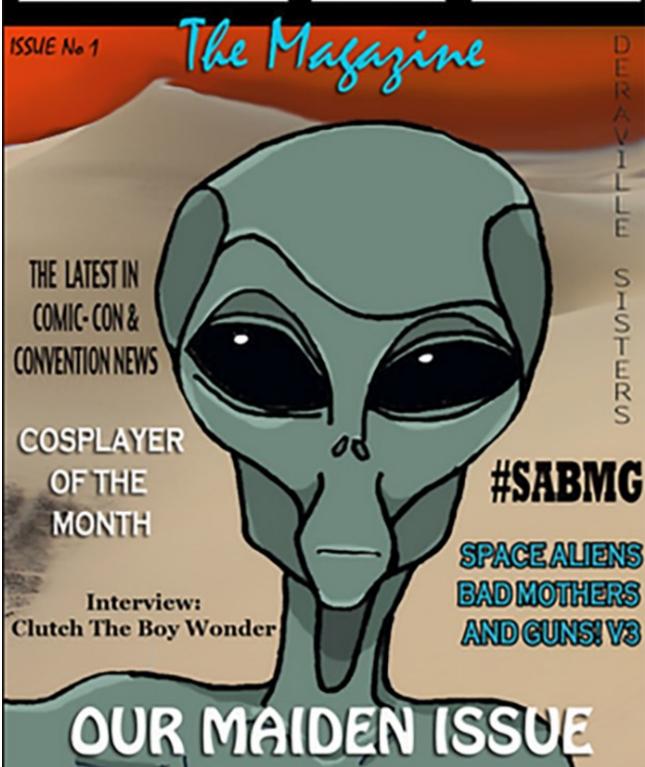
SPACE ALIENS, BAD MOTHERS AND GUNS!



SPACE ALIENS, BAD MOTHERS AND GUNS!



FROM THE EDITOR

I had a wild hair and I wanted to add something different and new into the mix of having a website, social media handles and convention exhibits, basically our already busy schedules. An online magazine!

Our books cover an array of genres but we find that in visiting the various conventions, they mostly cater to superheroes, gaming, scifi, fantasy, artwork and cosplay, (unlike our books, as we cover quite a few others like drama, romance, thriller, social issues, etc., that may be incorporated into the aforementioned as subgenres).

I find the convention culture extremely fun, creative and interesting; always have since my very first *Star Trek Convention*. Conventions like these have a main target, like any other convention; for this kind, it's people that have big imaginations that they actually live out, sometimes everyday. There's a whole other world out there and we do enjoy it.

While this first issue is very modest I do plan to expand it, with the occasional help of my sister (more than she actually thinks! LOL!)

So hang on tight and enjoy the ride! It's a space ship I've never driven before and I cannot wait to see the stops we visit and beings we meet along the way! As always we welcome your feedback on anything we do. Email us at deraville.sisters@gmail.com or DM us on Instagram @spacealiensbadmothersguns OR @SABMGOfficial. Looking forward to hearing from you all! Thanks for stopping by!

A.C. DeRaville & Sonise Lumbaca



DIEGO COMIC-con, changes are upon us

By Brian Friedman, Guest Contributor

Photo Credits: Brian Friedman

Comic-Con. These days it seems like every major city in the United States has some variation of one. But to many people when you say those words, it refers to only one event, San Diego Comic Con (SDCC). SDCC has existed now in various iterations for 49 years. Over the past couple of decades, especially, it has transformed from "just another convention" to be the most well-known and important pop culture convention in the entire world.

Major film studios routinely use the convention as a platform to make huge announcements and show the first public footage of some of the year's most anticipated tent pole and genre films. Television shows routinely show a sneak peek of upcoming seasons.

The biggest names in pop culture art come to sell their artwork. Major companies release collectibles exclusive to the convention. And one of the most important cosplay competitions in the world, "The Masquerade," also takes place during the convention.

