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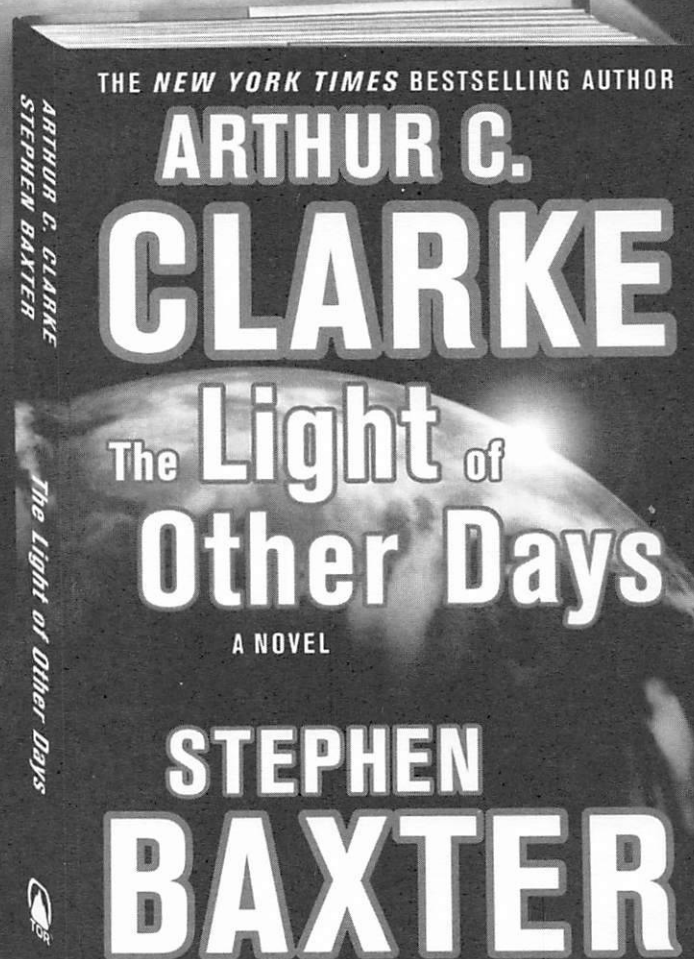
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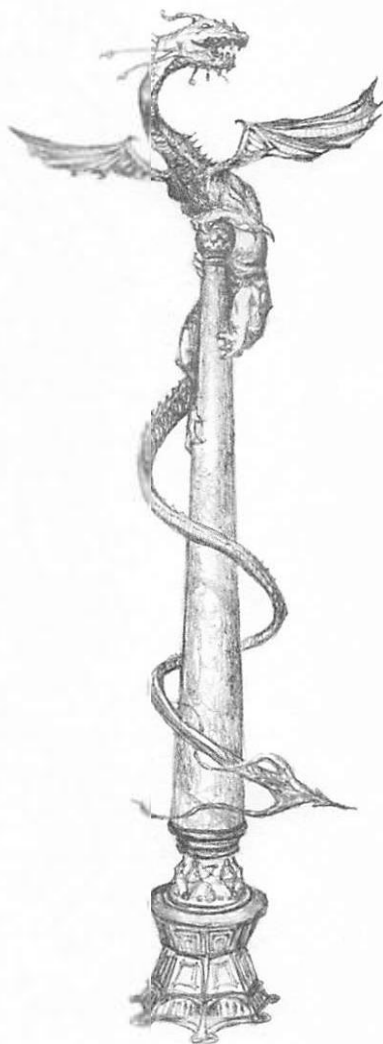
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Arisia '00



January 14-16, ~~1999~~²⁰⁰⁰

The Boston Park Plaza Hotel
Boston, Massachusetts

Writer Guest of Honor
Jane Yolen

Artist Guest of Honor
Tom Kidd

Fan Guest of Honor
Sharon Sbarsky

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Message from the Chairman

Paul Selkirk

This was going to say, "Words of Wisdom from the Conchair... This space intentionally left blank." But I discovered at the last minute that I actually do have something to say, which is:

Welcome, friends.

It may sound like a trite greeting, but it says exactly what I mean. These days, anyone can be a science fiction reader/viewer/appreciator (which is a good thing), but SF conventions are still by, for, and about the community of fandom (which is a different thing). This is my community, this is my convention, and these are my friends. Welcome.

