

**Orange County
Science Fiction Club
P.O. Box 9225
Fountain Valley, CA 92728-9225**



Next Meeting: May 27 1998, 7:30 P.M.*



ISSUE # 70

THE ORANGE PULP

***Doors Open 7:00 PM (our doors are always open (except when they're closed))**

THE ORANGE PULP

NEWSLETTER OF THE ORANGE COUNTY SCIENCE FICTION CLUB

ISSUE #70 Vol 12, No. 3, May 1998 (on Worldpool, the major appliance planet, they say "don't count your kitchens before they hatch")

Editor
Associate Editor
Subscriptions and Circulation
Program Director
OCSFC LOGO

Jeff Stein
Dave Silva
Marcia Starke
Greg Funke
Mac McMahon

Phone Numbers:

Orange County Science Fiction Club: (714) 552-4925

Jedi Knights: (760) 244-9593

Galactic Archives: (714) 693-0673



The Chief Speaks

This issue of the Pulp, like the last has an additional sheet to accommodate all the stuff I've been getting to put in here and to put in a display sheet (flyer) that you can put up so folks can see that we do indeed exist and can come to the meetings. Or alternately maybe they need a piece of scratch paper and..

I finally have some room to put in a few con listings. Note that I only put the www page for reference. If you don't have a computer, you can usually find out all the information about a con in other con programs, progress reports, SF magazines, match book covers, under rocks, and other skiffy places.

This is not an ad

I was given this information by Marcia: Rich Lzolotnik is selling his collection of Star Trek collectibles. This is a special circumstance. His phone number is (714) 774 - 3333

I just finished reading *Destiny's Road* by Larry Niven. A space ship goes out to a planet and sends two landers down to colonize it. After a while the space ship leaves, abandoning the people on the planet Destiny. 200 years go by, and the story begins. This is a typical Larry Niven book, great attention is given to scientific accuracy, and details in other areas. The usual Dramatis Personae at the beginning of the book is good for readers like me who can't remember names.

SUBMISSIONS TO THE ORANGE PULP

Send your letter, short story, article, or other items for publication consideration to:

JEFF STEIN
1700 W. Cerritos #312
Anaheim, CA 92804
or by EMAIL to
72437.3435@compuserve.com

Previous Meetings

Mar - Jefferson Swycaffer- has been a speaker at the OCSFC before. He has published 9 SF and fantasy novels. See page 6

Upcoming Meetings

MAY: Arthur Bryan Cover owner of Dangerous Visions bookstore. He has a new Buffy the Vampire Slayer book

June: Nothing scheduled, yet...

July: Terry Black will be back for a return visit. Terry was the screenwriter for the movie "Dead Heat"

CONventions

BayCon	May 22-25, 1998	San Jose	www.baycon.org
Agamemcon	May 22-24, 1998	Burbank	www.primenet.com/~shadocat/agamemcon.html

Be advised, I did not check out every site, some may not be valid.

Star Trek TNG-----www.algonet.se/~locutus
Star Wars-----www2.epix.net/~fngik/starwars.html
Babylon 5-----www.midwinter.com/lurk/lurker.html
Star Trek DS9-----www.connecttexpress.com/~richie/ds9
Star Trek Voy-----www.geocities.com/hollywood/hills/7851/voyager.html
X-Files-----www2.dmcl.net/users/jadams
Dr. Who-----nitro9.earth.uni.edu/doctor/homepage.html
Star Trek TOS-----tos-www.tos.net/services/services.html
Dune-----www.students.uluc.edu/~dunket/dune
Sliders-----www.tiac.net/users/robbp/sliders.html
Aliens-----www.vis-con.com/aliens
Robotech/Macross-----www.csclub.uwaterloo.ca/~yhchan/macross.html
Quantum Leap-----www.finifler.com/quantum-leap
MST 3000-----tazer.engrs.infi.net/mst3k
Earth 2-----www.geocities.com/televisioncity/6505/index.html
Blade Runner-----kzsu.stanford.edu/uwi/br/off-wporld.html
Battlestar Galactica--mcmfh.acns.carleton.edu/bg
2001-----www.design.no/2001
Lost in Space-----lostinspace.buffnet.net
4 Heinlein sites on AOL---aol://5863:126/mB:188346, aol://5863:126/mB:188080,
aol://5863:126/mB:188368,aol://5863:126/mB:188330.
AOL SF Forum-----aol://4344:1491sffor.4016321.517943595

Science Fiction Web Sites
Compiled by Wayne Sherwood

Stardust

by Timothy Cassidy-Curtis

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Chapter 6

Mag Ten was the fastest a Standard Hull could go. Some custom designs could go faster. My personal ship was rated for Mag Twelve, but that was pushing it. I had asked Patina Star to calculate our arrival time to the James, so I had expected it when she also calculated the shock line's arrival as well. What I did not expect was the look on her face when she did. When I saw her, she looked like she had seen a ghost. In a way, she had; the shock line would beat us by three hours. Patina Star was staring at the position of the St. James, and looking at the future ghosts of its crew.