Whether you call yourself a geek, a nerd, a pop culture junkie or any of the dozens of fandom-specific monikers, SDCC is, in essence, the Holy Grail of conventions. And much like the quest for The Holy Grail, the quest for SDCC is filled with trials that will test your patience and belief.



SAN DIEGO COMIC-CON, the largest event of its kind.

Having gone to SDCC for the past eight years, I've become something of a veteran of how the Con works these days. But lest we get too comfortable, Comic-Con International (CCI) the company behind SDCC, likes to throw us a few curveballs every year. The changes, though always well-intentioned, are sometimes better in theory than application. In fact, this year saw the most sweeping changes in several years. Here are the biggest ones.

1) **Shut It Down**: Although the convention spreads into downtown San Diego's "Gaslamp District," the center of the convention itself is, of course, the San Diego Convention Center.

It is located on a major and extremely busy street called Harbor Drive. This year, for the first time in history, the city of San Diego shut down Harbor Drive during each day of the convention.

This was massive. There were shuttle buses running all day between the various hotels and the convention center. In the past, they would have to sit on the long driveway just in front of the convention center. This, in turn, meant people could only move on the sidewalk in front of the doors. Given the number of attendees, this meant a human traffic jam all day, every day. By closing Harbor Drive down, they were able to move the shuttles over to Harbor Drive and free up the space they had parked in the past for use as a walkway. This made getting from one end of the convention center to the other significantly easier.

The other bonus is that it made the Gaslamp District more accessible. Generally, in order to cross from the convention center area to the Gaslamp, there are two crosswalks and one pedestrian bridge. Between sheer volume of attendees and heavy traffic, there was always a massive backlog at the crosswalks on both the Gaslamp and convention center sides. By having Harbor closed, human traffic was able to move back and forth far more quickly, smoothly, and safely.

2) All That Glitters: One of the biggest scandals in SDCC's history occurred last year. Historically, the largest panels take place in Hall H of the convention center. Saturday is typically the most important day, as it often features Warner Bros/DC, important panels from HBO, the biggest films, and of course Marvel. These days the line for access to Hall H on Saturday begins a good two days out. Last year's Saturday Hall H lineup was particularly big with DC promoting *Justice League*, Marvel promoting *Infinity War*, as well as panels for *Stranger Things, Westworld*, and the annual "Women Who Kick Ass" panel with a special focus on Charlize Theron. The night before, CCI hands out wristbands with letters A-D on them.



San Diego Convention Center

Having a wristband means there is a seat for you in Hall H provided that you are back in line once they start letting people in. Sounds simple enough, right? However, last year, people managed to use counterfeit wristbands to gain access to Hall H meaning that some people with legitimate wristbands didn't actually get into Hall H. This was a big enough deal that CCI ended up giving those people tickets to this year's convention for free.



CAPTAIN AMERICA'S shield from Captain America: Civil War

So why mention all of this? Excellent question! The wristbands up through last year were pretty simple, one of the things that made them relatively easy to counterfeit I'd imagine. Starting this year the wristbands had special holograms on them to ensure authenticity. Was this routinely checked? No clue. But I also know there wasn't an issue with counterfeit wristbands this year.

3) Is That Really It?: Of course, one reason there may not have been an issue this year is because by and large the Hall H Saturday lineup was considered by many to be the weakest it's been in years. Although mainstays Warner Bros/DC and "Women Who Kick Ass" were present, both HBO and Marvel decided to skip the convention this year. The Fox Entertainment Group mainly skipped as well, though there was a panel for the release of the special edition of *Deadpool 2*.

Although that panel was hilarious, it was still an odd year for Hall H Saturday. This one wasn't a change that CCI was directly responsible for, but the overall lack of enthusiasm for the day compared to previous years has been well documented.

