

PO Box 656, Washington, DC 20044 - (202) 232-3141 - Issue #178 - Jan. 2005

E-MAIL: info@lambdasf.org WEBSITE: <http://www.lambdasf.org/>



**LSF to View
Complete
Lord of the Rings
Trilogy
(Jan. 22nd)**

Come celebrate the release of the complete “extended” version of the *Lord of the Rings* on DVD at Rob and Peter’s home in downtown DC. Here are the details on how to join in on the fun!

When? Saturday, January 22nd (11:00 AM to ?? – probably lasting about 12 hours!). The doors will open at about 10:00 AM.

What to Wear? Wear comfy clothes, since you’ll be sitting for quite a spell!

What to Bring? We’ll order out for pizza delivery – or something – during the day. It would probably be a good idea to bring along your favorite non-alcoholic drinkables.

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Next LSF Meeting - Jan. 9th

The next Lambda Sci-Fi meeting will be held at James Crutchfield’s apartment (1414 17th St., NW, #413) on Sunday, January 9th. The business meeting will begin at 1:30 PM; and the social meeting will begin at 2:00 PM. Please bring some munchies or soft drinks, if you can. **NOTE:** See article on this page for details on the annual LSF Book Exchange, which will be held at this meeting!

See you there! **Λ Ψ Φ**

**Book (et al) Exchange at
Jan. 9th LSF Meeting**



As promised in last month’s newsletter, here’s a short reminder about Lambda Sci-Fi’s *fifteenth* annual book (*et al*) exchange, which will occur at the upcoming Jan. 9th meeting! All LSF members — and visitors, guests, attendees, etc. — are invited to participate in this “blind exchange.”

In case you’ve never participated in one of these before (or in case you’ve forgotten), here’s how it works:

(1) Go out and purchase a copy of your “favorite” science fiction, fantasy, or horror book. (**NOTE:** Over the years, LSF has expanded the concept of “book” to include comics, videotapes, “books on tape,” etc. If you want - or if you’re feeling particularly wealthy - you can even make it *several* favorite books or whatever.)

(2) Insert a piece of paper (or a bookmark) with your name on it. (That’s so whoever eventually ends up with the item will know who it’s from and will get to know a little more about you — at least to know what one of your “favorites” is.)

(3) Wrap up the exchange item, but don’t put any identifying marks or anything on the wrapped package to say who it’s from. (That’s to make sure it’s a “blind” exchange - *i.e.* no one is supposed to know who it’s from at first. And, by the way, all of that leftover Holiday wrapping paper should come in handy here!)

**The LSF Book
Discussion
Group**



If you’re interested in lively discussions of F&SF books (with an emphasis on elements of interest to the LGBT community), we invite you to join the LSF Book Discussion Group. Each month, we conduct fascinating round-table discussions of works by significant F&SF authors.

The LSF Book Discussion Group generally meets on the 4th Thursday of every month, starting at 7:00 PM, at Peter & Rob’s home: 1425 “S” St., NW -- for directions or more details, call 202-483-6369. The next meeting will be held on Jan. 27th. Here’s the schedule for the next three meetings:

Jan. 27th - *Troll* by Johanna Sinisalo; moderator: Rob.

Feb. 24th - *Lust* by Geoff Ryman; moderator: Peter.

March 24th - *Frankstein* by Mary Shelley (*Yes, the classic!*); moderator: TBA (Scott?). **Λ Ψ Φ**

(4) At the meeting, add your wrapped exchange item to the pile with all the others; and you’ll be assigned a number. (Only one exchange item - *i.e.* one package - per person, please!)

(5) When your number is called, you pick one of the packages from the pile. (And when you open it up, you’ll find out who it’s from.) See how easy?

I can hardly wait to see what shows up *this* year! **Λ Ψ Φ**

WHAT’S INSIDE?

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Minutes for the Dec 12th
LSF Meeting
minutes taken by Scott



Business Meeting

As there had been no additional nominations, a motion was made to continue (by acclamation) with the current LSF officers. The motion was seconded.

