dark and brooding at times.

Disney products: There are a lot of these, so I'll run through some of them and give you ratings quickly, then focus on three.

**\*\*\* The Aristocats**

**\*\* Oliver and Company**

**\*\*\* The Rescuers and**

**\*\* The Rescuers Down Under**

**\*\*\* The Lion King** — Okay, there are a few lion furs out there who are foaming now... I'm not giving them much credit for stealing the theme from Kimba, the White Lion. But either way, it's still a great movie, though Disney does go out of their way to kid it up a fair bit.

Simba is the son of Mufasa, the King of Pride Rock. He's a rambunctious little guy who gets into trouble at all turns, and he's also threatened by the regal intentions of his evil uncle, Scar. When Scar decides to bump off both King

and Prince, his plan backfires and Simba survives to run out into the wilderness, where he's adopted by the comedy relief, Timon (a meerkat) and Pumbaa (a warthog) and grows to full size in their oasis on the veldt. (Okay, there's a plot problem here - how, exactly, does a lion grow to be a bigass alpha like that when he's eating GRUBS, fercryinoutloud?) He eventually is called on to return to Pride Rock to challenge Scar for leadership of the pride.

As I said, there's a plot point or two that're stretched a little thin, but that can be excused, I find. It's a fun, lighthearted movie. Watch for the famed (well, among furs) come-hither look. You'll know it when you see it.

**\*\*\* The Lion King II - Simba's Pride** — (Now playing (on my TV)!) Hey, who let Don Bluth back in the animation studios? Oh, he's not... but someone who loves him obviously produced this direct-to-video sequel, it has the same feel as Bluth's first works - darker, less kid-friendly, but still heartfelt.

Simba is the King of Pride Rock (gee, guess that gives away how the first movie ends!) and his daughter Kiara is much like he was in childhood. She gets in trouble right off the bat, with an assist from appointed guardians Timon and Pumbaa (who are still the comic relief, but hey, they're good at it) and runs into one of the Outlanders, lionesses and their cubs who were exiled after following the usurper Scar. Turns out Kovu, the cub she meets, is Scar's hand-picked replacement; his mother has trained him to be evil and single-minded in his hatred of Simba, and her ultimate design is for Kovu to kill Simba and take over the Pridelands. Of course, nothing goes quite the way she planned... that darned 'love' thing gets in the way.

A darker movie than the first, with war and death hovering over every scene, and what I believe might be Disney's first ever on-screen death. Much of the cast is back from the first movie (I miss Rowan Atkinson as Zazu, though) and the animation is just as good, a little spotty at times. There's a few repetitive bits from the first movie, and 'Ubendi', the bouncy song at the midpoint of the movie is a pale shadow of 'Hakuna Matata', but still this is worth the rental cost. I bought it, for the collection.

**\*\*\*\*\* Robin Hood** — Okay, I went a little overboard on the rating. Er, no I didn't, actually. This is THE movie. I give this to people I love because it's one of the best movies ever. Don Bluth was in on it, by the way, so you know it's got to be good.

A retelling of the old legend, Disney elected to do so with animals as the characters; Robin Hood and Maid Marian (rrrow!) are portrayed

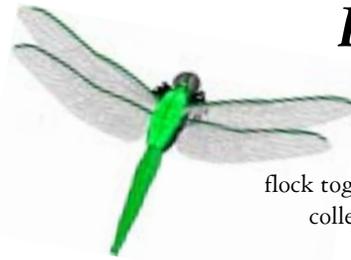
as red foxes (okay, so I'm biased!), while Little John is a bear (voiced by Phil Harris, who *is* missed), Friar Tuck a badger, etc. Robin has a thing against Prince John (a lion, with a humorous snake sidekick, Sir Hiss), who's usurped King Richard's throne; he spends his time robbing from the rich (including the Prince) to give to the poor (everyone else). Robin enters into an archery tournament to win a kiss from the lovely Maid Marian (whose ears don't make an appearance in this movie, alas - she wears a funky hat all the way through), and is captured, but escapes to Sherwood with Marian; in anger, the Prince threatens to hang Friar Tuck, and a jail-break attempt provides the climax of this movie.

