



# The National Fantasy Fan

Cras ad Stellas— Tomorrow to the Stars

Volume 78 Number 6

June 2019

## News and Events

### Pro Bureau

We've been given a proposal, namely that the Pro Bureau should issue its own fanzine, nominally titled *Prose Bono*. *Prose Bono* would publish articles on writing and selling your works, with a primary emphasis on novels. Of course, we would need both an editor and a source of articles, but it is good to note that there is some interest in the practical aspects of the writing craft. If you would be interested in editing *Prose Bono*, please send me a line. George Phillies [phillies@4liberty.net](mailto:phillies@4liberty.net).

### Correspondence Bureau

Yes, the Correspondence Bureau has risen from the dead.

Naffer heroine volunteer Judy Carroll has made a major effort to extend Round Robins to email, but as of this juncture there has not been much interest in that program. Something else is now being attempted, namely a Correspondence Bureau:

How many of you like to have conversations with people who have the same or similar interests as yourself?

How do you go about finding these same-interest people?

Do you casually mention to the person working closest to you that you are going to a science fiction convention this weekend, hoping to strike up a conversation?

Do you accidentally leave a science fiction anthology on your desk thinking someone with the same interest will notice and begin talking Heinlein with you?

Or has this sort of thing ever happened to you?

While planting your garden you notice your neighbor peeking over the fence with a puzzled look, and you realize you were speaking Klingon to the plants.

While dining with a loved one, in a popular restaurant, you begin randomly quoting -" Live long and prosper", "May the force be with you," "We get out now or we die trying."

If you have found yourself in similar situations you have SFOL - Science Fiction Over Load. SFOL is the condition a fan of SF has when they need to discuss all things science fiction that keep bouncing around in their head, distracting their day and wreaking havoc with their nights.

We have the cure. Sign up with the Correspondence Bureau and you will be paired with another SFOL in which to share your science fiction needs and reduce your over load.

Contact Judy Carroll [AutumnSeas8012@gmail.com](mailto:AutumnSeas8012@gmail.com)



News  
Barnes and Noble has been sold to a private venture.  
There may be significant effects on the SF book industry.



## Your Volunteer Team

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## Neffy Nominations

Behold the nominations for the 2019 Neffy Awards, honoring works appearing in 2018. We now have one month to discuss these stfnal gems. We vote next month. Please send your comments for publication to Tightbeam (phillies@4liberty.net) This month we have a review of a nominees: See Page Nine.

### Best Novel (over 100,000 words)

Against Three Lands—George Phillies  
 A Guide For Murdered Children—Sarah Sparrow  
 Legion---The Many Lives of Stephen Leeds -  
 Brandon Sanderson  
 The Princess in the Tower—Chris Nuttall  
 Uncompromising Honor—David Weber  
 We Sold Our Souls - Grady Hendrix

### Best Shorter Work (under 100,000 words)

Shadowdrop - Chris Willrich—Beneath Ceaseless Skies issue 261  
 The Black God's Drums - P. Djèlí Clark - Tor Publishing  
 Joyride - Kristine Kathryn Rusch - Asimov's Sci-

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

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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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ence Fiction 11-12/2018