Social Meeting

The meeting commenced with a name circle, as there were a few first-timers.

Peter and Rob announced a *Lord of the Rings* video party to be held at their house on Saturday, January 22nd, starting at around 11:00 AM. Rob anticipates the viewing of all three films, including potty breaks, will take approximately 12 hours.

Rob advised that he recently acquired two more bearded lizards, which he has named after two famous Klingons: Lursa and Bator.

Michael said he enjoyed the movie *Seed of Chucky*. Krista enjoyed both animated features: *Polar Express* and *The Incredibles*.

Rob mentioned that the ABC-TV series *Lost* has developed some genre content. (A polar bear or dinosaur on the island?) The series *Dead Like Me* may have been renewed for a third season. Did you know that the Showtime series *Carnivale* has LBGT content? It's coming back for a 2nd season. Ursula K. LeGuin's *Legends of Earthsea* will be re-aired on the SciFi Channel (check local listings). The new *Battlestar Galactica* series will also begin later this month on the SciFi Channel.

Jim commented on the website prettyscary.com – a horror website for women by women – which features a “scary stud of the month.”

Release of the movie *Serenity* (based on the *Firefly* TV series) has been pushed back until autumn.

There was some discussion about *Hidden Frontiers* and *New Voyages*, two fan-generated *Star Trek* series that are downloadable for free.

**Julius Schwartz
1915 - 2004**

On February 8, 2004, Julius Schwartz passed away from complications due to pneumonia. This frail – and often curmudgeonly – old man was born in the Bronx during WWI and became a leading light in the SF community.

In 1931 (only 5 years after Hugo Gernsback published the first SF magazine), Schwartz contacted fellow fan Mort Weisinger thru letters column Gernsback initiated in *Amazing Stories*. The two friends were introduced to a small circle of Bronx SF fans (“the Scienceers”); and in 1932, they started the first SF fanzine, *The Time Traveler*.

In 1934, Schwartz and Weisinger started the first literary agency to specialize in SF, Solar Sales Service. Their first sale was Edmond Hamilton's “Master of the Genes” (to *Wonder Stories*). Later, in 1935, Schwartz met H.P. Lovecraft and convinced him to let Solar Sales market one of his stories (“At the Mountains of Madness,” to *Astounding Stories*). Over the years, Solar Sales represented such writers as Leigh Brackett, Manly Wade Wellman, Robert Bloch, Robert E. Heinlein (one story), Alfred Bester, and Ray Bradbury (his first agent).

Prior to WWII, Schwartz was turned down by the U.S. Army because of his poor eyesight; and in 1944, he went to work as an editor for All-American Comics (a divisions of National Publications, what we now know as DC Comics). Prior to his first interview at National, Schwartz sup-

posedly had never read a comic book. (On the way to the interview, he supposedly picked up 3 comics and read them on the subway. Subsequently, Schwartz variously wrote/edited/created for DC until 1989.



portrait by Joe Kubert, for cover of *Amazing World of DC Comics #3* (2001)

During the 1950s, he played a major role in the DC revival of the superhero comic, helping to bring them out of the doldrums following the Kefauver hearings and the rise of the Legion of Decency. He initiated new versions of earlier characters – including The Flash, Green Lantern, Hawkman, Adam Strange, and The Atom – and often utilized SF themes. In 1964, Schwartz became the editor for Batman; he revised Batman's format and returned the Dark Knight to his roots as a crime-fighter and detective. Schwartz later became the editor for all the various Superman comics, a position he held for 20 years.

Schwartz's awards and honors included: the Comics Fandom Alley award for Best Editor (1962); the Academy of Comic Book Arts award for Superior Achievement (1972); three Eagle awards; the Jules Verne award for Life-time Achievement (1984); and the Diamond Lifetime Fandom Award (1991).

[Ed. Note: This belated obituary came about as a result of a reminder passed along by Wayne #1. Thanks, Wayne!]

