



The National Fantasy Fan

Cras ad Stellae — Tomorrow to the Stars

Volume 77 Number 8

August 2018

Jennings Wins Franson Award

The Franson Award, originally called the N3F President's Award, was renamed in honor of long-time Neffer Donald Franson. This award started because past N3F Presidents wanted to give a show of appreciation to people. The Award symbolizes significant contributions of time or other resources to our Federation.

Several years ago, we needed a new Editor for Tightbeam. Long-time Worcester area fan and Editor of genzine Fadeaway rose to the occasion. He gave us 15 beautiful, thick, enjoyable issues of Tightbeam. For his contribution to the N3F, fen will be forever grateful.

As your President, it is my pleasure and honor to give the Franson Award for service to the N3F to long-time fan Bob Jennings. Congratulations to Bob Jennings! Thank you, Bob, for your fine work on behalf of the N3F.

Elections — Call for Nominations

As usual, I am running slightly late on calling for elections. Members will note that the Bylaws seem to have assumed bimonthly publication of TNFF.

In any event, this is your call for nominations for office. The deadline for receiving nominations is the publication date of the next issue of TNFF, expected to be September 15. Ballots and platform statements will be distributed in the October issue of TNFF.

To be eligible to be placed on the ballot you must by the nomination deadline have paid your dues covering all of next year.

Who is being elected? The President and five members of the Directorate are decided by the mem-

bership in an annual election of those officers. The elected candidates take office on the following January 1st. Any dues-paying member may seek office. No person may hold two elective offices at the same time.

Each member may cast one vote for each of the five candidates of his/her choice in the election of the Directorate. The five candidates receiving the largest number of votes are elected. Ties are resolved by majority agreement of those elected candidates not included in the tie.

Of the candidates for President, the one receiving the largest number of votes is elected. In case of a tie, the elected Directorate chooses a President from the tied candidates.

In addition to the regular candidates listed on the ballot, members may write in the name of any member in good standing as a candidate for any elective office. Any candidate so elected must submit a written statement of his willingness to serve plus the dues for the year in which he will serve within 14 days of his notification of election

Each paper ballot shall include space for the N3F member to write their name in print, provide their signature and also the date the ballot was completed.

Special Event

Patricia Willams-King writes: "It looks like on Sept 1st, me & Charlie Williams, who I've been living with for the last 15 years, are finally getting Married.....(all of our friends are saying: "At Last!" Ha,ha...) We'll have the ceremony at our local Library's downstairs room between 1:30 and 4:30 p.m. on Saturday.

Your Volunteer Team

Directorate:

David Speakman—davodd@gmail Chair
 Judy Carroll - AutumnSeas8012@yahoo.com
 Jefferson Swycaffer - abontides@gmail.com
 John Thiel - kinethiel@comcast.net
 R-Laurraine Tutihasi - lauraine@ mac.com

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 Editor, Tightbeam: VACANT
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 N'APA Collator: George Phillis phillies@4liberty.net
 Keeper of the URLs: David Speakman davodd@gmail.com
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 Judy Carroll autumnseas8012@yahoo.com
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 Neffy Awards Bureau: George Phillis
 Round Robins: Judy Carroll autumnseas8012@yahoo.com;
 Patricia Williams-King 755 Glen View Drive, Nashville, TN 37206
 Short Story Contest: J. Swycaffer abontides@gmail.com
 Video Schedule: David Speakman davodd@gmail.com
 Welcoming Committee: Judy Carroll autumnseas8012@yahoo.com;
 Robert J. Hansen <rjh@sixdemonbag.org>
 Writers Exchange : J. Carroll autumnseas8012@yahoo.com

Many New Volunteers are needed: Electronic Publication Support, Convention Hospitality, Outreach, Correspondence, Films... Support the N3F. Volunteer Now!

Treasurer's Report

New, Renewed, & Reinstated Members
& Info Updates

Renewed:

#129 - John W. Andrews - Exp 7/31/2019
 #218 - Joseph P. Martino - Exp 6/30/2019

New:

#250 - Richard M Hartman - Public, Non-Voting
 IRL: Retired Computer Developer/Admin
 BDay: July 26
 Interests: APAs (amateur press associations), Art, Books, Computers and technology, Reading and book clubs
 Fan for: All my life
 Fanac since: Intermittantly for about 15 years
 Cons: BayCon, WesterCon, MileHi Con, WorldCon 76 (next week)
 Fave Genres: Yes
 Fave Creators: Bujold, Saberhagen, Nix, Butcher, Heinlein, Asimov, Lee & Miller....
 N3F Interests: Recruiting at conventions , Corresponding

#251 - Bob Goolsby - Electronic, Voting - Exp 9/30/2019

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Join or Renew

We offer four different memberships. Memberships with TNFF via paper mail are \$18; memberships with TNFF via email are \$6. All other zines are email only. Additional memberships at the address of a current member are \$4. Public memberships are free. Send payments to N3F, POB 1925, Mountain View CA 94042. Pay online at N3F.org. Our PayPal contact is treasurer@n3f.org Send phillies@4liberty.net your email address for a public membership.