What Is Eve? - Will McIntosh - Lightspeed Magazine issue 95

Intervention - Kelly Robson - Infinity's End, Solaris

Bloom - Kate Elliott - The Book of Magic, Bantam Books

When We Were Starless - Simone Heller—Clarke'sworld issue 145

Prophet of the Roads - Naomi Kritzer - Infinity's End, Solaris

A Song of Home, the Organ Grinds - James Beamon - Lightspeed Magazine issue 98

Meat And Salt And Sparks - Rich Larson - Tor.com

The City of Lost Desire - Phyllis Eisenstein - the Jan-Feb F&SF

## Best Book Editor

Toni Weiskopf

## Best Fanzine (electronic publication is allowed)

Ionisphere from John Thiel

Optuntia from Dale Spiers

Origin from John Thiel

Spartacus, published by Guy Lillian

Tightbeam from the N3F

## Best Blog

Gary Labowitz

Mad Genius Club—the Mad Genii

## Best TV Show

Game of Thrones

Supergirl

## Best SF Movie/Video

A Quiet Place

## Best Anime

Devilman Crybaby

Planet With

Revue Starlight

A Place Further Than the Universe

Aggretsuko

## Best Graphic Art Publication

Lady Mechanika - M. M. Chen and Joe Benetez

Monstress - Marjorie M. Liu and Sana Takeda

Raven Daughter of Darkness - Marv Wolfman

## Best Cover Art

Kent Bash - the March-April 2019 F&SF

Brad Fraunfelter - The Broken Throne (novel by Chris Nuttall)

## Best Magazine

Amazing

The Ballot will appear in the next issue of TNFF.

## Writers Exchange Bureau

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.

I am a big fan of Shirley Jackson.

I first heard of Shirley Jackson in ninth grade English. My teacher, Mrs. Snyder, perched on her desk, legs stretched out in front of her, ankles crossed. She was introducing a story she was going to read to us, and she was alive with anticipation and the possibilities of what her class would say when the story was done. I don't remember what she said, but she had my attention before she even began the story. "The morning of June 27th was clear and sunny, with the fresh warmth of a full-summer day; the flowers were blossoming profusely and the grass was richly green." I sat at my desk interest growing with each sentence. My mind, full of questions, was tripping and gasping as I ran down the road toward the end of the story. When the story ended it was like my mind had run into a stone wall. I was full of surprise, wonder and amazement. It was as if some new world had been opened up before my eyes. I don't remember the class discussion that followed, but I remember

the story- The Lottery. I was hooked. I had been drawn into the world of Shirley Jackson.

A couple of years later my sister and I were at the drugstore on an errand for our mother. While my sister went looking for the items, I was drawn to the books. One immediately caught my attention. It was a paperback with a dark blue cover. A girl with long black hair was holding a ragged piece of fence in front of her, her right eye peering through a hole. I had discovered a book by Shirley Jackson - We Have Always Lived in the Castle.

"My name is Mary Katherine Blackwood. I am eighteen years old, and I live with my sister Constance. I have often thought that with any luck at all I could have been born a werewolf, because the two middle fingers on both my hands are the same length, but I have had to be content with what I had. I dislike washing myself, and dogs, and noise. I like my sister Constance, and Richard Plantagenet, and Amanita phalloides, the death-cup mushroom. Everyone else in my family is dead."

What fascinated me in the first paragraph, and has stayed with me all the years since, is not its uniqueness or all the information it conveys. It's her fingers - "...the two middle fingers on both my hands are the same length..." Of course, after reading this I had to check my fingers. After holding my hands up and moving my fingers this way and that I discovered I did not have Fingers like Mary Katherine. ( I really hadn't expected my fingers to be like hers). I did discover something else though. The index fingers on both my hands are crooked - each leans toward the finger next to it. In the next few months I will be bringing you quotes on writing taken from lectures of Shirley Jackson's.

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. AutumnSeas8012@gmail.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.

I am still seeking someone who will help me in greeting new members. It's not a hard job, but it can be time consuming. when several members join in the same month - which doesn't happen often. I can handle the months when one to three members join, but more than that takes up a lot of time. I have other responsibilities in the N3F, and I could really use some help.

If anyone could help me welcome new members to this wonderful club, I would really appreciate it.