I won't even start on why I like this movie, it appeals to me on waaaaay too many levels to get into it. This is *the* ultimate furry movie. Highly recommended. Watch it over and over and over and over. I do.



Tony

<http://www.FurNation.com/TonyFox/>



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## Are you Un-Conventional?

Are you a Convention Animal? How do other fans at the convention see you? Do you fit in? Here are a few questions to help you find out how you rank with all the other fans.

SCORE	+1	-1	+2
1) The first thing I do when I arrive is:	Sign in for my room.	Scout the site.	Register for the con.
2) At the dance, people dance:	In pairs.	What dance?	Can't talk, dancing!
3) For programming, I attend:	Selected Programming.	As much as I can.	Everything!
4) How many people are in my room?	Less than Four	Me...	Limit? What limit?
5) A good Con's programming ends:	Just past midnight.	Early morning.	Never.
6) The purpose of Hospitality is:	Snacks by donation.	Cheap eats.	Beer!
7) I wear a costume:	At the Masquerade.	At the convention.	Everyday.
8) The # of Cons I have attended this year	Less than five.	One	17.5 including Relaxicon
9) If I had to choose, I would go to the:	Programming!	Party? What party?	Programming?
10) The Video Room is great for...	Watching new videos!	Crash space!	Heckling videos!
11) At a convention, I always	Volunteer.	Get asked to leave.	Get laid.
12) Con Coms are great to...	Participate in.	Meet.	Terrorize.
13) Good Con security is:	Near invisible.	A nuisance.	Prey!!!
14) The Art Show is great for...	Buying winged cat prints.	Oooo! Naked chicks!	Picking up arty chicks.
15) The Dealer's Room is great for...	Buying cheap stuff.	Conversations.	Rare first editions!
16) At every con, I...	Meet lots of new people.	Act like I belong.	Climb onto the roof.
17) At the autograph session...	I get a few items signed	I get everything signed!	Get invited to parties.
18) I volunteer because I get ...	to meet more people.	to enforce my authority.	Prizes!
19) When I see the Guest of Honour, I...	Say, "Hi."	Talk their ears off.	Offer them a drink.
20) The program book is...	A souvenir.	The Con Bible.	After Con reading.

### Bonus Question:

When I unpack my bag after the con, I find: +3 A contact list of rare comic book dealers.

- 5 A "Star Trek Bloopers" video.

+8 A dozen beer bottlecaps and the phone number for someone named "T'Kiel".

Add up the score for each answer you give (*the number on the top of the column*) and match your score to the chart...

-20	-15	-10	-5	0	5	10	15	20	25	30	35	40
Con Geek	Stay with the Business Cons				Con-Com Wants You				Con Animal!!!			

I hope you all are sending in your directory forms, I really would like all of you to send back your form (or tell me if you don't want to be listed). I use the form to correct any information in there, and also to update e-mail addresses.

Don't forget the Christmas party, I am really looking forward to it. Bring some future BCSFans, we need more fans to bring back the excitement of the club.

I have just heard that Seattle's Worldcon bid has come to an end. They have been unable to get a signed room blocking large enough to cover a Worldcon so they have bowed out leaving only San Francisco in the bidding at this time.

I hope some of you can come to Rad Con in February, as I have been asked to be fan guest there and would like to show some Vancouver area support for them.

We don't seem to be having many people going to out of town cons any more from Vancouver. Hopefully we will get lots of you at Orycon to promote VCON. From what I can see the new crew with some old help are right on schedule with VCON. They seem to have a good number of pre-registered, a good sign. If you get a chance and have some time, volunteer to help to make VCON better, and especially talk it up with fellow fans.

By now I guess you have heard that Space will be doing a Babylon 5-athon on Boxing Day. They will be running the 8 fan favorite episodes along with three movies, including Thirdspace for those of you that haven't seen it yet.

I am not a big fan of Christmas, but I am a big fan of peace and good will to all, so I wish you a Merry Peace and Good Will To All, and the best New Year ever.

The Directory should come out in January, although it may appear at a FRED over the holidays if I get a chance to do it. See you in the New Year,



*Steve 40*

## Dr. Media's Media Final

### The End:

Sorry my fellow fans of SF Media, I'm closing the Media Files for good. There are many reasons behind this decision, the main one being, 90% of the information about SF media on the WEB is false and I can't make heads or tails out of it.

