

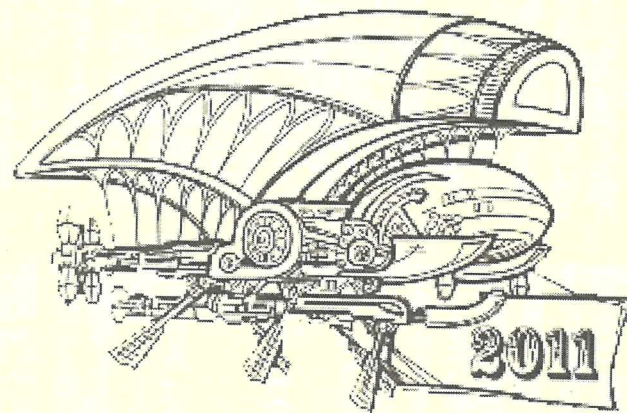
# The Emerald City Steam Gazette

Vol 1, Ed 1

August 2008

## SEATTLE

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## WORLD CON

## Bumbershoot: An added Bonus for a Seattle Worldcon

**Bumbershoot held on Labor Day weekend at the Seattle Center an easy walking distance from the Convention Center.**

Venture to Seattle Center, the 74-acre park located in the heart of the Pacific Northwest to find a festival that has it all. Bumbershoot, as the name implies, umbrellas a number of artists from different genres representing the best in music, film, comedy, theater, spoken word, dance, visual, performance and literary arts.

Bumbershoot is the Northwest's outrageous four-day party where Carnival meets Concert Hall. The last true celebration of summer, Bumbershoot remains the greatest showcase of eclectic and excellent art, a place where 2,500 artists stalk the stages, grace the galleries and generally choreograph one of the most fun, wacky parties on the planet. Bumbershoot is more than just great music. The annual three-day sensory experience is the biggest of its kind in North America—a regular Mecca for art fiends and pop culture gluttons.

With over 20 indoor/outdoor venues, a wide variety of festival cuisine and a diverse collection of indie retail vendors, Bumbershoot embodies an eclectic mix of artists that has inspired summer festival goers for more than three decades!

Seattle in 2011 is a project of The Seattle Westcon Organizing Committee (SWOC), a Washington not-for-profit corporation that has been recognized as tax-exempt under section 501(c)(3) of the Internal Revenue Code.

### Look for us!

We are fanning out in ever greater numbers across the World. We bring greetings from Her Majesty and tales of wonder from afar. Look for us in the near future at the following conventions:

|                                   |           |
|-----------------------------------|-----------|
| ArmadilloCon, Austin, TX          | Aug 2008  |
| Foolsap, Bellevue, WA             | Sept 2008 |
| RainFurrest, Seattle, WA          | Sept 2008 |
| V-Con, Vancouver BC               | Oct 2008  |
| Albacon, Albany NY                | Oct 2008  |
| Capclave, Washington DC           | Oct 2008  |
| MileHiCon in Denver, CO           | Oct 2008  |
| World Fantasy Calgary, AB, Canada | Oct 2008  |
| Windycon, IL                      | Nov 2008  |
| Philcon, Philadelphia, PA         | Nov 2008  |
| Orycon in Portland, OR            | Nov 2008  |
| Loscon, Los Angeles, CA           | Nov 2008  |
| Smofcon 26 (Columbus, OH)         | Dec 2008  |

## Seattle is MORE FUN!

One of the "most visitable" cities in North America. Seattle is the perfect mix of an upbeat, fast-paced metropolis with a gorgeous, natural atmosphere. Seattle is home to a thriving music, dance and theatre scene. Vibrant galleries and one-of-a-kind museums scattered throughout the downtown core. Native American, maritime and pioneer history abounds with strong and diverse ethnic heritage influences. Seattle boasts the Experience Music Project/Science Fiction Museum, the Space Needle, the Pacific Science Center, and the Museum of Flight, thousands of restaurants, classic architecture, a vast variety of stores and shops of all kinds, as well as hundreds of acres of parks, zoos and arboretums. The Washington State Convention and Trade Center in Seattle, our Worldcon site is in the center of it all.