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#252 - Katherine Langley - Electronic, Voting
- Exp 9/30/2019

#253 - Tom Weiss II - Public, Non-Voting
Interests: Blogging, Books, Computers and
technology, Publishing, Television, Writing
Fan for: 30 years

#254 - Wayne Borean - Public, Non-Voting

Expired/Expiring Renew Now!!

Expired in June

#217 - Lawrence Dagstine

#219 - Christopher Flatt

#159 - Steven Roberts

#221 - Michael Saler

Expired in July

#65 - George Wells

Expiring in August

None: Thanks for renewing early!

Member Status Changes

#22 - Jon D Swartz - From Regular to Life

#216 - Jeff Pritchard - From Regular to Public
(Membership Expired in May)

Treasury

\$3,125.24 (July 12, 2018)

+ 12.00 PayPal Dues

+ 0.00 Cash Dues

+ 36.00 Check Dues

+ 0.00 Money Order Dues

- 0.94 PayPal Fees

- 0.00 Banking Fee

- 121.40 Printing and Postage

\$3,050.9 (August 17, 2018)

N3F Activities Writers Exchange

The Writers Exchange is for anyone interested in writing. If you have a story you would like read and commented on, or if you just want the excitement of reading unpublished work, then

the Writers Exchange is here for you. Published or unpublished - all are welcome. You may join as a writer, a reader or both.

“A writer is a person who cares what words mean, what they say, how they say it. Writers know words are their way towards truth and freedom, and so they use them with care, with thought, with fear, with delight. By using words well they strengthen their souls. Story-tellers and poets spend their lives learning that skill and art of using words well. And their words make the souls of their readers stronger, brighter, deeper.”

— Ursula K. Le Guin

The Writers Exchange is for anyone who has an interest in writing. If you are looking for someone to read your work, or if you would like to read the work of others, contact Judy Carroll. Autumnseas@yahoo.com

Welcomittee

The purpose of the Welcomittee is to welcome new members to the club. A letter is sent, by email or postal mail, to new members informing them of club activities they may be interested in joining. Those members with email addresses are also sent attachments to the current TNFF and other publications the N3F has to offer.

Needed: Someone to help send greetings to new members.

If you would like to help welcome new members to this wonderful club please contact Judy Carroll AutumnSeas8012@yahoo.com

Short Story Contest

Contest entries in the Short Story contest usually arrive toward the end of the cycle. We can be gratified to note Jefferson Swycaffer's report that we are already up to eight entries for the contest.

Round Robins

What is a Round Robin?

Round Robins are discussion lists. They are a way of connecting with people who have similar interests. Traditional round robins are sent through the mail. Each round robin consists of a packet of letters from its members - which is mailed from member to member. As each member gets the packet, they read

all the letters, then remove their own previous letter, write a new one, and send the packet on to the next member.

The N3F offers two kinds of Round Robins; traditional - where members send letters in the mail, and electronic - where members send letters by email. Both kinds are fun and informative and a good way to meet other members and to discuss topics of mutual interest.

Patricia Williams-King reports that the following Round Robins were recently active:

- #1 Cats in SF , Fantasy & Folklore members 3.
- #2 Worldwide Folklore members 3.
- #3 The speculative in Films members 3.
- #6 Star Trek: DS9 & TNG members 3.
- #6-A Fairy and Folk Tales members 3.
- #8 Mysticism and Religion in SF /Fantasy members 3.
- #11 Mercedes Lackey members 3.
- #12 Mythology members 5.
- #13-A SYFY Channel members 3.
- #16-A Star Wars : Rogue One & TFA's members 3.
- #17 TV SF&F members 3.
- #29 Science & Technology in Society members 4.
- #40 High Technology in the Ancient World members 3.

To join a Postal Round Robin contact - Patricia Williams-King, 755 Glen View Drive, Nashville, TN 37206

We need at least 3 members to start an electronic round robin (ERR). Following is the list of current ERR and the number of members in each one:

- Science Fiction, Fantasy & Horror in TV, Movies and Books - 3 members
- Science Fiction, Fantasy, and Horror Artists - 2 members - **ONLY 1 MORE MEMBER NEEDED**
- Writers and Their Works - Science Fiction, Fantasy and Horror - 1 member
- Japanese Anime - 1 member
- Fairy Tales and Folklore - 2 members

The following Round Robins have 0 members each.