"Star would get some power, I'm certain." said Nan, "It's only a few hundred miles wide, even the orbital maneuvering jets would work."

"No," said Patina, flatly, "That thing's multi-hyperfilic."

Nan scowled. That was bad news. Filialistic tendencies were tendencies to attract, hyperfilials attracted real bad, and multi's did it again and again, like magnets with bad attitudes.

"Than that s it." Nan stated without emotion.

"Yah." said Patina, weakly, "I just wish I could get one more thing to them."

"You want to say good-by." Nan assumed.

"Well...no," Patina disagreed "it s just that the shock line is also dynamically repulsive."

Nan looked at her blankly, but only for a moment.

"That s what would toss the James about." Nan surmised "It would push and pull at the same time, splintering the hull."

"If we could just say that," Patina said "they might be able to do something."

"Prepare my ship." I ordered. Patina nodded; she would make a departure clearance from the bridge, and left to do so.

Nan stood. She would start the pre-flight, and make the ship ready for launch. One look at her told me she was going with me, whatever I had planned. I didn't keep her in suspense.

"We re going to the James," I said "we have a message to deliver."

Chapter 7

Like I said, Nan's a good pilot, but she couldn't do the impossible. We were docked and aboard the James ahead of the shock line. But not by much.

"Twenty minutes." I informed Star- Space-Star. He shook his head and went to the comm panel.

"All EVA teams secure and report in, on the double." he ordered. "Attention all hands! Stand by for impact in nineteen minutes, all stations secure!" Star cut comm and turned to me.

"Admiral, that's all-" the comm buzzed. Star slapped it on.

"Captain, EVA crew three, we're less than ten minutes from hook-up." That was Senior Crew Charles Medina. He continued before Star could raise an objection.

"Sir, we can get to the base of column three and secure in the lift. I know it's down here, I sent it down just one minute before we were hit."

Star looked like he was ready to object "Fifteen minutes, tops, Captain, what have we got to lose?"

Charlie was right. While Patina's gloomy assessment was somewhat pessimistic, a second hit would still reduce the James to a useless hulk, with doubtless high casualties. Getting power to the engines was their only chance.

"It's only one line, we could barely make three gee's." was Star's estimate. I furrowed my brow.

"The engines are fine." Star explained "They experience a far worse environment than the shock line." That was common knowledge. Star continued "But the lines leading to the engines were all taken out. What's not fried became slag. Moreover," he concluded, gesturing to the nearly finished fusion reactor, "our only power source is going to be a model 1500 generator." The 1500 was a very adaptable fusion engine but it wasn't designed to power star ships. Or maybe it could..

"Perhaps that's enough." I explained Patina's observation.

Star-Space-Star's eyes widened, then narrowed. He touched several keys on the board in front of him and opened comm to his acting chief engineer, Amy Henry.

"Get this installed at the Helm right away." He said.

Amy's eyes said it all. Disbelief at what she thought her Captain wanted, calculation of what it would take to get it done, and determination to do it. "Aye, sir." was all she said.

There was something of a twinkle in Star's eyes. He looked at me and said "We're going surfing!"

DEEP IMPACT

Reviewed by Dave Silva

Probably 80% of you have seen "Deep Impact" by this time. My opinion is that it was a very good, not a great movie. Robert Duval and Morgan Freeman gave outstanding performances as usual and there were a number of good supporting roles, particularly by Max Schell and Vanessa Redgrave. I have a few complaints like what happened to all the missiles armed with nuclear warheads that were supposed to be the last line of defense? All we know is that they failed, but we are not shown or told why. As for the "Messiah" mission ship you have to wonder why they didn't launch a back-up ship on a mission of this importance. Also, why did they approach the comet through the tail where they were being pelted by debris? Other things I would have been interested in knowing (although if they included all the stuff that I might be casually interested in the movie might be four hours long and boring) what small or poor countries would do to ensure their survival. What would the religious reaction be to *The End Is Near* possibility which was portrayed so dramatically in "Titanic." Could you really get someone into the ark by marrying them? How about Bill Gates? Could he buy his way in?

