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EDITORIAL EXECUTION

Congoers, the Voice has gone rogue!

We present you with no announcements, no programme alterations, no apologies, and no restaurant recommendations! None of that useful stuff. So forget it if you are confused on what to do later today. We're not helpful at all in this issue! Instead we want to bring you reviews and articles on everything that's been going on at the con so far. We're sure you all want to know how our roving reporters have experienced the various panels. Re-live those moments and see if your favourite panel or insanity made it onto the printed page.

We hope you enjoy our Rogue Issue as much as we are chuffed to be able to present you with it.

WHAT ALLITERATION?

We don't do no poetry here...

THE VOICES

MATHEMATICIANS SEEING DEAD PEOPLE:

Not your average subject, surely, but the room was packed, with the male of the species outnumbering the female by about twenty to one. But topology was the foremost problem on our minds. This hour would bring us the answers we were looking for.

Jules Henri Poincaré, (physicist, mathematician, engineer and philosopher of science) pioneered algebraic topology. So what's that? And what does it have to do with us? Well, he's the top topology guy, of course.

He came up with the statement 'If it looks like a sphere, it is.' Ultimately profound, of course, but this poses a new problem immediately.

Jules was into the three dimensions as we know them quite intimately. But it turns out that it's topologically impossible to look properly at a three dimensional object in three dimensions. You need six dimensions to classify three dimensional space in! Humans are therefore completely flawed and we need ridiculously smart mathematicians to define things for us.

Ultimately, the answer is sure to be forty-two, but this time it's by way of American style doughnuts, Asteroids games from the early 80s and folding objects in space.

I feel so much better now!

TIPS FOR FIRST TIME CON-GOERS

Yes. It's a bit late., but by this point you might need a little reminder, so you can make the most of your last day.

Don't sit in a corner. Talk to people. Strike up conversations with the person next to you - they will be friendly. If there's something you see you like, poke your nose in and ask to be involved. Volunteer, go to Ops and ask what your options are. Eat at least twice a day. Have at least one shower a day. Try to get a minimum of five hours a night.

Check out the dealer's rooms. Find out about other conventions and sign up for them. Check out the art show! Enjoy the diversity. Again strike up a conversation and make friends.

The Media room has panel discussions as well as showings of TV shows, odd stuff, fan films, foreign films. The program is listed outside the room.

The Music stream in the Oak has filking. Have a look and listen to the filk circles as well (but do not bang with doors when someone is singing). Wait until the song is done before coming in or going out.

Games here include interesting boardgames. Everyone is friendly and you can join a game when one starts. There is no programming, except for the Games stream laid out in the programme guide.

The Fan fun programme is a mix of fannish discussions on issues such as the Fan Fund Auction, which will raise money for fans to go to conventions in places that they wouldn't normally be able to go to. This year we have two fans from Australia, especially over for Eastercon and the lovely Yorkshire weather.

BAD SEX PANEL REVIEW

The Bad Sex in SF was swamped with attention on Saturday night. Gali Golan entertained us by summarizing bad sex and gender paranoia in Israeli SF. She also enlightened us into the concept of being able to communicate love and sex, which apparently is something Hebrew is totally unsuitable for. The sex scenes in Hebrew SF therefore are described with a lack of proper terminology, turning it from a narrative train wreck into something completely hilarious. It is best summarized by Gali's idea that, 'the author has a tiny penis and fear he will therefore never be able to satisfy a woman.' Such small box thinking created a sex scene that had our audience rolling with laughter.

Then there was 'Planet Sex', which was brought in by another panelist. The AngloSaxon futuristic sex riddled insanity was equally hilarious and he hadn't gotten to the sex scenes yet. 'No, I can't really read them, they are too horrible

Does anyone want a copy to read it yourselves?' Fifteen hands went up and issues of '2477 AD' were passed around.

The next bit was a flowery sex scene that had everyone in stitches, not that anything else was possible in this room anymore, when it started off with 'bristling pubis' and went downwards from there.

Obviously vampires appeared and disappeared during the rest of the panel, some sucking of bodily fluids, and at finally the not-to-be-missed rampant necrophilia with cold tv dinners in, yes, the morgue. It's only really freaky if the corpse turns out to be a vampire.

It's truly amazing what bad writing is out there, never mind the completely over the top, ridiculously unbelievable sci-fi sex fantasies!

BURNS NIGHT RECOLLECTIONS

On wandering into the Burns Night gathering, on Friday I saw the miniature highland games clustered at the end of the room. In the name of journalism I tried my hand at all of the activities: the pencil caber toss, cube throw and of course the tossing of the straw with one's right hand. During this I witnessed Pepper giving the attendant a side show bob make-over, which I'm sure he enjoyed. The fury curling was fun, even if my team lost. The commiseratory whisky was very nice,

as indeed where all of the ones available for tasting. Flick and others demonstrated their flexibility with the astral pole, much to Liam's and Jim's delight, I was not alone in not being able to get my leg over the bar that night.

ENTRY LEVEL CRITICISM - REVIEW

The Entry Level Criticism panel featured a strong discussion on the difference between criticisms and reviews. A review is an opinion on the material, including the writer's style, which helps to inform the reader if the title is of interest and worth one's time. Criticism is more of a discourse, where the features of the piece can be discussed, as the reader is expected to have either read the piece or not mind its structure being discussed, thus spoilers shouldn't be an issue.

As for its central advice on how to be a better critic it was practice, practice, practice, and read widely - both magazines and websites - and review your own work as well as think about your readership.

FUTURE FROLICS!

The normal newsletter schedule resumes now, handing you back to control. Anything you still want the newsletter to include, from plugs to panels to information about decent restaurants near the hotel, should be given to us as soon as possible if you want to get it in a Monday issue.

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RUNAWAY INTERESTS

Summary of the weekend, aka, what we missed but not limited to everything else we might miss. Take a breath and here goes:

3D, Anime, Art, Bad Biology, Battlestar Galactica, Beer, Bids, Breakfast, BSFA, Bus Service, Catan, Cermonies, Children, Chocolate, Comics, Conrunning, Convention, Crossbow, Disco, Dr Who, Easter, Egg Race, Fair Use, Fanzines, Fencing, Filk, Filk, Gaming, GoHs, Gophering, GUFF, Horror, Insidious, Kaffeklatsch, Kunji, (LA)RP, Manga, Marketing of Novels, Martial Arts, Music Stream, Paper Airplane, Pcfism, Phantasmagoria, Phlosque, Pictionary, Plot, Programme; Quantum, Re-creating History, RoboRally, Satellite Technology, Sleep, Steampunk, Sticking stuff on walls, Symphonic Fantasy, Tai Chi, Time, University, Watchmen, Wish You Were Here, Writers.