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The movie *Electra*, based upon the Marvel Comics character, is opening in January 2005. Perhaps an opportunity for an LSF video outing? The cult Spanish film *Darkness* and the movie *The Life Aquatic* are both opening on Christmas Day.

Upcoming LSF Events

- December 31: LSF video party on New Year's Eve at Peter and Rob's place.
- January 2: outing to see *The Phantom of the Opera*.

- January 9: It's time for the annual LSF book exchange at the Jan. LSF meeting! Rob explained the process. [Ed. Note: For details, see article on page 1.]
- January 22: *Lord of the Ring* extended addition marathon at Peter and Rob's. Wear comfy clothes, since you'll be sitting for quite a spell. [Ed. Note: For details, see article beginning on page 1 of this newsletter.]
- January 27: The LSF Book Discussion group will meet at Peter and Rob's to discuss Johanna Sinisalo's *Troll*.

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Lord of the Rings Trilogy

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How to Get There? The party will be held at the home of Peter and Rob at 1425 “S” Street NW, Washington, DC — near Dupont Circle, “U” Street, and Logan Circle.

Closest Metro Stop: Take Metro to the “U” St/African-American Civil War Memorial/Cardozo stop (Green Line). Exit Metro on the 13th Street side of station. When you come up the escalator, you’ll be on “U” Street, facing 13th Street. There will be a Rite Aid drug store in front of you. Cross 13th Street toward the Rite Aid. Follow “U” Street to 14th Street. There will be a McDonald’s at 14th Street. Cross 14th Street toward the McDonald’s. Turn left in front of the McDonald’s. Follow 14th Street for two full blocks. When you cross “T” Street, you’ll pass a church which looks like a warehouse. When you cross Swann Street (which is between “T” and “S” Streets), you’ll pass a 24-hour laundry. At “S” Street, hang a right. (If you cross “S” Street and pass a small used car lot, you’ve gone too far.) You’ll pass the Whitman Walker Clinic and then an alley. We’re the seventh row house after the alley: 1425 “S” Street NW. Call 202-483-6369 if you get lost.

Alternative Metro Stop: Take Metro to the Dupont Circle stop (Red Line). Exit the Metro on the “Q” Street side of the station. At the top of the escalator, hang a right on “Q” Street. Follow “Q” Street and pass a liquor store on your right and a Wrap Works sandwich shop on your left. Travel five blocks, passing the Raku Asian restaurant at 19th Street, a couple of large apartment buildings at 18th Street (crossing New Hampshire Ave. at a diagonal), Trios Restaurant at 17th Street, the Jewish Community Center at 16th Street, and row houses at 15th Street. Cross 15th Street and hang a left. Travel two blocks on 15th Street to “S” Street. Cross “S” Street and hang a right. We’re two-thirds of the way down the street: 1425 “S” Street NW. Call 202-483-6369 if you get lost.

Driving Directions: 1425 “S” Street NW is located in the 1400 block of 14th Street, half way between 14th and



15th Streets, which run north/south. 14th Street is a two-way street; 15th Street is a one-way street, heading north. “S” Street is a two-way street and runs east/west.

From the North: Get onto 16th Street (Exit 31 on the Beltway) or Connecticut Avenue (Exit 33 on the Beltway) heading South. Turn left on “S” Street and follow “S” Street (6½ blocks from Connecticut Avenue; 2 blocks from 16th Street) to 1425 “S” Street NW. Call 202-483-6369 if you get lost.

From the South: Get onto I-495 North. After crossing the Potomac River, follow signs for US Rte. 1 (near the Thomas Jefferson Memorial). US Route 1 becomes 14th Street. Follow 14th Street to “S” Street. Turn left on “S” Street and follow “S” Street ½ block to 1425 “S” Street NW. Call 202-483-6369 if you get lost.

Parking: Street parking is generally available, though it’s harder to find the later it gets. On weekends and holidays, there are no parking restrictions, but make sure not to park too close to street intersections, alleys, and fire hydrants — or risk getting a ticket. Safe distances are usually marked.