Indulge me for a moment as I reminisce. It was a dark and possibly stormy night in 1983 when my new girlfriend convinced me that it would be a good idea to drive all night to Baltimore for something called a "Worldcon." She further convinced me that, having gotten there at some ungodly hour of the morning, it would be a good and joyful and *fun* thing to volunteer to help out. She was more right than she knew. That was my first full convention, and it permanently colored my perception of what a con should be like, and what one should do at a con. Thanks, Francie.

Flash forward to 1989. Some other friends convinced me to sign on to a new con called "Arisia" as head of registration, despite having no experience with such things. I learned a lot on the job, and did it several more times.

Rolling along to the present, one of the same friends who talked me into joining Arisia in the first place convinced me that it would be a good and joyful thing to be convention chairman, despite having no experience with such things. I learned a lot on the job. Thanks, Cris (I think).

So what does this show? Possibly that I need to find some new friends. But you've got to do something with your time, and this is a lot more rewarding than watching TV.

One of the unalloyed pleasures of being Conchair is choosing the Guests of Honor. Let me tell you one amazing thing about each of these amazing people.

Go read Jane Yolen's bibliography. She writes children's books, juveniles, young adult novels, adult novels, short stories, poems, plays, and songs. She's also an ace storyteller. I hope you make some time to spend with her.

Tom Kidd's artwork is just as amazing, just as compelling, from 12 inches away as 12 feet away. I'm *really* looking forward to the publication of *Gnemo*.

One of the challenges in having Sharon Sbarsky as Fan Guest of Honor is that she would rather be working than talking to an audience. She offered to make a CostumeCon committee meeting her GOH event (and was appalled when we tried to take her up on it).

In closing, I hope you take a hint from Sharon, and discover the pleasure of helping out with what really is a community event. Welcome, friends. Now get to work.



Arisia 2000 Convention Committee

Con Chair - Paul Selkirk

Assistant to the Con Chair - Elka Tovah Menkes

Assistant Con Chair - Cris Shuldiner

Hotel Liaison - Skip Morris

Hotel Liaison Staff - Matt Ringel, Craig McDonough,
Sheila Oranch, Pat Vandenberg

Convention Treasurer - Nicholas "Phi" Sheckman

Assistant to the Convention Treasurer - Woody Bernardi

Treasury Staff - Gary Feldbaum, Derek Lichter, Skip
Morris, David Cantor

Treasury Unsung Hero - Bryttan Mae Bradley

Publications

Division Head - Lisa Hertel

Souvenir Book - Elka Tovah Menkes

Souvenir Book Apprentice - Mike Sharrow

Clear Ether - Matt Ryan

Resident Fool - Barry Marin

Mass Mailing - Lisa Hertel

Progress Report / PreReg Packet - Bob Devney

Pocket Program - Adam Ek

Marketing / Flyers - Lisa Hertel

Restaurant Guide - Karyn Pichnarczyk

Operations

Division Head - Cris Shuldiner

Assistant Operations Division Head - Brendan Quinn

Operations Desk Head - Pat McCormack

Security - Joell Herda

Gophers - Tara Edwards

Logistics - Carsten Turner, Ken Elwell, Tom Murphy

Communications - Jim Roberts

...and a cast of hundreds...