My breaking point came in August. Shaun Cassidy was working on a new fantasy series for FOX called Hollyweird. I heard some very good things about it at VCON and was looking forward to seeing it. But FOX had other plans and wanted to change it into a Baywatch-like series. Cassidy wanted no part of it and walked out, taking the series with him.

A few hours later a reporter phoned him

and asked why he walked out. The first words out of his mouth "That darn network is more interested in a series on crime victims than in my series." This comment was meant to be a "Joke".

Within a few hours the story was on the WEB. Cassidy fans got very upset by his opening comment. Not knowing it was a joke, they started a rumour that FOX had placed John Walsh's new series on crime victims in Hollyweird's Thursday 9:00PM time slot. Fans soon started to phone and E-mail the network, its stations and Walsh. Walsh even received death threats and a number of fans were questioned by local police and the FBI.

Other WEB sites helped fuel the rumour, one even saying that Walsh would take America's Most Wanted, his new series, along with Cops over to CNN and leave FOX with a huge hole on Saturday nights, if he didn't get the Thursday night time slot.

Two weeks after this story broke, both FOX and Cassidy had to do something to save face. They held a news conference on

AOL on Aug. 20 to set the record straight.

The fact was that Cassidy's series was history, except it was being replaced with news magazine the FOX Files and not Walsh's yet unnamed new series. The rumours on the WEB were just rumours.

To the network, these rumours mean they had to do a lot more talking and shelling out of cash to get Walsh to renew his contract. But the fan community's image got the real damage. It made us look like a bunch of geeks who sit around all day on the

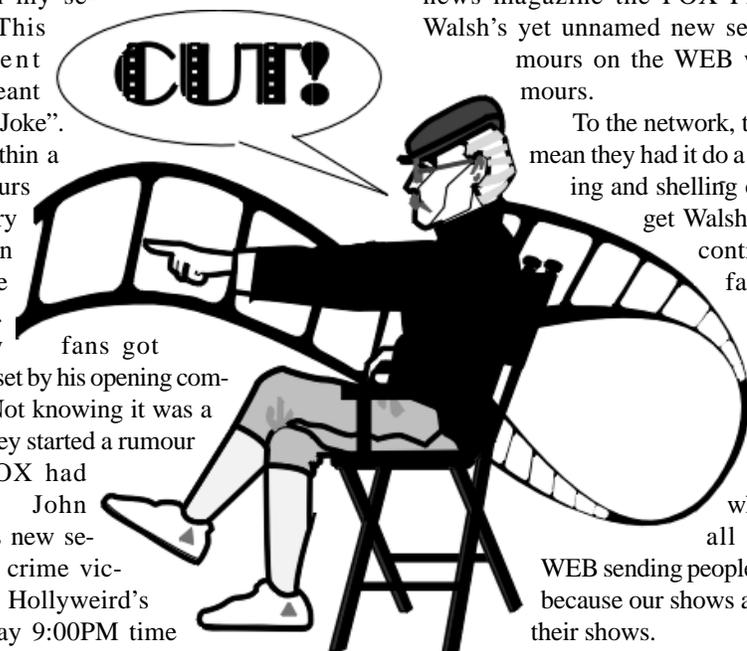
WEB sending people death threats because our shows are better than their shows.

So false information on the WEB does get out of hand, cost big bucks and damage the good image we're always trying to show.

For my fans, don't worry I'll still be around from time to time with a few comments on what's happening in SF media and the real world..

So, for the not so last time this is Dr. Media, Signing off.

Be seeing you.



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**A**fter a few months of non-Babylon 5 viewing in our local area, BCTV has once again taken up the show and are now showing Babylon 5, Crusade on their Monday Morning 1:00 am spot after the Sunday News Hour. The show picks up from the last episode shown on KVO5. Here are a few popular sites you might want to check out about what you may have missed.

## Babylon 5 Red Sector

A directory for Australian Babylon 5 web sites, adventures for The Babylon Project RPG and places to get Micro Machines

<http://www.redsector.net/>

## Bob's Babylon 5 Archive

Babylon 5, our last best hope... for quality science fiction. WELCOME! Visitor Number This site is best viewed in 800 by 600 resolution and at least 16 BIT colour. And of course with the Babylon 5 Fonts .