Please contact  
Judy Carroll AutumnSeas8012@gmail.com

### Recruiting Bureau

One recruitment success this month—I emailed Kevin Trainor and asked him if he could contact Steve Fahnstalk about renewing his membership. I had been bothering Steve about it too much. Kevin did so and Steve renewed. So there's an example of business being transacted within the bureau. I've been asking John Polsell to renew his membership, but he's having financial difficulties at this time, and says he'll renew when he gets things in order. I suggested he get a public membership until then. Here again, there's renewal happening on the interpersonal level. I suppose all three of us are doing interpersonal work.—John Thiel

### History and Research Bureau

I have added Jeffrey Redmond to the bureau as an activator of these activities plus whatever else he might do; his articles were already appearing in Origin. A good man at getting things swinging. Some definatory matter is appearing in our publication, as I had intended to do when I was first suggesting this bureau; it's for the benefit of those new to sf or fandom. Also I started doing bulletins to keep the members of the bureau in contact with one another and to establish a framework and protocol for the bureau.—John Thiel

John Thiel writes: Greetings to the bureau members. I have decided to put out a monthly bulletin for the members of this bureau, to facilitate communications and perhaps talk about bureau activities. I'll send it before or on the first day of each month.

We have a new bureau member, Jeffrey Redmond, whose position will be activation; he's very active and often has something to say and is doing a lot of computer activity. He was doing us some columns and I thought he fit in pretty well with what we are doing so I invited him to become a member and he agreed. His column will probably become a regular thing in Origin.

Issues of Origin are timed to correspond with TNFF, so columns and other writings should be gotten in on the 12th day of each month, that's about right, I'd think. We're looking good, everyone's been there for a monthly showing. I hope we keep this up. The bureau is really on the upgrade.

Jeffrey Redmond writes: Yes. Thank you, John. I have around 66,000 members in my Science Fiction group, and other Facebook sites are also useful for attracting new members.

I am a writer and published author of fantasy and sci fi books and articles, etc. I enjoy editing and proof reading, and can always continue submitting research and announcement articles.

By growing memberships and subscribers, a group can improve. It is good to have influence, and especially contribute to fantasy and science fiction genres as is possible.

I have some ideas, but don't know which would be of any real use. So I'll wait and see what Origin would like from me. This all sounds quite interesting, and I certainly appreciate the opportunity.

### Games Bureau

It took me a while to find another game to review. What follows is my review of *Azul*.

*Azul* is a tile laying game. The tiles come in various colors. Each player has a player board. The

player board has three sections: A scoring track, a holding area, and the main play board.

Tiles are placed on trays in the center of the table. The tiles are in groups of four. Players take turns claiming trays. Players may only keep the tiles of one color when they claim a tray. The tiles of the other colors go onto the center of the tables. During the later stages of a round, tiles may be claimed from the center of a table.

Newly claimed tiles are placed in the holding area. The holding area consists of five rows, each containing 1-5 spaces for tiles. Players may not mix tiles of different colors in a row.

At the end of a round, players check their holding areas for full rows. If a row is full, then one of those tiles may be transferred to the main play board. The rest of the tiles from that row are discarded.

Players then check their main playboards for rows and columns for tiles. These rows and tiles score points. The longer the row or column, the more points scored.

*Azul* is played in rounds. Before the start of each new round, the trays are filled with four tiles each, taken from the tiles that had been discarded.

The game ends during the scoring phase, if at least one player has completely filled a horizontal row with tiles. At that point a final scoring takes place and bonus points are calculated.

### Fan-Pro Coordinating Bureau

No changes this month, except to improve the contents of Ionisphere somewhat.—John Thiel

### Birthday Card Bureau

Birthday cards sent: 5

Renewal notices sent: 9 (including two members at same address)

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Laurraine Tutihasi

Birthday Bureau and sometime reviewer and article writer.

## Letters of Comment

Editor,

For what it's worth, I was in Baltimore over Memorial Day weekend for Balticon. I went mainly to reconnect with friends I hadn't seen in a couple years, since I missed last year's Balticon, but it was impossible not to notice that there was a TON of programming covering pretty much every area of interest in geek culture and including workshops, demonstrations, games, mini-concerts, and the usual plethora of panels. Unfortunately, the convention is still at the Harborplace Renaissance, which is not only hideously expensive but too close to Harborplace, which was the site of a flash mob riot Saturday night by a large number of barbaric yoots. Still, it is a convention worth going to, and I do recommend it.