- The Marvel Universe
- DC Superheroes and Villains
- Cartoons and Cartooning
- Science Fiction, Fantasy and Horror Video

Games

Comics and Graphic Novels

A Round Robin needs at least 3 members to start rounding. Please help these members by joining one of the above Round Robins. If you see an Electronic Round Robin you would like to join please contact Judy Carroll AutumnSeas8012@yahoo.com

Recruiting Bureau

We are keeping up the pace in the recruiting department. Jeffrey Redmond is continuing to advertise the NFFF regularly at his and other sites. I am advertising it in Surprising Stories, an issue of which is coming up in September. The chief recruiter continues to maintain the bureau, and I have noted that George Phillies is advertising on various Facebook SF sites. No great upsurges are expected, but we are now keeping things rolling steadily, I believe. —John Thiel

History and Research Bureau

Origin really flew into an infundibulum or singularity or whatever, with distribution mix-ups and apparent attempts at blocking, and considerable controversy, but seems now to be ready for smooth sailing, a good thing as it's where our work is done. I have found a possible new member for our staff, but it's still being discussed. Research mechanisms have still not been gotten going, but I'm working on it, and items of historical note are on view. The bureau should be fully functioning within a couple of months.—John Thiel, Bureau Head

Games Bureau Blockade

Review by George Phillies

Today I review a rare bird indeed, namely a board wargame that is as old as our Federation. The game is Blockade, from the Corey Game Company of Boston, Massachusetts. It appeared in nineteen forty-one. It is of historical interest because it really is a board wargame, what some people now call a hex-and-counter wargame, and has all of the key features that make modern wargames different from traditional games like Chess or Go.

What makes Blockade a board wargame?

First, it is actually about warfare. We have two island nations with fleets and air forces, and a merchant marine. The two islands, much like Great Brit-

ain during the Battle of the Atlantic, depend on external places for oil and other resources. If they run out, they are forced to surrender.

Second, Blockade has the key features that make modern board wargames identifiable. It has a gridded map. The grid is a square grid, which prior to modern computer technology was far easier to generate. The game has unit counters representing warships and aircraft and merchant vessels; the properties of these units correspond approximately to the properties that those ships and planes have in the real world. On a given turn, you may move not one unit but any or all of your units; units may move horizontally, vertically or diagonally, just as in the real world. There is a movement limit, much like Charles Roberts' original game Tactics. Unlike Tactics, in which the movement limit was a fixed total number of movement points, the movement limit is determined by a spinner, a device that generates a random number. The spinner also generates resource depletion, namely the stockpile of resources on the home islands goes downhill as they are consumed.

Blockade has a combat results table. It is not called a combat results table, but it has the properties you would expect of a combat results table. There are a series of columns, corresponding to combat between different sorts of units. Noteworthy is the fact that several units, two at least, may combine their attacks against a single defending unit. On a single turn, you may fight several battles. Each column is separated into rows, the choice of row being determined by a random number generated with the spinner. In addition to the obvious result, namely that one unit or another is eliminated, one of the possible outcomes is that one side or the other gets to retreat its units some number of spaces.

The game does not have stacking. I have not seen the unit counters, so I do not know if they were stackable. However, instead of stacking, one has the convoy, in which adjoining units are moved as a group and in some way defend the merchant ship in the group.

The objective is to exhaust the enemy's resources on their island. Resources can only be moved with merchant ships, so if one side loses its merchant ships and the other does not, its doom is certain. Unlike the situation in the real world, no

provision is made for replacements. Once the ship has been sunk, it is gone.

Blockade is a small game. It is actually a fairly simple game. Within its limits, it nonetheless embodies the key features of a modern wargame, and must therefore be recognized as one of the first modern games of its type.

Great Western Trail

Review by Wesley Kawato

In Great Western Trail each player is a rancher in the old West trying to move his cattle to market. Players move their pawn across various trails to reach the rail head in Kansas City. Along the way players may buy extra cattle cards to add to their draw decks. Players may also buy workersto aid their efforts. Cowboys make available better cattle cards for less money. Engineers allow you to ship your cattle farther for more victory points. Craftsmen allow you to build buildings that only you may use. Once you get your cattle to Kansas City, you cash them in and score victory points. Then you return your pawn to the trail head space and start your journey again with a new herd of cattle cards. Along the way you may score points fo clearing obstacles and/or earn money by making deals with the Indians. Whether you run into obstacles or Indians depends on which path you take to Kansas City.