## Keeping the World in WORLDCON

Closer to Asia and Alaska than any other major U.S. seaport, Seattle is a premier gateway for products, cruise passengers and tourists moving to and from North America. The Port is also involved in moving people, whether it is traveling for business or for pleasure. Sea-Tac Airport serves 76 domestic and 20 international destinations and over 31 million passengers annually, one in 10 of them on an international flight. The convention center itself boasts a free public art gallery that provides an opportunity for people of different cultures to enjoy a common experience.



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## The Magically Whimsical World of Steampunk

Steampunk has its roots in science fiction literature, and is considered by many to be a mixture of two separate genres. These genres include speculative fiction, which is a type of fiction that is based on world-changing "what if?" scenarios, and the fantasy genre, which is similar to speculative fiction except that it's not bound by our natural laws.

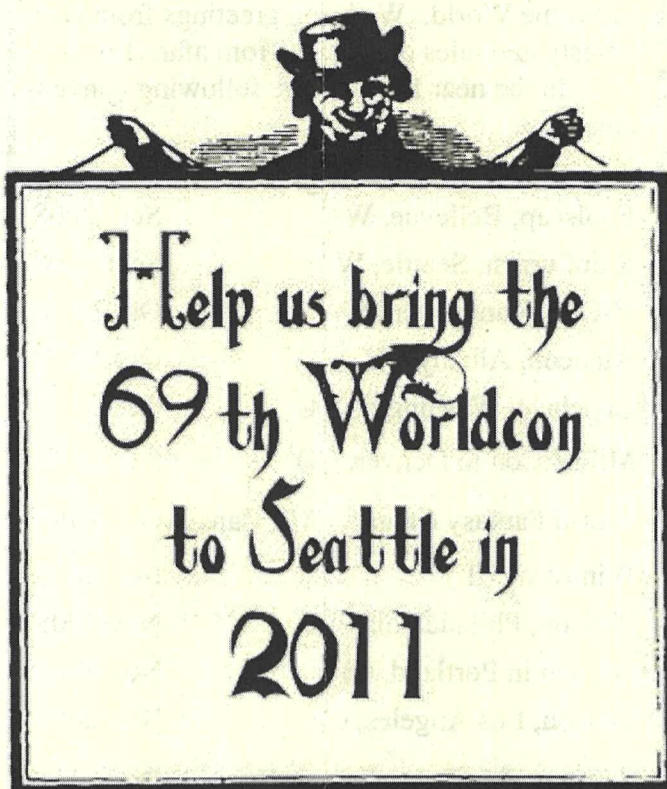
Steampunk encompasses a world of the 19th century, and is often set in Victorian-era England. Steampunk seems to have an almost whimsical feeling that gives a sense of hope for a utopian future filled with simple, yet ornate technology that wants to do anything but be invisible or blend in. Steampunk devices want to be seen, and always become the center of attention.

When most people think of Steampunk, they think of Jules Verne and H.G. Wells, but the term is much newer than the influence of these authors. J.K. Jeter has been credited by some with the creation of the term Steampunk in the 1980s as a general term for his works, as well as for works by others such as Michael Moorcock and Tim Powers.

Tim Powers' "The Anubis Gates" (1983), Michael Moorcock's "The Warlord of the Air" (1971), "Lord Kelvin's Machine" (1992) by James P. Blaylock, "The Difference Engine" (1991) by William Gibson and Bruce Sterling, and Di Filippo's "Steampunk Trilogy" (1995) are often cited as the central Steampunk novels. In "The Difference Engine," the visionary artist William Blake gives PowerPoint presentations using a kind of magnetic tile device. Even more recently, Jay Lake's "Mainspring" tells of an earth that revolves around a system of celestial gears and the angel Gabriel, who is a brass construct.

## Yesterday's Tomorrow is Today

Our theme of Yesterday's Tomorrow is Today will allow us to look back at our yesterdays and see what our tomorrow might have become had technology gone down a different path: if steam were our source of power, for example, or if the United States had never broken away from Mother England. We will then ask ourselves "what if?". As a theme for a Worldcon, this gives us many possibilities to have fun with, to explore, and to question. We can look at alternate realities; explore the paths not taken, the paths not fully investigated. We can do whimsical things like host dirigible races (if we can work out the logistics), build robots and other infernal machines, explore steam-powered devices, and have Victorian dances and high teas. We can take a tongue-in-cheek look back to the seedier, more decadent side of the Victorian era, and then jump ahead to imagine what sort of influence this might have on modern society. After we have fleshed out this past, we can look ahead to what the future might hold, to the worlds that did take a different path, and to how we can relate to and interact with them.