Kevin Trainor

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Dear Neffers:

I haven't written anything in some time, mostly because we've been planning to make a return visit to London, England. We were there in 2016, and right now, I am writing this while sitting in a lounge at Pearson International Airport in Toronto...our plane to London Heathrow leaves in about an hour! While Yvonne takes a nap (we got up extremely early this morning), I thought I would catch up with a loc on the April and May issues of *The National Fantasy Fan*, Volume 78, Nos. 4 and 5.

April... Congratulations to Angela K. Scott on her Kaymar Award! I have noticed there are fewer and fewer awards fans are eligible to win (even if they are labeled fan awards), so this is a big deal. Truly, the story in SF draws me in, but I find that I've been reading and watching it for so long, perhaps I have read and seen enough of it. I haven't replaced SF as my reading of choice, I just read much less. I admit that *Star Trek: Discovery* has really caught my attention, and I look forward to the next season.

My loc...all my work is done for now, and my big plan when I return from England is to restart the job

hunt, revise my resume, and find something. Our vending shows start the beginning of July, and we did get the sheet walls for our gazebo.

I have been asked if we might be going to the Dublin Worldcon...nope, any money we've been able to scrape together is going to be spent over our three weeks in London, and we will definitely not have enough to cross the Atlantic again.

May... I will presume that the winners of the Neffys will be announced in the next issue of TNFF. The 11 ways to improve your writing make a lot of sense. I think they need to go above the keyboard of every writer. I think we all need the reminder from time to time, especially if we are creating something for this zine.

We may soon be called for our seats, so I will wind things up, and say thank you. I plan to take lots of pictures, and will put them on my Facebook page. Many thanks for these two issues, and see you with the next.

Yours, Lloyd Penney.

Editor:

I enjoyed the last issue of *The National Fantasy Fan*, but I enjoy them all. I was pleased to see that Angela K. Scott won the 2019 Kaymar Award. Her illustrations in TNFF have been gems.

With kindest regards,

Matthew Weitendorf

**Sercon**

**N3F Founding Members:**

**Bob Jones**

**by**

**Jon D. Swartz, Ph. D.**

**N3F Historian**

Robert B. (Bob) Jones was a science fiction (SF) fan from Columbus, Ohio. There is some evidence that he attended Denvention in 1941.

He published the fanzine Pegasus for FAPA in 1943. According to a reliable source, two issues were published by his Borrowed Times Press.

The Fantasy Amateur Press Association (FAPA) was founded in 1937 by the future New York Futurians Donald A. Wollheim and John Michel. They were inspired to create FAPA by their memberships in some of the non-fan amateur press associations, which they learned of from genre author H. P. Lovecraft.

FAPA's original constitutional limit was fifty members to accommodate publishers using hectographs to put out their zines. There were twenty-one members listed on the roster of the first mailing in August, 1937; it took until the November, 1938, mailing to fill out the original fifty-member roster. The membership limit was raised to sixty-five members in 1944.

Both Wollheim and Michel were founding members of the N3F and have already been profiled in these pages -- Wollheim in the December, 2015 issue; and Michel in the May, 2016 issue.

According to Harry Warner, Jr. in his history of SF fandom in the 1940s, *All Our Yesterdays* (Advent, 1969), Jones attended Boskone II in 1942 at Boston's Ritz-Plaza with about twenty-five other SF fans, most of them local. Fan participation in the N3F was one of the topics of discussion at this early SF convention.

Of course, Jones was also one of the 64 charter members of our club, The National Fantasy Fan Federation (N3F), in 1941.