If there were a sustainable colony, somewhere else than Earth, like Mars, the Moon or even a large L5 colony, then humanity wouldn't be threatened with extinction. Due to complex reasons, some of them religious, most people rarely think of the possible extinction of our species, or even want the world will be like fifty years from now. We either read SF because we think of such things, or we think of such things because we read SF. The amount resources that go into tracking and identifying objects that might impact our planet are pitifully low. How do you get politicians the provide funding for something so remote in the public awareness? One problem is that aside from "Deep Impact" and some pretty bad TV movies, and a few classic SF books like "Lucifer's Hammer," by Niven & Pournelle and "When Worlds Collide," by Philip Wylie, people have no real experience with killer comet events. Back in 1908 a meteor flattened a large section of wilderness in Siberia, but it went unnoticed in the west. Earthquakes, nuclear weapons and even doomsday biological agents are more real to the general public.

"Deep Impact" ends on an upbeat note that is perhaps unrealistic. It would be a long hard task to rebuild cities, establish law and order and to bring us back to the level of technology we enjoy today.

The Stupid Equations Continued from page 6

C2a

Had the spaceport had been on the receding limb, the Pilot would actually have had fuel to spare after making a successful landing. The engineers who created the Emergency Craft, a miracle of efficiency, would have corrected this defect for future voyages.

D

Although the crew at Space Patrol Base is kept to an absolute minimum, for reasons of efficiency, it occurred to one of the engineers, who created the miraculously efficient Emergency Craft, that the voyage was simply too important to leave to chance. Excusing himself from his drawing board (an absence which would have consequences far down the line) he went and posted himself as sentry outside the launching bay where the Emergency Craft waited.

He caught the stowaway as she tried to enter the Emergency Craft, and took her to a detention cell. The Pilot came to visit her and explained what would have happened. They became friends.

When the Pilot returned from the voyage, he met her again, and they fell in love. They were married, and had seven ba-

Thanks to Jefferson Swyciffer for allowing The Orange Party to publish this article. It was originally 3 pages and is now a miracle of editing efficiency.

The Stupid Equations

by God Tomwin

A.

The Space Patrol needed to ship a vial of serum to the Plague Planet. Twenty thousand lives were at stake. The only available laboratory where serum could be prepared was at Space Patrol Base. Time was running short. The Pilot agreed to take the risky flight in an Emergency Craft.

The Emergency Craft was a marvel of engineering, trim and sleek, fast as the solar winds. It consisted of the absolute minimum of components, without so much as a kilogram of waste mass. It carried enough fuel for the voyage, and no more. It carried enough air to support the Pilot for the voyage, and no more. All excess mass had been stripped away. The Emergency Craft was the most efficient possible vehicle for an emergency run.

The Pilot boarded the Emergency Craft, and was launched on his voyage to the Plague Planet.

To his horror, he found that there was a stowaway aboard the ship, a young woman, little more than a girl. Her extra mass had never been calculated for when the ship was fueled. If she stayed aboard, the ship would not be able to match orbital velocities with the Plague Planet, and twenty thousand people would die.

The girl was ejected from the air lock, to save the people of the Plague Planet.

A1

Air lock? What air lock? The ship was a miracle of engineering, right? An air lock would add several tons to the ship's mass. There would be no air lock, only a sealed door. The girl could not be ejected. The Emergency Craft could not match orbital velocities with the Plague Planet, and sailed off into the infinite. Twenty thousand and two people died.

A2

The girl was ejected from the ship by being chopped into little bits and put through the trash lock (see below.) It was grisly work, but it had to be done. The Emergency Craft arrived at the Plague Planet and saved twenty thousand lives.

A2a

The girl had been on the Emergency Craft for some time before being discovered. She had inhaled a part of the ship's air. The air ran out before the Pilot could match orbital velocities with the Plague Planet, and the ship sailed off into the infinite.

B

Where was the stowaway hidden? The Emergency Craft was a miracle of engineering efficiency. There were no interior bulkheads. There wasn't even a chair for the Pilot to sit in, nor a deck for him to stand on. The Pilot would stand on the bare ribs that braced the interior of the hull, and the single cabin would be as small as possible, little more than a closet. He saw the stowaway immediately when he bearded the Emergency Craft, and had her removed before he was launched on his voyage.

C

The Emergency Craft was a miracle of engineering efficiency. There was not a single kilogram of wasted mass. In fact, the ship's hull was exactly as thick as was needed to hold pressure, and not a millimeter thicker. Thus, when the Emergency Craft impacted a piece of space dust about a microgram in mass, the hull was pierced and the air leaked out.