Franking Service

We continue to send out fanzines to the membership. Tim Bolgeo, editor of Revenge of Hump Day, writes that he was injured in a fall, is gradually recovering, and expects to resume publication of his zine....George Phillies

Fan-Pro Coordinating Bureau

John Polselli, our ground adjutant, is now living in California and, having completed this change of address, says he is getting to work on contacts on the paper level. Jeffrey Redmond's column, "Behind the Scenes", is now regularly appearing in Ionisphere. We're back to appearing at efanzines, so we can be viewed by fandom at large, always good in fan-pro coordinating. —John Thiel, Bureau Head

Birthday Card Bureau

Birthday cards sent: 7; Renewal notices sent: 8
-- Laurraine Tutihasi

Anime/Comics Bureau We Rent Tsukumogami

...review by Jessi Silver <https://www.s1e1.com>

Fukagawa ward of old Edo (present-day Tokyo) is prone to fire and flooding, so residents rent everyday items like pots, futons, and clothing from shops instead of purchasing them, so as not to impede them when they flee. Okō and Seiji, an older sister and younger brother, run one such rental shop called Izumoya. However, mixed in with their inventory are tsukumogami, objects that have turned into spirits after a hundred years of existence. The siblings sometimes lend these sentient items to customers. Both Okō and Seiji can see and talk to these spirits, and other tsukumogami often come to the store after hearing of the famed siblings. – animenewsnetwork.com/encyclopedia/anime.php?id=20758

Siblings Okou and Seiji manage a rental shop in Edo called Izumonya. While their bread and butter is based around renting everyday objects to customers, they also hold onto an inventory of tsukumogami, well-loved items that have gone on to develop souls. Though they try to keep a lid on this strange specialty, word tends to get around; they're called upon by a man about to marry into a wealthy family who's lost a particular family heirloom. The mouse netsuke (charm) that's gone missing is said to have sprouted legs and run away, and while the siblings are coy about the possibility of it being a tsukumogami (or even acknowledging that tsukumogami are real), they soon employ their own tsukumogami to gather information about the situation. What are eventually discovered are some half-truths about the impending marriage, as well as some fuller truths about the groom's relationship with his older brother. There might also be some complicated feelings between Seiji and Okou, who aren't related by blood.

Impressions: In our current environment it's so easy to just throw away an item once it's old and worn-out and replace it with something fresh and new. We don't tend to put much of a value on the items that we use every day. Things like clothing, furniture, and tableware, which at one time might have been made to last, are produced cheaply and in bulk and tend to adhere more to the whims of fash-

ion and popularity than to concepts like durability and sustainability. Despite that, many families likely have quirky old items sitting around that still get some use even though they might be old and less advanced than what we have now. My father collects and restores old cast-iron skillets, waffle-irons, and other cooking tools. Nowadays we have all sorts of light non-stick cookware that can go straight from the stove top to the oven to the dishwasher, no sweat. But I believe that there's still something to be gained from lugging out a huge heavy pan every once-in-a-while and using it to cook something delicious, especially if the pan's been passed down from individual to individual with years upon years worth of food memories embedded in its surface.

A valuable mouse-shaped netsuke goes missing after an attempted theft.

The beliefs surrounding tsukumogami have always been something I've loved about Japan for this very reason; they acknowledge that an object might not be fashionable or in the best shape, but if it's been used for its intended purpose and taken care of, it absolutely has its own personality and likely some stories to tell. Awarding it a soul is simply a more fantastical way of imbuing it with an inner life, with the added benefit of providing it a spiritual quality that's great for storytelling purposes. We Rent Tsukumogami takes this concept even further, using tsukumogami as a jumping-off point to tell what seem to be somewhat low-stakes stories about special objects and how they interact with and affect the lives of their owners.

This episode possesses a quality that I think I'm going to have a difficult time describing. It seems to have a good idea of what it's doing and doesn't need to rely on flashiness or overblown character drama to tell the story that it wants to tell. I do a panel at some local conventions called "Anime for Grown-Ups," and while the anime we discuss sometimes veers into the kind of subject matter you might expect (sex and violence, specifically), often the series that I find more joy in highlighting are those that not only feature adults in important roles, but which present them in a mature way without too much fuss and drama. In this episode there's tension between two families and a married relationship built on the needs of those families rather than the actual romantic relationships occurring on the fringes. Per our modern sensibilities this is far from ideal and the people entering into the marriage obviously believe so as well,

but no one tries to harm anyone else, there are no kidnappings, and there's no public argument over who should be with whom – these discussions all take place quietly and thoughtfully and definitely not in public. It's easy to get excited about yelling and violence, but speaking for myself as a viewer I find that what I prefer are stories about mature people being reasonable about their conflicts without making a spectacle of them. That aspect of this episode definitely appealed to me.

Seiji has complicated feelings towards his adoptive sister.