**Comic Book Clubs of the 1940s:  
The Captain Marvel Club  
by  
Jon D. Swartz, Ph.D.  
N3F Historian**

### Captain Marvel

Captain Marvel, today known as Shazam, is a fictional superhero appearing in American comic

books published by DC Comics. Artist C. C. Beck and writer/editor Bill Parker created the character in 1939 for Fawcett Publications, Inc. Captain Marvel first appeared in *Whiz Comics #2* dated February, 1940. There was no *Whiz #1*, only a trash can issue with another title for copyright purposes. Captain Marvel is the alter ego of Billy Batson, a boy who, by speaking the name of the immortal Egyptian wizard Shazam can transform himself into a costumed adult with the powers of superhuman strength, speed, flight, stamina, and other abilities. The word "Shazam" was an acronym for the ancient heroes/gods Solomon, Hercules, Atlas, Zeus, Achilles, and Mercury.

The Captain was drawn with the looks of movie actor Fred MacMurray, a leading man in movies at the time. The character was originally to be called Captain Thunder, leading a group of heroes, but the name and concept were changed before *Whiz #2* was published. The group of heroes did come later, however.

Based on book sales, the character was the most popular superhero of the 1940s, outselling even Superman. Fawcett later expanded the franchise to include other "Marvels," primarily the Marvel Family that consisted of Captain Marvel's relatives and friends: Mary Marvel, Captain Marvel, Jr., Uncle Marvel, three Lieutenant Marvels, etc. There was even a Hoppy, the Marvel Bunny, who appeared in *Funny Animals Comics*.

Captain Marvel was the first comic book superhero to be adapted for film, in a 12-chapter serial from Republic Pictures in 1941 titled *Adventures of Captain Marvel* and starring Tom Tyler as Capt. Marvel and Frank Coghlan, jr. as Billy Batson.

### Captain Marvel, Jr.

Capt. Marvel Jr. was the crippled newsboy, Freddy Freeman, who was saved from Capt. Nazi by Capt. Marvel by sharing his powers with him. Freddy becomes Capt. Marvel, Jr. by saying Capt. Marvel's name. Capt. Marvel, Jr. was a prominent member of the Marvel Family, created by writer Ed Herron and artist Mac Raboy. He first appeared in *Whiz Comics #25* in December, 1941. Afterward he was featured in *Master Comics* and had his own comic

book, and he co-starred with Capt. Marvel and Mary Marvel in The Marvel Family comic book.

### Mary Marvel

Mary Marvel was created by writer Otto Binder and artist Marc Swayze. She first appeared in Captain Marvel Adventures #18 (December, 1942). She afterwards starred in Wow Comics and in her own comic book, and was a co-star with Capt. Marvel and Capt. Marvel, Jr. in The Marvel Family comic book.

Mary Marvel is the alter ego of teenager Mary Batson (adopted name Mary Bromfield), twin sister of Captain Marvel's alter-ego, Billy Batson. Like her brother, Mary has been granted the power of the wizard Shazam, and becomes Mary Marvel by saying his name.

### The Marvel Family

The Marvel Family, known today as The Shazam Family, are a group of superheroes who originally appeared in books published by Fawcett Comics, and were later acquired by DC Comics, publishers of Superman. Created in 1942 by writers Otto Binder and artists C. C. Beck, Mac Raboy, and Marc Swayze, the team is an extension of Fawcett's Capt. Marvel franchise, and includes the Captain's sister Mary Marvel, their friend Captain Marvel, Jr., and a number of other Marvel characters as well, including Uncle Marvel who had no superpowers.

Fawcett ceased publishing Captain Marvel-related comics in 1953, partly because of a copyright infringement suit from DC Comics, alleging that Captain Marvel was a copy of Superman. In 1972, DC licensed the Marvel Family characters from Fawcett, and returned them to publication.

### Whiz Comics

The first Whiz Comics (dated February, 1940) that introduced the Captain Marvel character, sold for 10 cents, and consisted of the following features:

Capt. Marvel (13 pages)  
Ibis, the Invincible (8 pages)

Golden Arrow (10 pages)  
Spy Smasher (8 pages)  
Scoop Smith (8 pages)  
Lance O'Casey (8 pages)  
Dan Dare (8 pages)  
Lucky Seven Cash Contest (1 page with coupon which reader can cut out and send in to vote for his/her favorite character in this issue).