4) **They Did What!?**: As I've noted, one major draw for SDCC attendees are exclusives. You get ones from big names like Hasbro, Mattel, Lego, Marvel, Xbox, and Playstation. But you also get them from the most recognized names in pop culture collectibles such as Funko, Cryptozoic, Quantum Mechanics, Mondo, Bluefin, UCC Distribution, etc. These exclusives are highly sought after by both actual collectors and by people who are buying them solely to turn around and flip them for profit. In the past, there have generally been two ways of getting these exclusives. For some companies, it's just about getting to their booth as fast as possible when the convention floor opens. For others, though, there were drawings or tickets handed out in a part of the convention center called the "Sails Pavilion."



JODIE WHITTAKER and TOSIN COLE Dr. Who panel.



ASHLEIGH MURRAY and MÄDCHEN AMICK stars of *Riverdale*.

Now, in either case, if you wanted a chance at those exclusives, it meant lining up the night before. This was particularly important if you were interested in the exclusives from Lego, Hasbro, or Funko. Naturally, this method led to bitter complaints from a segment of fans who didn't feel they should have to spend the night in line like everyone else. In addition last year there was a major problem with people skipping the actual line and sneaking in through the back of the convention center to cut the line. This led to a great many people who had camped out not even having the opportunity to draw for the chance at collectibles.

So what CCI did this year was have an online lottery for some of the most popular booths, Lego, Hasbro, and Funko, as well as UCC Distribution. They also instituted this lottery for many of the more popular cast signings. For those that didn't want to put forth any effort this was the answer to their prayers. For those of us who were willing to put in the time and effort to earn the right to go to those booths and signings, it was downright demoralizing.

And what were the end results? Although I've seen nothing official, there was indeed a problem with the lottery. Namely that when something requires no effort you tend to get people signing up for it that have no real interest in the thing they signed up for. As a result, there were countless no shows forcing some lottery booths to open to the public lest they are unable to sell the items they brought. Meanwhile, countless people who genuinely wanted access to those booths and signings were denied.

In addition, there was an issue with polarity. While most people won zero lotteries, there were some people who won multiple times; even up to five times. Perhaps needless to say, that created a problem. How CCI will deal with this next year remains to be seen. Personally, I am adamantly against lotteries for the very reasons that ended up being issues.

5) Say It Ain't So: Funko is a brand that more than any other manufacturer of pop culture collectibles is famous for its direct interactions with their hardcore fan base, the Funatics. In both 2016 and 2017, Funko gave exclusive access to their booth on preview night to Funatics who had been especially active on their online forum. Obviously Funko did not need to do that and the Funatic base rejoiced knowing they would actually be able to get into the Funko booth. However, this year, due to the switch to lotteries, preview night access also became a lottery instead of exclusive access for Funatics. A lot of Funatics were saddened by this, me included. However, as a result, it meant that you were free to do other things on preview night. For me, that turned out to be the best possible outcome. When you're forced to switch up your routine you never know what good may come from it.

Look. I realize that it's impossible to make everyone happy. It's not worth even trying really. All you can do in a situation like CCI is faced with every year is attempt to make it as fair as possible.



RYAN REYNOLDS Deadpool panel

Was it technically "fairer" this year? Technically I suppose yes. But exclusives with in the past, your odds were 50/50. You won or you didn't. This year, your odds were one in however many people signed up. Given the number of attendees, those odds aren't looking so good.

Now, some of this year's changes impacted me more directly than others. Knowing in advance that I wasn't going to get access to Lego, Hasbro or Funko was demoralizing but on the upside, this meant I could spend less time in certain lines. It also freed me up to spend more time going to panels than I had the past few years. Ultimately, I'm glad that it did, as it allowed me to see Jodie Whittaker's first public appearance as "The Doctor" during the *Doctor Who* panel, see the first footage from Shane Black's new *Predator* film, and be able to attend John Barrowman's panel which is something everyone should do at least once. Though fair warning, if you are easily offended or of a more conservative ideology, I'd give the Barrowman panel a (very) wide berth. For anyone else, I'd just say prepare to laugh your ass off and leave being reminded of what a treasure he is.