<http://www.labyrinth.net.au/~bobm/babylon5/>

## This is the YorkSite Babylon 5 Page,

containing images, sounds, and li... - Yorksite's Babylon 5 page, containing images, sounds, and links to the Babylon 5 universe

<http://www.wco.com/~yorksite/tv/babylon5/>

## Babylon 5 Reference

Hypertext Reference Welcome to The Zocalo , primarily the download point for The Babylon 5 Hypertext Reference , a WinHelp file that contains a complete reference to the names, places and terminology of the Babylon 5 universe.

<http://www.zocalo.demon.co.uk/>

## Babylon 5 History Page

Here you will find the huge Babylon 5 Timeline, transcripts of Prophecies and Visions in B5, and an analysis of Babylon 5 Astronomy.

<http://www.math.washington.edu/~lking/b-five.html>

## The Official Babylon 5 WebSite The Lurker's Guide to B5 The Babylon

Welcome Page The Zocalo Melanie's B5 Homage Page-Page The Virtual Toy Store The Babylon 5 Ship The Babylon 5 Micro Machines Jason M.

<http://osgood.colgate.edu/tyap/shadows/b5links.html>

## InterWeb Babylon 5 Resources

Welcome to the Babylon 5 Resources on the InterWeb. Click on an item below. The InterWeb server is also the host for several Babylon 5 mailing lists: boston-b5 - (Moderated) Boston-area B5 scheduling and events

<http://interweb.uml.edu/B5/>

## The Babylon 5 Webring

16 Aug 1998 : Belated update, I know. There's a new B5 Webring logo now, nicely rendered in Lightwave 3D (the original was done in POV-Ray ). I also tried to update all the webring pages to be current.

<http://www.visi.com/~neckro/b5ring/>

## Babylon5 & Battlestar Galactica & Space2063 & Prolls & AMIGA

A german Page featuring: Everything about BABYLON5, Battlestar Galactica, SPACE2063, AMIGA, Prolls, ....

<http://elmshorn.netsurf.de/~r.hatje/index.html>

## Home Page of Michael H. Lee

The HomePage of Michael H. Alien Fonts All of the Fonts were created by me for your enjoyment, I hope you like them !!! The following fonts are from Babylon 5 : Centauri, Vorlon, Narn, Drazi, Minbari, Vik-Minbari, Hyach, Pak'ma'ra, Shadow, Great Machine, Markab, Gaim, Llort, Abbai, Anti-Life Runes, Babylon 5 Station & B5 Symbols. nbsp;

<http://members.aol.com/mikehlee/home.htm>

## Babylon5 links

Babylon 5 Addiction Page #Babylon5 IRC channel 3rd Season GIFs Agamemnon's Babylon 5 Sound Site Alexander, The All Alone In The Night Ask Kosh! Athena's Zocalo at Babylon 5 Automated Episode Guides for Babylon 5 (DOS/WIN/OS2)

<http://www.visualx.com/diviant/b5links.htm>

## Babylon 5 link page

Babylon 5 . [ Back to my HomePage ] If you encounter problems with any of these links, please advise fault to melst@dot.net.au Thank you. nbsp; The Lurker's Guide to Babylon 5 The Lurker's Guide to Babylon 5 Australian Connection

<http://www.dot.net.au/~melst/Babylon5Links.html>

## Babylon 5

Original Soundtracks - The music of Babylon 5 is an integral part of the story of Babylon 5. It is an audio journey that captures the soul of the series with breathtaking poignancy.

<http://www.sonicimages.com/b5/>

## Babylon 5 Links

Babylon 5 Links This page was last updated on 10/04/98 . "Babylon 5,"the Babylon 5 logo, all publicity photos and images from the series are copyright © and trademark &™ 1992-1998, PTN Consortium.

[http://www.impossible-dream.net/Babylon5\\_Links.htm](http://www.impossible-dream.net/Babylon5_Links.htm)

## Space Starion BABYLON 5

It was the dawn of the Third Age of Mankind, ten years after the Earth-Minbari War. The BABYLON project was a dream given form; its goal, to prevent another war by providing a place where humans and aliens could work out their differences peacefully.