Most of the various comic book clubs in the 1940s gave new members the minimum of a welcoming letter, a membership card, and a badge of some sort. The Captain Marvel Club was no exception.

### Captain Marvel Club

The boy or girl joining the Captain Marvel Club in the 1940s, using a coupon from Whiz Comics or Captain Marvel Comics, sent in 10 cents in coin or stamps to join. For this the new member received the following:

- 1) a membership card with a secret code for deciphering coded messages that appeared in comic books featuring Captain Marvel. One version of the card asked members "to assist him in upholding freedom, defending justice and the smashing of all evil"
- 2) a full-color picture of Captain Marvel
- 3) a letter from Captain Marvel, listing the various Fawcett comic books and describing items for sale, many of which sold for a dime
- 4) a metal Captain Marvel badge that could be pinned on shirt, coat, or dress
- 5) the illustrated envelope in which the materials were sent

In addition to these materials, members of the club received regular monthly letters from Captain Marvel, listing all the Fawcett comic books (Recommended Reading) and telling of doings at Fawcett Comics. Most letters were accompanied by lists of various items for sale. These items usually were related to Fawcett characters and/or their comic books. Surprisingly, some of these letters also promoted comic books not published by Fawcett, such



as Blue Beetle Comics. During World War II many patriotic messages were included and readers were urged to buy War Bonds and Stamps. In 1943, one of the Captain's letters included a Spy Smasher button, promoting the Spy Smasher movie serial.

It has been reported that, at one time, the Captain Marvel Club had over a million members.

### Mary Marvel Club

In addition to the Captain Marvel Club, in 1945 Wow Comics offered membership in a Mary Marvel Club "just for girls," aimed at the young girls who read Fawcett comic books. Mary Marvel appeared in Wow Comics, Mary Marvel Comics, and Marvel Family Comics. Mary Batson, who became Mary Marvel by saying Shazam -- just as Billy Batson became Captain Marvel by the same means -- was Billy's long-lost twin sister and, because of this relationship, was also able to change into a super-powered being like Captain Marvel.

Mary's club sent each new member a magical lapel pin, a membership card, a letter from Mary Marvel, and the illustrated envelope in which the club materials were mailed, all for only 10 cents in coin or stamps. The lapel pin had a picture of Mary on one side saying Shazam, with the other side showing Mary Marvel in full uniform. As with Captain Marvel, Mary wrote her club members on a regular basis, often offering clothing hints and items of clothing for sale. It was announced that these clothing items were also available "in leading stores everywhere."

While items from the Captain Marvel Club frequently are seen for sale on eBay and other sites, original items from the Mary Marvel Club are seldom offered for sale. When they are, they are quite expensive. There were probably fewer members of her club, as compared to the Captain's, so fewer items from her club are still around today.

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Note: In addition to the above sources, several Internet sites were consulted, including eBay and Wikipedia.

## Book Review

### Uncompromising Honor Review by Jim McCoy

The World's Most Awesome Girlfriend (TM) hit me up on Facebook Messenger one day to ask if there were any Baen books out that I hadn't had a chance to buy and/or review yet that I wanted. This was a couple of weeks before Christmas. Now, being The World's Most Awesome GF, she's usually really good at figuring out what to buy without my input, but I was happy to provide it this time. I immediately replied "Latest Honor Harrington" because I had just woken up and could not for the life of me remember what the title was before having sucked down any caffeine. About twenty minutes later I looked it up and remembered that it was *Uncompromising Honor*.

I'm glad I did too, because this was a really good book. It seemed to have a manufacturing defect though. Once I picked it up it wouldn't let go of my hand. Seriously. It's almost like this inanimate object didn't understand that I have responsibilities I need to attend to and that I had to get moving out the door and off to work. Maybe Baen should have named it *Uncompromising Attention Whore* instead of *Uncompromising Honor*. I mean, it just wouldn't leave me alone.