I also like the idea of maintaining a speaking cast of tsukumogami and enjoy their portrayal here. What amused me is that the tsukumogami seem to have a rule about revealing themselves to humans, and so those in the shop will stop and drop if Seiji or Okou are close enough. If their human owners are out-of-sight, however, they have no compunctions about speaking loudly enough for the humans to hear (and the same goes for the humans). That is, in fact, how they formulate a plan for the tsukumogami to infiltrate the wealthy homes of the soon-to-be-newlyweds. I find it amusing that the human proprietors of the shop feign ignorance and their spirited objects do their best not to acknowledge their owners' existences to the extent that it suits them.

There are, unfortunately, some less-than-great aspects of this episode, mostly related to things that were more common realities in the time period depicted. The young woman being married-off against her will is only sixteen years old, and while people getting married younger in general was common years ago, considering all of the news and activism lately related to age of consent laws and child marriage in the United States and elsewhere, it's probably impossible to witness the situation in this episode without coming face-to-face with some negative feelings. I'm also wary of where Seiji and Okou's relationship is fated to go. The "they're not blood-related" excuse seems drawn straight from a C-rate hentai plot. Even if the story doesn't end up creepy and gross, I feel like I'd be more satisfied if they could just exist as siblings running a shop together. Sometimes sexual tension, whether mutual or unrequited, is just unnecessary; let the characters stand on their own merits and be who they are.

It's interesting that some of the series it's taken

me the longest to check out are some that I didn't know to anticipate and am very happy to have made the effort to see. We Rent Tsukumogami seems like a lighter version of anime like Natsume's Book of Friends or even Mononoke, both series that tell human stories enhanced by the inclusion of demons and spirits. To be able to compare this episode favorably with two of my favorites is special, indeed.

Pros: Tells a human story with a touch of supernatural magic. The episode feels mature and doesn't rely on overblown drama.

Cons: There are some situations that might have been "okay" a couple centuries ago, but are more inappropriate nowadays.

Grade: B

Letters of Comment

I want to thank all those Neffers who voted me Life Member status. I think Tightbeam is excellent.
...Jon Swartz

Hello, George and Bob. It's a shame to hear about Tightbeam. I understand the frustration of a faned getting nearly no response to the publication he or she worked hard on to create. Everyone wants a response to their work, no matter what kind.

I do what I do because I believe that every good fanzine deserves some response. Then again, what I do goes back to the 1930s and onwards.

Bob, I do have issue 287 of Tightbeam, and I do plan to respond, as soon as time allows. I know what to do when it comes to receiving a fanzine, and I suspect few others do. What's needed is a small, mini-publication specifically directed at each member, with fast lessons on what to do when you receive a fanzine. The first ones I received, I didn't know until people told me what was needed, people like Mike Glicksohn. I can't draw a straight line, and sometimes, the idea of fannish writing escapes me, so that's why I wound up in the local.

Teach them all what to do, and then ask them whole-hearted for their support and response. If no one still will respond, then you know what you have to do. I would hate to see this fanzine go away, but if no one (except me, as you say, a non-member) is responding to it. Bob is spinning his wheels.

Lloyd Penney

Congratulations to the Life Member and the Kaymar Award winner. Cedar Sanderson seems like a good person to have won the award. Jon Swartz certainly shows a long and variegated history.

Seeing the complaints he has about membership inattention to TIGHTBEAM, I wonder if Bob Jennings guessed he would be voted best fanzine in the same issue. I hope that vote cheers him up, and I'm making a note to LoC every issue of Tightbeam, and I hope Lloyd Penney continues to do so. Bob knows by now that Tightbeam has a caring membership, but still, those LoCs need to come in, and I hope others will be sending him responses.

Regarding that same matter, I've done this letter of comment for TNFF and will continue to do so to help support membership response activity there.

-John Thiel

Re: Tightbeam

When I originally revived TB, The goal was to have it be an outlet for fan creativity. If people wanted to write LOCs, fine. But we are in the 21st Century - it's easier to email or chat someone up on Facebook then to wait a month for a response. So, under my editorship, I searched for reviews, fiction, non fiction, fan fiction and fan art to fill the pages. But each editor has her or his own personality, so it evolves as the baton passes.

...David Speakman

I read Tightbeam and TNFF...and almost never comment. They strike me as "service" zines more than "fanzines." They give the club news and notes and updates -- vital info. They also have nifty stuff like recipes, reviews, and so on, but these are more to be enjoyed passively than commented upon. I don't think the zines should be discontinued.

...Jefferson Swycaffer

I have enjoyed Tightbeam, and have to agree with Jefferson - the lack of LOC should not be construed as a lack of interest. Unless Bob would be happy to get a LOC that consists solely of the acronym RAEBNC... I do want to expand on my response to Bob's complaint about the lack of LoC for TIGHTBEAM...it seems to me that in any or-

ganization, there are a small number of leaders or doers, and a lot of people that tag along because they agree with where the leaders are taking the organization, and/or with what the doers are doing. They may not say much, if anything, but I think it is wrong to assume that they are apathetic or uninterested.