<http://www.uni-mb.si/~uvp00479b/Babilon5/B5-E.htm>

## B5Links

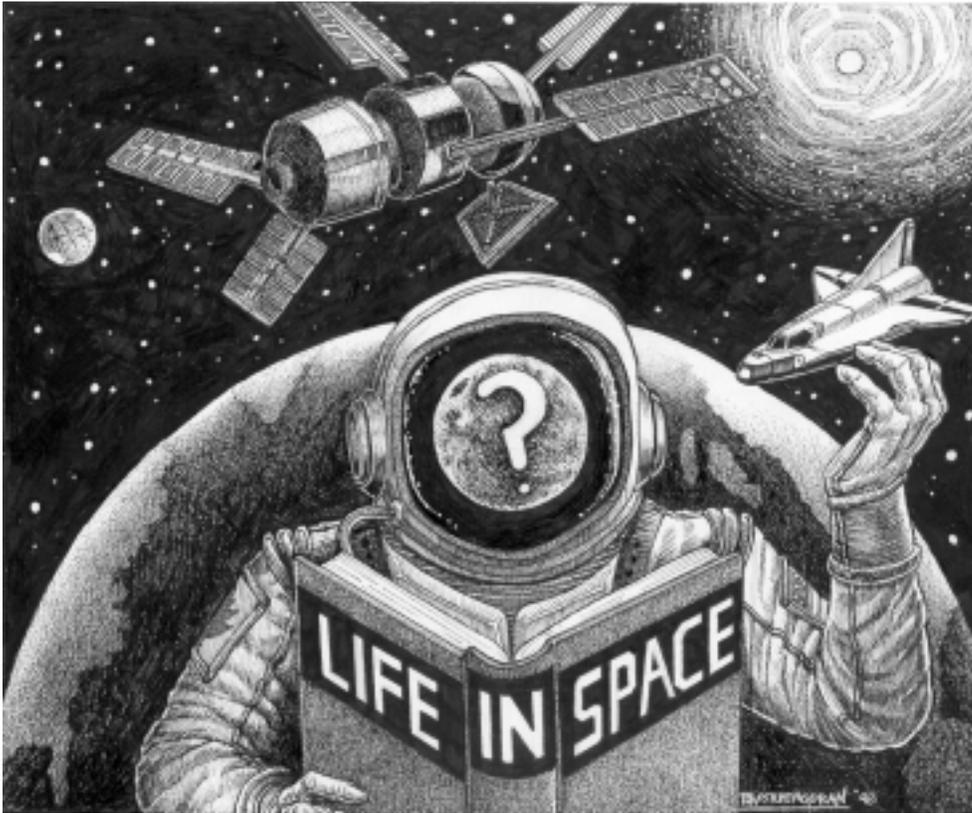
Add a link to your site AREA SPECIFIC NEWS &MERCHANDISE LINKS &CHAT SEARCH ENGINES SUPPORT B5 Babylon 5, characters, names, and all related indicia are trademarks of Time Warner Entertainment Co., LP. ©1996 Time Warner Entertainment Co., LP.

<http://easyweb.easynet.co.uk/~davcom/b5links.htm>

## Babylon 5 Links

Babylon 5 Links Have you seen South Park? Have you seen Babylon 5? Well even if you haven't, go there for a good laugh. :) The Lurker's Guide to Babylon 5 Episode guides, reference material, up to date info and lots of other things.

<http://www.labyrinth.net.au/~bobm/babylon5/links.html>



# VCON 24 “LIFE IN SPACE”

May 21-23, 1999

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**Artist Guest of Honour** Betty Bigelow **Toastmaster** David Bigelow

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R. Graeme Cameron  
Stan Hyde

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Lisa Cohen  
Rhea Rose

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**Membership Rates:**

\$30 CDN, \$21 US until January 1, 1999 (12 & under — \$20);      \$35 CDN, \$24 US until March 31, 1999 (12 & under — \$20);  
\$40 CDN, \$27 US until April 15, (12 & under — \$20).      At the Door: (3 day) \$45 CDN, \$30 US (12 & under \$20)  
6 & under are free. **No mail in memberships after April 15th.**