Now, to be fair, this one did start off a bit slower

than I probably would have preferred. It takes a moment to get up to speed. David Weber's book, particularly in his Honorverse and Safehold series, do tend to be a bit on the talky side. Usually that's a good thing because it's how Weber keeps us informed on what's going on with his massive and far flung universes. This time though, I'm wondering if an action sequence at the beginning of the book wouldn't have spiced things up a bit and drawn the reader in a bit sooner.

That's not to say there's no action in the book. I remember one particular passage that lasted for a good chunk of the book and had my eyes glued to the pages. It was definitely an action sequence and a bit gut wrenching. I loved it though and not just because it was an awesome action scene. Weber did something in that passage. He is simply the best at it, bar none.

Something that a lot of authors of military science fiction, and other forms of military fiction and non-fiction, forget is that militaries have histories and traditions that go farther back than just the people they're writing about. When Hal Moore was ordered to form an air cavalry unit to fight in the Vietnam War he asked for the same designation that the Cavalry unit that fought at the Little Big Horn had. Thus was the Seventh Cavalry reformed. They damn near got wiped out like their namesake too, but that's a subject of its own book and movie. My point is that these traditions do exist. They're real and the memory of what has gone before is a source of inspiration for the current generation. Weber gets that and he weaves it so well into his narrative that the story wouldn't work without it. Weber was once a history major at the graduate level and he has obviously done some serious research into the way that real militaries work.

Like pretty much every other Honorverse novel, *Uncompromising Honor* is a war story. In war people die. Something else Weber does very well is exposing us to the sense of loss of those left behind. A lot of authors of fiction will show the reactions of the rest of the unit when a warrior passes. Any work of military history includes at least one table of casualty figures. What often gets left out is the cost to non-combatants, at least in a non-

financial sense. Weber gets that and he makes sure to let us see the other side of the conflict. I, of course, am a huge fan of the strong female protagonist, and Honor Harrington will kick your ass. That's if she decides not to shoot, nuke or drop a kinetic energy weapon on it. I hear that she's pretty good with a laserhead too, and that's not just a weird 80s insult for nerds. She's more than that though. Honor is both a mother and a warrior. She has to deal with the problems that many of members of the US Military have to deal with in the real world, planet Earth, circa 2019. Don't misunderstand what I'm saying. She still has the edge that she's always had. There's just so much more to her now. I wish I could force all of the people who talk down about "military fiction and its cardboard heroes" to sit down and read *Uncompromising Honor*. They might actually learn something.

The only truly bad part of my experience in reading this book comes from my own stupidity. See, when I have a book made in honest to God Dead Tree Format, I have a tendency to flip to the end and find out how many pages are in the thing. I've done this since probably the first time I read a book that had chapters. THIS time though, I noticed that there was an afterword. Now, the whole point of an afterword is that you're supposed to read it AFTER you read the book. I know this. I'm college educated. I read it anyway. I am -officially- a dipshit for reading the afterword first. What I'm saying here is that if you buy the book (and you should buy the book) you should not read the afterword first because there's stuff in there that you don't want to know about until after you read the dadgum book.

*Uncompromising Honor* is, I think, the 25646464654654654564465456th book in the series. I may be exaggerating slightly.

At any rate, the Honorverse is a huge series with multiple complex relationships and you really need to start it at the beginning, with *On Basilisk Station*. You'll thank me.

**Bottom Line:** 4.5 out of 5 Laser Heads

*On Basilisk Station*  
David Weber  
Baen Books, 2018

## 2019 N3F Amateur Short Story Contest

### Story Contest Rules and Entry Blank

Now and then, it has been suggested to open the N3F Amateur Short Story Contest to professional writers, writers who have had one or two sales. I've never favored this. It is my opinion that we want new blood. We want to reward the new kids on the block. To be blunt, we want writing that is not that good. We want stories from people who don't know their object from their subject, who don't know where commas go, and who use apostrophes to denote plurals -- but who have a story to tell. I want stories from guys nobody's ever heard of...but in the years ahead, we will. Those who are already successful don't need the encouragement of our little contest. If they were to enter the contest, the danger is that they'd win, every time, and crowd out the promising newcomer.