...Kevin Trainor

Not enough interest or responses in the N3F to what is being produced?

Perhaps a "problem" is too many different publications, and not enough readers. Perhaps a "solution" could be combining publications, such as making one a part of a larger one.

If printed copies cost too much money, then all must be online from now on. It is the 21st Century, after all. But regardless, Bob needs to remain as an editor. He's the finest I've ever had "polishing" my articles.

There's always a quarterly option, instead of bi-monthly, too. The N3F has endured and survived for quite a few decades now. It will continue doing so. Talented and creative people donate their time and energies, and keep it going, especially on Facebook and the website of the Internet here in our modern era.

...Jeff Redmond

Tightbeam 288 — this is a lovely issue with the color images and articles. I like that Odo in Star Trek is a European nobleman. Thanx to the Editor for the good work in Tightbeam.

N'APA is way cool. I like the artwork. I'm glad I'm on the list to get it. I'll send some of my sf drawings soon. I'm in Denmark for 6 more weeks, and then back to New York Upper Manhattan. Summer is over here, and it's rain and cold again. The danes still sit outside and drink their beer.

I like it in the n3f, and Tightbeam and others are fun to read. I don't read all in them, but do like the news and art. Jeff Redmond is a author of sci fi books, and writes good reviews and stories. I like his Area 51 and Roswell articles. I want to send in some fantasy art I've made. I like it in the n3f. Nice people and fun.

luv, Lisa Gabriella

Re: Tightbeam 288

Thanks!!

Hey, just wanted to make a quick announcement—I've been chosen for the in-person audition for Jeopardy! I go up to Portland and go through the process on August 8th. I did this once before in 2013, and wasn't ever called, but I hope that I will do better this time.

Jean Lamb

SerCon

Neglected Genre Authors:

William Gray Beyer

by

Jon D. Swartz, Ph.D.

N3F Historian

Very little is known about Beyer, including his vital statistics. I wasn't even able to find a photograph of him. What I was able to discover about his life and career, however, is presented here.

Beyer worked his way through the Drexel Institute (now Drexel University) in Philadelphia, Pennsylvania by selling radio receivers. He subsequently worked at several other jobs including taxi driving, sales, rail-roading, and police work. At one time he was captain of the Philadelphia police radio and communications department.

He was active as a writer from 1939 to 1951, and his stories appeared in the pulp magazines of that period, principally Argosy Magazine.

His science fiction (SF) novel, *Minions of the Moon: A Novel of the Future*, originally appeared in Argosy, and was published in book form by Gnome Press in 1950 -- with dust jacket art by Edd Cartier.

Beyer also signed his work William Beyer, Bill Beyer, and Wm. Gray Beyer. At least one reference source lists him as William Grey Beyer, but this spelling of Gray is undoubtedly a misprint.

Novel-Length Stories Published in Argosy Magazine

Minions of the Moon (1939)
Minions of Mars (1940)
Minions of Mercury (1940)
Minions of the Shadow (1941)
Death of a Puppeteer (1946)
Murder by Arrangement (1948) [aka Eenie, Meenie, Minie -- Murder!]
The Deadly Thinkers (1951)

Published Books

Murder Secretary (Bart House, 1946) [paperback reprint of *Eenie, Meenie, Minie – Murder!* -- originally published in 1945]

Death of a Puppeteer (Mystery House, 1946) [reprinted by Wildside Press, 2008]

Murder by Arrangement (Partridge, 1948) [British/Australian title of *Eenie, Meenie, Minie -- Murder!*]

Minions of the Moon: A Novel of the Future (Gnome Press, 1950) [dust jacket art by Edd Cartier]

Minions of the Shadow: and the Other Mark Nevin - Omega novels (Battered Silicon Dispatch Box, 2003)

Short Genre Fiction

“Let Em' Eat Space” in *Argosy Magazine* (November 4, 1939)

“Atonement” in *Thrilling Adventures* (November, 1942)

“The Deadly Thinkers” in *Science Fiction Quarterly* (May, 1951)

Genre Stories Reprinted in Magazines

“Minions of the Moon” in *Two Complete Science Fiction Adventures* (Summer, 1952)

“Let Em' Eat Space” in *Fantastic* (February, 1963)

Some Concluding Comments

Beyer is almost completely forgotten today, with only his *Minions of the Moon* ever mentioned in the genre literature. At one time, however, his stories were very popular – especially the SF ones that ran as serials in Argosy.

Despite his background in police work, critics did not consider his mysteries especially well done – even given the standards of the pulps at the time when they first were published.

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Parnell, Frank H. *Monthly Terrors*. Westport, CT: Greenwood Press, 1985.