## The Science Fiction Museum Joins the Committee of the Seattle in 2011 Worldcon Bid!

The Seattle team is proud to welcome the Science Fiction Museum to their bid committee. Plans are already in the works to interface the team from the museum with the bid. Look for a strong presence from the Science Fiction Museum to join the team in Montreal. More information will be coming soon.

The Museum wants to take a very active role in the Worldcon should Seattle win and hopes to be able to bring in exhibits and professionals. They will bring with them to a Worldcon a wealth of potential.

## Bid T-Shirts Available

Seattle in 2011 bid t-shirts, featuring a playful parody on "that coffee company" by Ray Van-Tilburg, are now available for \$20 U.S. (extra large sizes slightly more) Order yours now either through the bid at our address, bid table, or bid party.



## Superb Facilities

The Washington State Convention and Trade Center in the heart of downtown Seattle offers you function and beauty. The Center offers small and intimate space to large, airy ballrooms. For our headquarters hotel, we intend to use the Sheraton Seattle Hotel. The Sheraton has 47 newly renovated flexible meeting spaces and offers a total of 75,000 square feet of function space with a total of 1258 sleeping rooms. Located primarily on two levels, the hotel's flexible meeting space and multiple elevators and escalators allow large groups to flow quickly from one venue to another so attendees can maximize their time. Most meeting spaces offer natural light, and more than 15,000 square feet of pre-function space with floor to ceiling windows create a feeling of being immersed in the city.

## Denvention Happenings:

We will host parties each of the 4 nights of the convention and of course a table in the Colorado Convention Center. During the day, we will most likely be out and about volunteering or prepping for the nightly festivities feel free to knock on the Suite door (on the 22rd floor of the Sheraton hotel) if you would like to help.

## Yesterday's tomorrow: A Steampunk Adventure

Wednesday Aug 6 through Friday Aug 8 from 9pm to 1am

You, our intrepid explorer, boldly adventuring into the unknown, seeking golden cities, mysterious artifacts, fame and glory find a wonderful place to relax, unwind and share a bite with other explorers. Your explorations continue, as sample tasty treats from the Pacific Northwest and share stories with other explorers. While you are here, share a taste of our no-bake apple pie, or a "Van Gogh's Breakfast" made with Absinthe. Be present at midnight and your wishes for glory, gold or at least a gift may come true if your number is drawn for a door prize.

## After the Hugo's Decadent Desserts

Saturday Aug 9 from 10pm to 1am

The Imperial Ministry of Insanity wishes to invite you to join us in celebration as we prepare to embark on our latest extraordinary adventure. We prepare our hearts for our yearlong journey to the far off realm of Anticipation. Festivities will begin at 10 pm on Saturday, August 9, on the 22rd floor of the Sheraton hotel. Desserts and libations will be served. Be present at midnight and your wishes for glory, gold or at least a gift may come true if your number is drawn for a door prize.

## Join Us!

The committee and fans of Seattle in 2011 are dedicated to hosting an outstanding Worldcon for all of fandom. We will flavor our Worldcon with a taste of the Pacific Northwest and we hope to delight you with a veritable cornucopia of amusement. We are eagerly receptive to the idle fancies of our supporters and we sincerely wish to hear from you if you are struck by inspiration. This is after all your Worldcon; we just hope to be the custodians of the fannish traditions and the site chosen to lend new ideas and novelties.

Join us in bringing the 69<sup>th</sup> World Science Fiction Convention to Seattle in 2011. We would love to have you as part of our team of volunteers. If you have a particular job you want to do should we win, we would love to hear about that too! We cannot make any promises before we win but we are keeping notes.

For more information about Seattle's bid to host the 69th Worldcon, please visit us on the internet at:

[WWW.SEATTLEIN2011.ORG](http://WWW.SEATTLEIN2011.ORG)

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