Fun with FUNKO!



Someone having a little fun at Fox Film's expense or rather lack there of?



STAR WARS action figures.

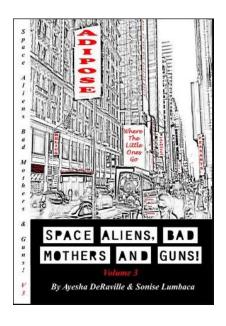
I can't say I spent a ton of time in the Gaslamp this year, but not being confined to the narrow sidewalk in front of the convention center was wonderful. On the flipside, though my hotel was on Harbor Drive, it made getting a car or food delivery much more complicated.

Sure this wasn't Saturday Hall H's most banner year, but it also meant I was able to just walk in that afternoon and get to thoroughly enjoy the "Women Who Kick Ass," and *Deadpool* panels. Did I mention the *Deadpool* one was hilarious? Seriously, watch it online.

And frankly, the hologram on the wristbands was a no-brainer. It's just a shame that it took people counterfeiting them last year to make the change.

So those are my thoughts on the convention and the major changes implemented this year. Despite the grousing over the exclusives situation, I must admit I had an amazing time this year. I do every year. Because at the end of the day there is nothing (I'm talking to you here New York Comic Con) that can compare. It's what makes all the sleep deprivation, malnourishment, and countless hours of waiting worth it. For those of you who have gone before, I'm pretty sure you know exactly what I mean. And for those who have not, you don't know what you're missing. **End.**

Get Your Copy of Space Aliens, Bad Mothers and Guns! Volume 3



SABMG! VOLUME 3

We are super excited about *Space Aliens, Bad Mothers And Guns!: Volume 3!* Sonise and I had even more fun with this volume especially because we decided to add more humor, fantasy and a surprise new genre, as well as poke a little fun at how we've seen people (on social media, we interact with and those we see out and about) adapt to our ever-changing climate of life as it happens.

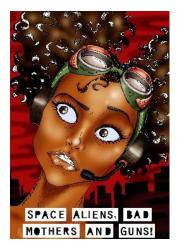
We hope you enjoy the read as much as we've enjoyed writing it. Please check back for the "drop" date on Amazon.com in addition to a direct link to the page. UPDATE: Volume 3 is now available at Amazon and Barnes & Noble

Visit us on social media and our website:

IG: spacealiensbadmothersguns and

Website: www.spacealiensbadmothersandguns.com

SABMG CHARACTER'S CORNER: CELINE









Hello. My name is Celine. Is there anyone out there? We are here to help you. We won't hurt you. I won't hurt you. Is there anyone out there that needs help? Somebody please, please say something. They are coming. The Enemy. And, we can't stay much longer. We will need to return back to the Armory. Soon. Night creeps at our heals. That noise, that sound is deafening. Eerie! Inhuman! When you hear it, they are near. Please! Come out from where you are hiding now, before it is too late. Before they smell you and draw near. They appear! They are quick and you will be snatched! We have to go now. Dusk approaches rapidly. We promise to come back for you and anyone else that is trapped. Please stay where you are and don't move. We will come back and we

Cosplayer(s) of the Month



GHOST RIDER

Meet **Shawn T. Andrew** aka **Ghost Rider**. We ran into him at WinterCon 2017 and we have to say he is one of our most favorite cosplayers from this event. This guy killed it! The detail and precision in the execution of his costume, not to mention his personification of Ghost Rider made him stand out and left a memorable impression. Check out his IG account to keep up with his endeavors as well as when and where you can see this Ghost Rider next!

IG: @shawnshonuff

CLUTCH THE BOY WONDER



It all started when...