Tuck, Donald H. *The Encyclopedia of Science Fiction and Fantasy, Volume One, Who's Who, A to L*. Chicago, IL: Advent, 1974.

Note: Internet sites were also consulted, principally Fancyclopedia 3, SFE, and ISFDB.

N3F Founding Members:

Ray Sienkiewicz

by

Jon D. Swartz

N3F Historian

Early science fiction (SF) fan Ray Sienkiewicz was a member of the Colorado Fantasy Society (CFS) and attended Denvention, the 1940 Worldcon.

After Chicon I in 1940, Olon F. Wiggins and several other Colorado fans formed the CFS to sponsor the upcoming Denvention. For the Denvention worldcon, Wiggins was director, Lew Martin was secretary-treasurer, and Roy Hunt was artist and editor. Other officers/members included Robert Peterson and Chuck Hansen. Hunt did the cover art for the Program Book.

CFS meetings were irregular; the club was active only until the end of 1941, when the United States entered World War II.

The Denvention was held July 4-6, 1941, at the Shirley-Savoy Hotel in Denver. The GoH was Robert Heinlein, who lived in Colorado at the time and was active in the CFS. The convention chairman was Olon F. Wiggins. and Lew Martin carried out most of the duties of the other convention officers. Fewer than 100 fans attended this worldcon. Pre-convention publications were four issues of the CFS Review.

Sienkiewicz began to lose interest in fandom after he returned from service, and is reported to have gafiated in the 1970s. His nickname in fandom was Rajocz.

Of course, he was also one of the founding members of our club, The National Fantasy Fan Federation (N3F), in 1941.

Sources: All Our Yesterdays, Fancyclopedia 3, ISFDB, SFE, and other Internet sites.

Fiction

Deceiver by C. J. Cherryh

Review by R-Laurraine Tutihasi

C. J. Cherryh's DECEIVER is part of her very large collection of Foreigner universe stories. The series is made up of seven trilogies, the last of which is still being written. DECEIVER is the middle book in the fourth trilogy. It doesn't really seem

to matter in what order the books are read. I've read one other in the series, which was the first book in the fifth trilogy. They stand along very well. I noticed that many of the same characters are in both books.

Of course there is the foreigner after whom the entire series is named. He is a Terran, one of several who mostly live in orbit around the planet that belongs to the Atevi. Bren Cameron is the Terran diplomat that has a permanent post on the planet. The Atevi on the planet are divided into several factions that are often at odds with one another.

In this book Bren and his associates become caught up in the unrest among some of the factions. Key characters go missing, and much of the book is involved in trying to locate them. Then political moves must be made to prevent a recurrence of such events.

C. J. Cherryh is a master storyteller. She weaves complex plots that require close reading, but the reward is a satisfying book. Her characters come alive, and it's easy to sympathize with the main players.

Come for Me by Mike Arsuaga

Review by George Phillies

My overall rating of the volume is "Brilliant".

There is a modern theme of writing sequels to novels of long ago. Of course, there can be rights issues, but if the original novel was published in the nineteenth century no issue usually arises. Some readers are familiar with H. G. Wells' The War of the Worlds, and its various film sequels. In recent years, there have also appeared a range of different sequels to that novel. The first sequel, of course, was Edison's Conquest of Mars, by Garret P Serviss, which this author read many years ago in its first hardback edition. (Some readers will note that the Serviss novel was more properly a sequel to Fighters from Mars, the Boston Post edition of Wells' novel.) Readers interested in more modern variations would usefully contemplate Washburn's series The Great Martian War.

Here, however, we have Mike Arsuaga's novel Come for Me, a sequel to H. G. Wells' The Time Machine: An Invention. The novel is told by the Eloi lady Weena, who (if you read the original story carefully) is presumed dead, though her body was never found. She survived, was brought forward to the late

twentieth century, and is now (along with her deceased husband) the wealthiest person in the world. For most of the novel, the only other visible character is a newspaper reporter to whom Weena, calling herself Edwina, is telling the tale.

The entire story is told as a series of flashbacks. Now, in general, flashbacks or their somewhat heavy use can become annoying. In this case, however, the use of flashbacks is critical to the plot, in particular to the final reveal in the last chapter. Of course, in a time travel story, it is often impossible to avoid flashbacks, because events that happened in one temporal order for one observer happened in a different temporal order for other observers. So far as I can see, if you inverted the tale to eliminate the flashbacks seen in this book, you would need to introduce a whole new set of them, in a way that would be much less entertaining for the reader.

The novel introduces a set of events that Wells might well of anticipated, since he uses the same plot element in a different novel, but characters in the Wells novel would have been able to do nothing about the disaster they had accidentally created. Here, the heroic effort of the lead characters, including in particular Weena, prevent the catastrophe.