For more info about the party or directions send Peter an e-mail at:

PeterKnapp@wavelengthsonline.com and/or send Rob an e-mail at:

rgates@wavelengthsonline.com or give them a call at 202-483-6369.

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Steampunk Realities (Part 1)

book reviews by Carl Cipra

Serendipity? Cause-and-effect? Whatever... Here’s a series of reviews about three books dealing with various aspects of “Victorian super-science” — you know, the stuff that supports the Verne-sian/Wells-ian atmosphere of those steampunk novels I so enjoy. It all began with a book review of *The Turk* I read in *Sigma*, the monthly newsletter of the Pittsburgh Area Realtime Scientifiction Enthusiasts Club (PAR-SEC). This review sparked my interest by stating that there are enough ideas/concepts stuffed into this little book to serve as the basis for *several* steampunk novels. Well, that certainly got my attention! Next, when I purchased a copy of *The Turk*, I discovered that the same author has also written another book entitled *The Victorian Internet*, a copy of which has been languishing for years in my library “to be read some day.” Finally, when I was out shopping for another copy of *The Victorian Internet* (as a gift for a co-worker), I ran across *The Difference Engine*. Suffice it to say I “devoured” these three little books in no time at all; and I enjoyed them so much that I figured I’d pass along my recommendations to you.

The Turk: The Life and Times of the Famous Eighteenth-Century Chess-Playing Machine
by Tom Standage
(Walker & Co., NYC, 2002)



Chronologically, this book deals with the earliest subject matter. It relates the long and checkered history of a

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Steampunk Realities

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famous chess-playing automaton known as “The Turk.” And, since this work deals with the least well-known subject matter of the three books, a little more background explanation is in order.

The Turk is actually a “pre-steampunk” artifact. Its origins lie in the year 1769, when a Hungarian nobleman named Wolfgang von Kempelen attended a “conjuring show” (part magic tricks and part demonstrations of scientific marvels) at the court of the Empress Maria Theresa. Von Kempelen was one of those talented amateur scientists so prevalent in the late 18th and early 19th Centuries; and, after viewing the performance, he announced that in six months he could produce a machine that would provide a much better show.

Six months later, in early 1790, he did indeed demonstrate his invention, a marvelous chess-playing automaton (fashionably dressed *a la Turque*) before the Empress and a select group of courtiers. And the Turk was, in fact, a marvel! It could play chess well enough to defeat nearly every opponent; it didn’t allow opponents to make illegal moves; and it could even perform the Knight’s Tour (having a Knight visit every square on the chessboard once and only once before returning to its starting position), no matter which square was designated as the starting point! Von Kempelen, ever the showman, made a big production of opening all the cabinet’s doors to exhibit the machinery within and of opening the figure’s robes to show that there wasn’t a human operator concealed within them.

This 1790 performance garnered lavish praise for Von Kempelen and made his fortune, as well as eventually leading to several highly responsible (and remunerative) positions around the Empire. It also inaugurated the Turk’s incredibly famous series of tours, which continued for over half a century under Von Kempelen and the Turk’s successive owners. The Turk even toured up and down the East Coast of the United States during the 1820s and 1830s. By the time of its destruction in a fire in 1854, it had been viewed by such

famous people as Benjamin Franklin, Catherine the Great, Napoleon, Charles Babbage, Edgar Allan Poe, and P.T. Barnum; and it had helped to inspire such diverse developments as the power loom, the mechanical computer, and the detective story.

The Turk was, of course, a fake. Considering the level of technology at the time, it would have been patently impossible for anyone to build such an automaton in a mere six months — including the development of programming necessary for a machine to respond to a human opponent’s moves — and then to have fit all the necessary gears and cogs and rods, etc. into a cabinet four feet long, two and a half feet deep, and three feet high! But what was important was that most people *believed* that the Turk was a genuine automaton. After all, this was the “golden age” of mechanical wonders — animated clock towers, dancing or horn-playing clockwork figures, even a mechanical duck that “ate” and excreted! And it wasn’t so long before such complex machines as railway engines and electric telegraphs became part of everyday life. In comparison, it wasn’t all that much of a stretch for people to believe that Von Kempelen had actually created a machine capable of playing chess.