He was a young "urbo-centric" geek who spent most of his days gallivanting Harlem, managing to circumvent the lifestyle that statistically many tend to succumb to when it came to being raised in an underprivileged rough neighborhood. Coming from a broken home where he was raised by his aunt because his mother was battling addiction, what was it that guided him on to a different path you ask? He consciously went against the norm. His days weren't spent taking in the tunes of rap or hip-hop, but rather he enjoyed the anarchist music of Green Day and Paramour. He also spent his time reading comic books and watching tons of Japanese anime.

He is now an outspoken, positive minded young man, and Influencer. He is Quavon Hollis, but you can call him Clutch: The Boy Wonder, and he plans to dominate the world of Hip-hop and Comic-Con.

We took a stroll with Clutch on New York City's Highline, a once abandoned, dilapidated train system,

now converted into an outdoor industrialized, rustic garden. Stylized and well put together! This transformed park is very fitting of Clutch's life transformation.

Who is Quavon Hollis (Pronounced Quay-Von)?

To be honest he's like just this geeky lonely kid who is often misunderstood; and because I struggle from being in two separate worlds, which is, you know nowadays called cosplay pop culture, whatever you want to call it.

And also growing up in a neighborhood who didn't understand, and that it was just mainly, you know like urban culture, like violence, you know drugs, things like that and I didn't want to be a part of that. So, I just stood in my room, played video games and watched anime and things like that so just a geeky kid. (Con't)

Who is Clutch The Boy Wonder?

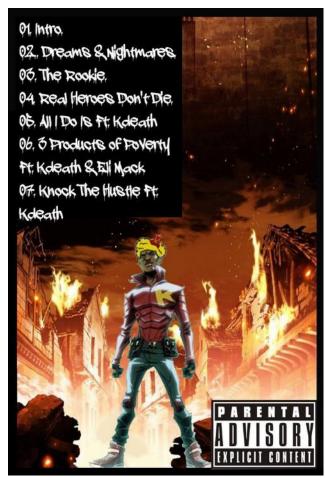
People call me Clutch for short. Clutch The Boy Wonder is like everything that Quavon wanted to be. To expand a little bit on Quavon before I get into Clutch, is that even in high school, like I used to have braids, I was very short, I mean, I'm short now, but I was shorter than this believe it or not (laughs), and it was like I didn't have the confidence that's instilled in me today. So, it was just like I was very nerdy and geeky. I didn't know how to talk to girls and things like that, so it was just like I, I Clutch is this cool persona that came from after when I graduated high school when I decided that I wanted to take my interest into music and animation, that I decided to be myself and things I love. But, actually be like a hero, but in real life. But by being myself and wanting to help other people.

So when you say a hero, give us an example of how your heroism came about?

As bad as I want to be like, you know, Batman and Robin, you know this comic book logic and you know you can't, there's no superhero powers that exist. So I take the word hero very literally. It's just because you don't have superpowers, don't mean you can't help people. Growing up from a very dark place that I know, like a lot of this world is broken, and a lot of people I feel like they just need love and respect so I try to help people the best way I can, and help comes in many forms. You can just sit down and talk to somebody and have a conversation with them, you know. And you never know you might talk them off a ledge because the world could be so wicked. Or you can just like, it sometimes comes in finances, sometimes is comes to talking to people, sometimes it comes with the bonds you have with people. So that's what I mean by hero. If you're helping somebody in any way, shape, or form, I like to think you are a hero in your own right. Yeah, because the world is so wicked nowadays. It's just like we can't pay attention. We be on the internet. It's like next. And it's just like to have genuine human conversation, to have another person that is just willing to listen to you, they don't even have to understand, you can come from two different separate worlds, but the fact that the person is willing to listen, that says a lot.

So I hear that you spit? (Rap for those of you who don't know that is by now). Do you freestyle?

I don't but I'm always prepared, like my favorite hero



Batman. I was just speaking to my girlfriend (Yes, ladies he's very much taken) about her situation. 'Baby you always got to be prepared for any situation like Batman. That utility belt has everything' (he giggles). So I am pretty sure I can think of something, life.