One of the challenges facing time travel novels is the possible appearance of paradoxes, threats to temporal continuity, or historical events that do not occur in their original way. Some readers will recall the unfortunate television series of some decades ago, in which the time travelers keep trying to prevent famous catastrophes but always fail, so that the march of time went on unperturbed, without it ever occurring to the characters that they should quit wasting their time trying to change the past. After not long at all, this plot line becomes exceedingly boring. Then there are time travel novels in which history branches or in which future history is changed. A time traveler returns to the Jurassic, frightens a butterfly, and suddenly the maiasaurs' advanced to intelligence is interrupted, so that there is no longer a historical record of a dinosauric civilization.

Mike Arsuaga has found a completely new and brilliant solution to the time travel paradox problem, one that I have never heard of before and which I think is original. Original, of course, except for the precursor explanation provided by William Shakespeare's character Jacques in Shakespeare's play *As You Like It*: All the world's a stage, and the men and women on it merely players.

Dave Freer's *Stardogs* Review by Cedar Sanderson

I know, it isn't review day. But it is launch day, and I have been waiting on the edge of my seat for this

day since I got to read the pre-release copy of *Stardogs*.

This one is good. Very, very good. I know I can always rely on Dave Freer for a solidly plotted, well-composed tale, with characters I can root for, a world that comes to life in my head, and best of all? Hope.

Which is all the characters in this story have to go on, in the beginning. Ever since humanity first encountered a stardogs, the alien, intelligent but not sentient being, they have been using them. With the stardogs providing vital transportation, humanity has conquered the stars and hundreds of worlds. But there is a nasty secret underlying all this activity, and it's about to come out.

It all centers around an imperial princess, her (real!) dog, and an assassin. But it won't turn out like you think it will. I started reading *Stardogs* one afternoon, and couldn't put it down until I was done with it. Dave's prose is easy to read, and a joy to discover little passages that had me reading them out loud to my First Reader. This isn't something I do often, by the way. I had to, there were just some lovely bits of humor, wit, and wisdom buried in the story. He's been reading it too, and enjoying it, which is rare these days, he's pickier than I am by far. Personally, I'm looking forward to re-reading it.

Stardogs is of course a space opera, with a dash of romance for seasoning, and a lot of adventure. I'd rave at length about it, but I don't want to spoil any surprises for you, my friends. Priced at \$3.99, this is a hefty novel for a very affordable price. Grab it, review it, and let's all meet back here later to talk about it!

Gourmet Bureau

Michael Hooten's *Shrimp Fra Diavolo*

Both the First Reader and I have enjoyed Michael Hooten's Cricket series very much, finding them to be high fantasy without over-reliance on tropes and thus refreshing to read. His characters are lively, so it came as no surprise to find a note appended to the recipe he sent me. The book we recommend for reading with this meal is *Bard Without a Star*, and Hooten tells me the character is a little impish, which inspired him to pair *Shrimp Fra Diavolo* with it.

It's not a meal I've made before, so I followed the recipe closely. One thing he has you do is to fry the shrimp first, and this really adds a nice level of flavor, I'm very pleased with it. I kept the heat down to maybe a 1 (out of a 1-5 scale) because I wasn't sure about the red pepper flakes (had to buy some for this recipe, I don't use them usually!). Frying them in the oil really woke them up and brought out the flavors, as well. I will be repeating this dish, and adding another teaspoon of pepper (I used one teaspoon in this attempt) so the First Reader can feel the heat, too!

Shrimp Fra Diavolo Michael Hooten's Shrimp Fra Diavolo

This is a very simple dish to prepare. I started the pasta water while I cleaned the shrimp, and then batch-fried the shrimp while the water was coming up to temp, being very careful not to overcook it – shrimp is delicate.

I chose to use fettucine because I had an open box, but as Hooten recommends, any long pasta will work with this recipe.

Making the sauce in the skillet I also fried the shrimp in meant that I had fewer dishes, to wash always a yay! in my book. Also, I have no qualms about cooking acidic dishes in my cast iron. One, it's well-seasoned and the idea of iron leaching into my food is a good thing (I can't take iron supplements) and two, I wash it as soon as I'm done to prevent damage to my seasoning.

I used a handful of fresh chopped oregano rather than the dried, since it's in season.

Mix the shrimp back in, drain the pasta, and that is all there is. The First Reader and I both ate too much. It was totally worth it. This is a lovely, balanced dish, with some acid to play off the richness of the shrimp and the sauce is thin, but not runny so it coats the pasta.



For my gluten-free readers? This meal would work really really well served over steamed cauliflower, or maybe spaghetti squash. I don't think I'd try it over the bed of collard greens like I did with the alfredo sauce, the acids in both would imbalance this sauce with the dark green leafy veg as a base.

N3F TNFF
c/o George Phillies
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