Although many people doubted that the Turk was a true automaton and attempted to expose the hoax, no one ever succeeded in demonstrating *precisely* how the trick was done — and some of their “explanations” were even more outlandish than the notion of a real chess-playing machine. However, in the next to the last chapter (“The Secrets of the Turk”), Standage reveals how modern magicians and special effects technicians have been able to rebuild the Turk and demonstrate just how it worked.

The Turk is, indeed, a fascinating and fun read. Perhaps my favorite part, however, is the final chapter, in which the author discusses the eventual development of actual chess-playing machines, such as Alan Turing’s Turbochamp (a “paper machine”/program proposed and tested by him in 1952) and IBM’s Deep Thought (1989) and Deep

Blue (1997). Finally, Standage does quite a satisfactory job of summarizing the scientific debate on the concept of “artificial intelligence” — which is apparently based on the assumption that the ability to perform mathematical functions and the ability to play chess are both necessary precursors to the development of “machine intelligence.” Heck, he even brings Arthur C. Clarke’s HAL 9000 into the discussion!

*The Difference Engine:
Charles Babbage and the Quest
to Build the First Computer*
by Doron Swade
(Penguin Books, 2002)



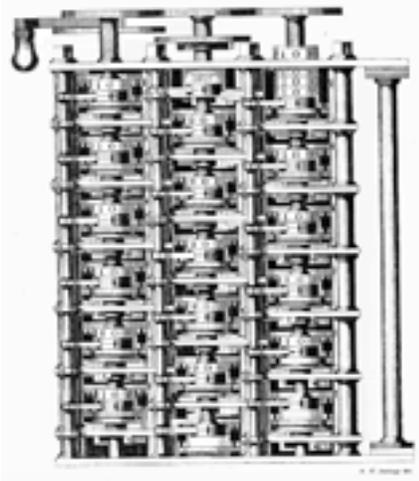
Next in line — historically speaking — is Charles Babbage and his mechanical calculating engines. (NOTE: This is the man whose inventions serve as the basis for both *The Difference Engine*, the 1991 steampunk novel by William Gibson & Bruce Sterling, and Michael Flynn’s 1987 alternate history/thriller *In the Country of the Blind*.) I’ve read one other non-fiction book about Babbage (I believe it was Anthony Hyman’s biography); but I don’t remember enjoying it as much as I enjoyed this one. As well as being a darn good writer, Doron Swade is highly qualified to write on this subject. He is Asst. Director and Head of Collections at the Science Museum in London; and he conceived and led the project to construct Babbage’s Difference Engine No. 2 (from the original 19th Century designs) in time for a 1991 special exhibit celebrating the 200th anniversary of Babbage’s birth. The

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Steampunk Realities

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book is divided into three parts: (1) Babbage's early life and the development of the difference engines; (2) Babbage's conception and development of the more advanced analytical engine; and (3) the modern project to build Babbage's Difference Engine No. 2.



As the story goes, Babbage's quest for a mechanical computer began in 1821, when he and his good friend John Herschel (son of Sir William Herschel, the astronomer who discovered the planet Uranus) were checking over the massive mathematical tables they were preparing for the Royal Astronomical Society — and finding numerous errors! These tables were all, of course, calculated manually by dozens and dozens of professional “computers,” men hired and trained to perform repetitive mathematical calculations. (I'm sure you can imagine how easily errors could crop up in any such efforts.) Exasperated, Babbage is reputed to have said: “I wish to God these calculations had been executed by steam!”