C1

The Emergency Craft was a miracle of engineering efficiency. This applied to the reactor shielding too.

C1a

The Emergency Craft was a miracle of engineering efficiency. No more air was supplied than the Pilot required. Unfortunately, the Pilot, in his excitement at matching orbital velocities with the Plague Planet, had been breathing more heavily than normal. His air ran out ten minutes before he could land, and the ship crashed violently into the grey, stormy seas of the Plague Planet.

C1b

To the bathroom he doesn't have to go? But no: the Pilot is a stern, tough, doughty man, and can hold it. If nature calls, he will relieve himself in one corner of the cabin, and simply put up with the smell.

During deceleration turnover, however, in a brief period of zero gravity, the mess in the corner of the cabin floats upward and interferes with his controls. He never successfully matches orbital velocities with the Plague Planet, and drifts off into the infinite.

C1c

Okay, the engineers compromised and put a very small air lock, only a few centimeters in size, in the hull, so that the Pilot can eject wastes.

Even so, the Pilot, planning ahead, has dehydrated himself and had his system cleansed, so that he carries the absolute minimum of wastes aboard with him.

The Pilot, in fact, is a triple amputee, missing both legs and one arm. He was always a small man, a dwarf actually, and he has starved himself for the weeks prior to the mission. It is this heroism that supports him during the long and uncomfortable voyage, at the end of which he successfully matches orbital velocities with the Plague Planet and saves twenty thousand lives.

C1ci

Of course, no airlock is absolutely efficient, and even the small trash lock will emit a certain amount of air along with the trash. The loss of a few cubic centimeters of air would seem trivial, but the Emergency Craft is a miracle of engineering efficiency, and carries no more air than is necessary. Weakened by his fasting and dehydration, the Pilot blacks out from want of air only seconds before landing on the Plague Planet, and the Emergency Craft crashes into the Plague Planet's capital city, killing more than nine thousand people. The Plague continues unchecked, and, in combination with the explosion, rather more than twenty thousand and one people die.

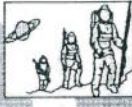
C2

The Emergency Craft is a miracle of engineering efficiency. It carries no more fuel than is necessary.

Unfortunately, after matching orbital velocities, the Pilot learns that he must land at the Plague Planet's only spaceport, which is now on the approaching limb of the planet as it rotates.

The extra 1,500 kilometers per hour of the planet's rotational velocity are more than the Pilot can compensate for, and the ship crashes heavily into the grey and stormy seas of the Plague Planet.

1998



June

Sun	Mon	Tue	Wed	Thu	Fri	Sat
	1	2	3	4	5	6
7 Take a	8 Clone to	9 Lunch	10 Week	11	12	13
14	15	16	17	18	19	20
21 Jedi Knights	22	23	24 OCSFC	25	26	27
28	29	30				



JULY

Sun	Mon	Tue	Wed	Thu	Fri	Sat
Does your chewing gum	lose its flavor in	Budapest, overnight?	1	2 Westercon	3	4 The 4th of July
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19 Jedi Knights	20	21	22	23	24	25
26	27	28	29 OCSFC	30	31	

Orange County Science Fiction Club

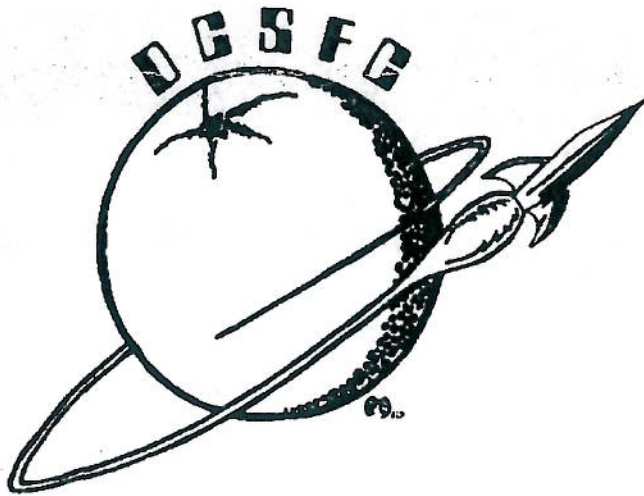


May 27: Arthur Bryan Cover



June 24: Speaker not scheduled

July 29: Terry Black



The Club meets at the usual place,
in the community room of 2400 E.
Chapman, Fullerton, A half mile
west off the 57 freeway (corner of
Chapman and St. College)

**Last Wednesday
of Every month
except December**