Ok, now tell me a bit, what got you into rap? Obviously you come from an urban environment, is that what you grew up listening to? Why rap?

Fun fact. I hated rap. I couldn't stand rap! Like, when I was, I didn't get into rap until I got to college actually. When I was eighteen. But here's the thing, I used to always listen to rock and roll and I got my Green Day, my Paramour, my Bowling for Soup; I can go on for days. But like, what got me, I guess what got me into rap that part of me being Quavon. I wanna get in touch with me being Quavon. Me being misunderstood when I was younger, I didn't have no forms of outlet. My aunt, she, you know she was taking care of me. But I didn't really get that attention because she had her kids. (Con't)

And you know, my mother was not around, my dad was not around, so I needed a form of expression, and when I was a kid, I used to always write poetry in my books. I used to always write how I'm feeling because no one wanted to hear me and I had a lot to say because I was just, I was very sad and depressed. And that's why video games was my outlet along with you know, poetry. So when I became eighteen, I decided like, me and my first girlfriend broke up. Aw man, I was going through it, and I decided to make a music video about it. But, it's so funny, it wasn't my video. It was my video that I made, I went on the rooftop and did it myself, but it wasn't my lyrics, I was just feeling those lyrics.

What artist was your inspiration at the time of your break up?

My favorite rapper D-Pryde, at the time. I got it from him because it was a bad break up. After that I started to write my own stuff. And at first, I used to get so much criticism. 'Oh it sounds good, but you're not on beat.' And then, I'm not gonna lie, I used to have two left feet. Oh my God, I never had rhythm, like that, but I had a lot of shit to say so, it took me a while to understand the essence of hip-hop. I'm actually learning even now as we talk. I'm like, I'm going back to Wu-Tang, like you know, Big Daddy Cane, like I'm learning my history because as I got better with it. The more I got better with it, the more I realized I need to learn the history behind it. Because I don't care how good I get at hip-hop, but I need to know where it originated from. So when I figured where it originated from, it made me feel, less alone because it originated from the Bronx, you know (where Clutch lived with his Aunt even though he spent his days in Harlem), and it was basically forms of expression, expressing yourself, you know. You got five elements if Hip-Hop.

You got dance, rapping, and so forth. I know there were important elements to put together to express yourself because in the African American culture that we live in today. We didn't have much though. We needed a way to have fun to express ourselves without getting into trouble like that. So when I look at the history, I'm like wow history is really repeating itself.

How is it repeating itself?

Through me. I mean, through me because it's like hip-hop, they turned nothing into something and now it's a big market and you get paid for these types of things. And like, I realize me being lonely at the time, so long, it's just that it goes back in tenfold. Cause hip-hop always comes from how you express yourself. A form or expression.

So history is repeating itself in a sense that you are doing what they were doing back then?

Exactly, and I didn't even know anything about it. It goes back to judging a book by its cover. Like I never gave hip-hop a chance in middle school. Knowing this man is cursing. His mom got drug problems, his dad's got drug problems and he's saying 'I'm telling you how I feel.' And it's just like that was the first time I was able to express myself. Yeah, and also I wasn't being judged behind it. It was like, if I got judged behind it, I was like, don't care. You have empathy or you don't. You understand me or you don't. At least I got my shit off and that's where it counts the most.

So what's next for Clutch?

I will be premiering a music video this month (August 2018). I may have a table at Anime NYC and I have a table definitely coming for Winter-Con.

Well, Clutch we'll look for you at those events. If you'd like to keep up with Clutch, follow him on SoundCloud under Clutch Boywonder and on Instagram @clutch_boywonder. **End.**

ANIME NYC 2018 is being held at the Javitz Center from November 16-18. Get your tickets here! http://animenyc.com/tickets/

New York WINTERCON 2018 is being held from December 1-2. Get your tickets here! http://nywintercon.com/buy-tickets

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