Being an inventor and mechanist as well as a mathematician, he started work on a just such a machine; and he had completed a small working model by the spring of 1822 (albeit *not* powered by steam). This first difference engine was pretty much what we would now call a mechanical calculator, which performed “calculation by repeated addition according to the method of finite differences” (hence: “difference”

engine). He eventually designed a more advanced and efficient version — Difference Engine No. 2 — in the late 1840s.

Babbage also eventually made a quantum breakthrough when he designed (although never built) his Analytical Engine, a general purpose machine capable of being programmed by the user — *i.e.* what we now call a computer. To quote Swade: “What is simply astonishing is that the designs for the Analytical Engine embody in their mechanical and logical detail just about every major principle of the modern digital computer.”

Sounds pretty simple and straightforward, doesn't it? The talented, lone genius labors away and eventually produces his *magnum opus!* Nope; sorry; didn't happen that way. As the poet Robert Burns observed (*To a Mouse*, 1785): “The best laid schemes o' mice an' men / Gang aft agley...” Babbage's quest to design and build the world's first computer is actually an exasperating and often tragic tale filled with shady Victorian *realpolitik*, fiscal mismanagement, personal attacks, academic and scientific rivalries, bankruptcy and personal tragedy. Genius that he undoubtedly was, it's sad to say that the irascible and self-aggrandizing Babbage was often his own worst enemy. It was really kind of sad to read how he'd take *precisely* the wrong action every so often. As I said earlier, Swade writes well. I was also fascinated to see Swade de-bunk, once and for all, the popular and exaggerated reputation of Ada, Countess Lovelace (daughter of the poet Byron) as a mathematical genius, Babbage's collaborator, and “the first programmer.” (Swade pretty much reveals her to have been, at most, “a talented beginner, a precocious novice” whose sole published article on the Analytical Engine, although “visionary,” was based heavily on Babbage's previously-published works.)

I found the final section of the book (“Part III: A Modern Sequel”) to be rather exciting, as Swade and his team attempt to successfully build Difference Engine No. 2 as the centerpiece for the bicentenary Babbage exhibition, based

on Babbage's own plans and using (as much as possible) manufacturing processes approximating those Babbage would have used. (After all, they wanted to show that Babbage could actually have *done* it, had it not been for all the problems he encountered.) Yes, they gave themselves six years in which to accomplish the task; but Swade and his team faced a series of disheartening obstacles and set-backs eerily reminiscent of Babbage's own experiences, including uncertain Government funding and regulations, interdepartmental rivalries, bankrupt vendors, and recalcitrant corporate sponsors. They also discovered, to their surprise, that Babbage's plans and drawings for Difference Engine No. 2, extensive as they are, contain unexpected errors and are missing a number of important details and specifications. Prior to reading this book, I never knew that anyone had actually built a full-scale working difference engine, so I didn't know whether they'd actually meet their deadline. (Spoiler Alert! They do — sort of.)

* * *

[Ed. Note: This article ended up being rather longer than I anticipated, so it'll be continued — with the review of *The Victorian Internet* — in the next issue. Stay tuned.]

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A sense of humor
always withers
in the presence of the
messianic delusion,
like justice and truth
in front of
patriotic passion.

H.L. Mencken
1880 - 1956

[excerpted from *The Cynic's Lexicon*, by
Jonathon Green; St. Martin's Press, 1984]

**** INFORMATION ABOUT LAMBDA SCI-FI: DC AREA GAYLAXIANS ****

Lambda Sci-Fi: DC Area Gaylaxians (LSF) is an organization for gay men, lesbians, bisexuals, and transgendered (GLBT) people, and their friends who are interested in science fiction, fantasy, horror and related genres in all forms (SF/F/H). LSF's primary goals are to have fun, to provide a community, and to:

- promote SF/F/H, with particular attention to materials of interest to GLBT people and their friends;
- provide forums for GLBT people and their friends to share their interest in SF/F/H;
- promote the presence of GLBT elements within SF/F/H and within fandom; and
- promote SF/F/H within the GLBT community.