1. This contest is open to all amateur writers in the field, regardless of whether they're members of the National Fantasy Fan Federation. For the purposes of this contest, we define an amateur as someone who has sold no more than two (2) stories to professional science fiction or fantasy publications.
2. Stories entered in the contest must be original, unpublished, not longer than 8,500 words in length—and must be related to the science fiction, fantasy, or similar genres in the opinion of the judge.
3. Email attachments of Word documents are acceptable for submission. Manuscripts on paper should be typed, single sided on 8 1/2"-by- 11" white paper, double spaced, with pages numbered. The name of the author should not appear anywhere on the manuscript to ensure impartial judging. Photocopies are acceptable, if they are of good quality. Computer printouts must be legible.
4. Contestants can enter up to three stories. Enclose a self-addressed, stamped envelope (SASE) if you would like your story returned at the end of the contest. Stories will not be returned without an SASE. Do not send your only copy in case of accidental loss. We are not responsible for lost manuscripts.
5. Email entries will be accepted. Send to Jefferson P. Swycaffer at [abontides@gmail.com](mailto:abontides@gmail.com). No guarantee can be made of email receipt. Privacy and property rights will be absolutely respected. No one other than the Short Story Judge will ever see the submission.
6. There are no entry fees.
7. Cash prizes totaling \$100 will be awarded as follows: First prize is \$50, second \$30, and third \$20. Honorable mentions and semi-finalists will receive a certificate of award.
8. Send all manuscripts to the contest manager: Jefferson Swycaffer, P. O. Box 15373, San Diego, CA 92175-5373; [abontides@gmail.com](mailto:abontides@gmail.com). Emails with the story attached in word format are preferred. Paper manuscripts are acceptable. All entries must be received or postmarked no later than Dec. 31, 2019.
9. The Short Story Judge is a published science fiction professional, and also a loving fan of the sf and fantasy genres. All comments and critiques are solely the Short Story Judge's opinion, but he promises to be constructive and polite.
10. Stories will also be reviewed by the Editor of the N3F Fiction zine Eldritch Science; authors of suitable tales will be invited to submit their tales for publication in our zine. This review and invitation will only occur after contest winners have been announced, so it can have no effect on the contest outcome.

101 The NSF may want to publish an electronic book including top entries from one or more years of publication. You will not be contacted about this until after the contest is over and prizes have been awarded. If we want to publish your story, you will have to sign over to us first world serial rights. Your willingness to sign over rights cannot affect whether or not you win the contest. Royalties will be divided evenly among all contest writers once publishing costs are covered. Winners will be notified as soon as the judging is completed. Announcements and notifications of winning entries will be made by March 2020. Please take your time and submit your best work. You can resubmit stories previously entered. All entries will be kept confidential and will be judged fairly and anonymously. The deadline for all entries is Dec. 31, 2019. Good luck!

*Please supply on a separate page the following information as your entry form.*

**Title of story (for identification):**

**Author's name and address:**

**Author's email address:**

**I have read the above rules for the 2019 N3F Amateur Short Story Contest, and I agree to them.**

**Signature:**

**Date:** \_\_\_\_\_

**Mail to:** Jefferson Swycaffer, P. O. Box 15373, San Diego, CA 92175-5373 ; or email [abontides@gmail.com](mailto:abontides@gmail.com)



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Games Bureau—Fan-Pro Coordinating Bureau—Birthday Card Bureau

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N3F Founding Members: Bob Jones

Comic Book Clubs of the 1940s: The Captain Marvel Club

Book Review: Uncompromising Honor

2019 Short Story Contest

N3F TNFF  
c/o George Phillips  
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