Annual membership fees are \$10, for which you will receive an e-mailed this monthly newsletter and a membership directory. (Hard copies of the newsletter cost an additional \$15 per year.) Newsletter submissions are always welcome.

Meetings are usually held on the second Sunday of each month at a private residence. The next Lambda Sci-Fi meeting will be held on the Sunday, **January 9th**, at James Crutchfield's apartment: 1414 17th St., NW, #413 (near Dupont Circle) - 1:30 PM for business meeting; 2:00 PM for social meeting. Please bring some munchies or soft drinks, if you can. Hope to see you there!

Lambda Sci-Fi: DC Area Gaylaxians is an affiliate of **the Gaylactic Network**, an international organization for gay people and their friends who are interested in science-fiction and fantasy.



Con Calendar

by Carl, Peter, and Rob



February 11-13, 2005 **FARPOINT 2005**. Marriott's Hunt Valley Inn (Hunt Valley, MD). Special Guests include: Jeffrey Combs, Kathy Garver, Tony Amendda. Membership: \$50 for the full weekend (daily rates available). Make checks payable to "Farpoint Enterprises" and send to: Farpoint Enterprises, Inc., 11708 Troy Ct., Waldorf, MD 20601. (On-line registration is also available.) Website: www.farpointcon.com Email: trekcontact@comcast.net

May 27 - 30, 2005 **BALTICON 39**. Wyndham Baltimore Inner Harbor Hotel (Baltimore, MD). GoHs: Steven Barnes & Tananarive Due; Artist GoH: Bob Eggleton; Special Guest: E.E. Knight (2004 Compton Crook Award Author). Membership: \$43 until Feb. 28; \$48 from 3/1 until 4/30; \$55 after that & at the door: Make checks payable to "Baltimore Science Fiction Society" and send to: Balticon, PO Box 686, Baltimore MD 21203-0686
Website: www.balticon.org E-mail: balticoninfo@balticon.org

July 1-4, 2005 **GAYLAXICON 2005**. Hyatt Regency Cambridge (Boston, MA). Guest of Honor: Lois McMaster Bujold; Fan GoH: *Star Trek: Hidden Frontier*. Membership: \$50 (more at the door!). Make checks payable to "Gaylaxicon 2005" and send to: Gaylaxicon 2005, PO Box 1059, Boston, MA 02103. (More information as it becomes available.) Website: www.gaylaxians.org/gaylaxicon2005

Aug. 4-8, 2005 **INTERACTION (63rd World Science Fiction Convention)**. (Glasgow, Scotland, UK). Guests of Honor: Greg Pickersgill, Christopher Priest, Robert Sheckley, Jane Yolen. Membership: \$195 from 12/1/04 (will go up!). Make checks payable to "Interaction" and send to: Interaction, PO Box 58009, Louisville, KY 40268-0009
Website: www.interaction.worldon.org.uk Email: info@interaction.worldcon.org.uk

Sept. 3-6, 2005 **CASCADIA CON (NASFiC 2005)**. SeaTac Airport Hilton (Seattle, WA). Author GoH: Fred Saberhagen; Artist GoH: Liz Danforth; Editor GoH: Toni Weisskopf. Membership: \$85 until 11/30/04 (will go up after that). Make checks payable to "Seattle NASFiC" and send to: Seattle NASFiC, Box 1066, Seattle, WA 98111. URL: www.CascadiaCon.org

Aug. 23-27, 2006 **L.A. CON IV (64th World Science Fiction Convention)**. (Los Angeles, CA). Author GoH: Connie Willis; Artist GoH: James Gurney; Special Guest: Frankie Thomas (*Tom Corbett, Space Cadet*). Membership: \$150 thru 12/31/2004 ("will go up after that"). Make checks payable to "L.A. Con IV" and send to: L.A. Con IV, c/o S.C.I.F.I., Inc., PO Box 8442, Van Nuys, CA 91409
Website: www.laconiv.com For more info: info@laconiv.org