Member Services

Division Head - Tom Coveney

Registration - Bryttan Mae Bradley

Supplicant - Sabrina Santiago

Information Desk - Bea Bordzol

Special Assistant to the InfoDesk - Scott Campanella

Fan Tables - Tom Coveney

Babysitting Services - Sheeri Kritzer

Convention Suite - Krista Ernewein

ConSuite Assistant - Bridget Boyle

Member Party Liaison - Melina Schlotthauer

Staff Den - Joanne Handwerger

Staff Den Staff - Daniel Abraham, Jennifer Shih

Green Room - Mike Trachtenberg

Programming

Division Head - Buzz Harris

Assistant Division Head - Noel Rosenberg

Program Development - Michael McAfee

Pre-Con Program Ops - Fred Dacey

At-Con Program Ops - Drea Brandford

Gaming - Keith McCormick

Filking - Mark Mandel

Assistant to the FilkCzar - Adam Ek

Fast Track - Rachel Silber, Traciy Fogarty

Events

Division Head - Rachel Silverman

Assistant Division Head - Walter Kahn, Ken Porter

Assistant Division Head (Fixed Events) - 'Zanne
Labonville

Dealer's Liaison - Benjamin Levy

Assistant to the Dealer's Liaison - Amy Chused

Art Show - Karl Wurst

Staff - Bonnie Atwood, Ted Atwood, Cameron Calkins, Deanna Calkins, Susan Calkins, Anton Chernoff, Peggy Chernoff, David Collins, Adam Copeland, Joni Dashoff, Carol Delville, Gay Ellen Dennett, George Flynn, Hal Haag, Lisa Hertel, Mark Hertel, Matt Hull, Walter Kahn, Johnna Klukas, Edward MacGregor, Karen Purcell, Harvey Rubinovitz, Andrea Senchy, Jim Symolon, Tracy Symolon, Amy W*st, Nicholas W*st, and the Incredible Floating East Coast Art Show Crew

Video - Patty Silva

Video Assistant - Charles Gallella

Anime - David Collins

Anime Staff - Heidi Schmidt, Adam Copeland

Fanzine Lounge - Ailsa Murphy

LARP Liaison - Keith McCormick

Shakespearean Dance - Angie Bowen

Filking Concerts - Mark Mandel

Assistant to the FilkCzar - Adam Ek

Masquerade - Donna Dube

Masquerade Green Room - Byron Connell, Tina Connell

Masquerade Registration Table - Gunther Anderson

ARISIA-TV Staff - Rich Macchi, Kriss Barnhart, Patrick Foster, Andy Oakland, Megan Gentry, Donna Peronace

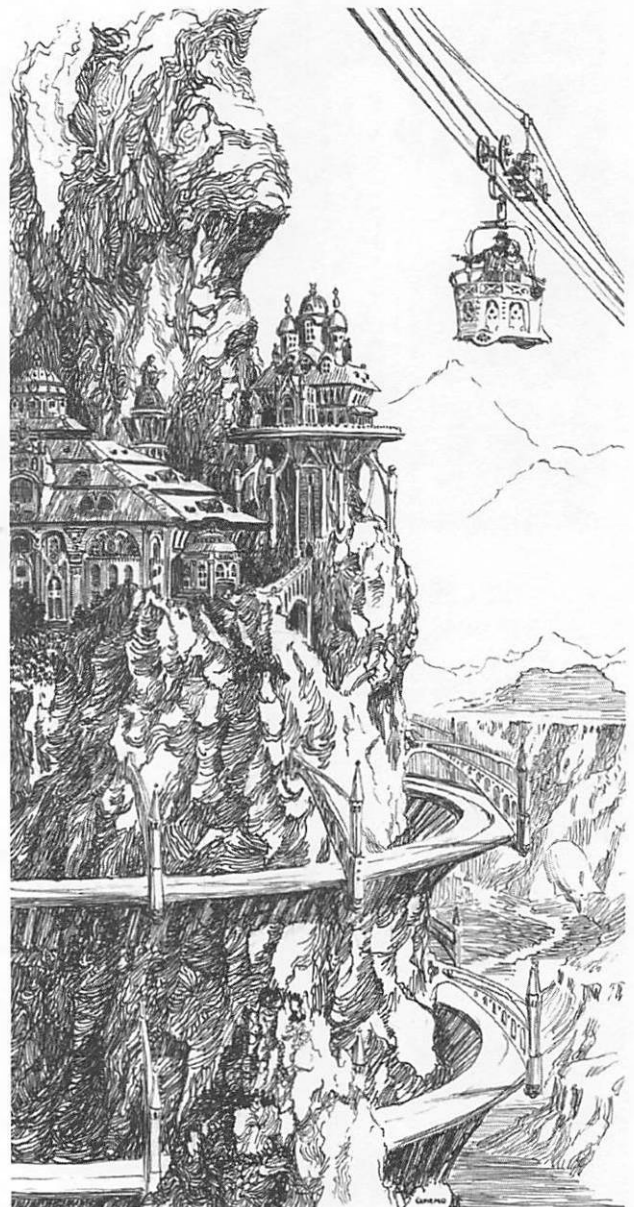
Technical Director - Aaron "Pup" Block

Assistant Technical Director - David Silber

Ballroom Lighting - Liz Orenstein

Ballroom Sound - Paul Kraus

Terrace Room Sound - Spencer Love

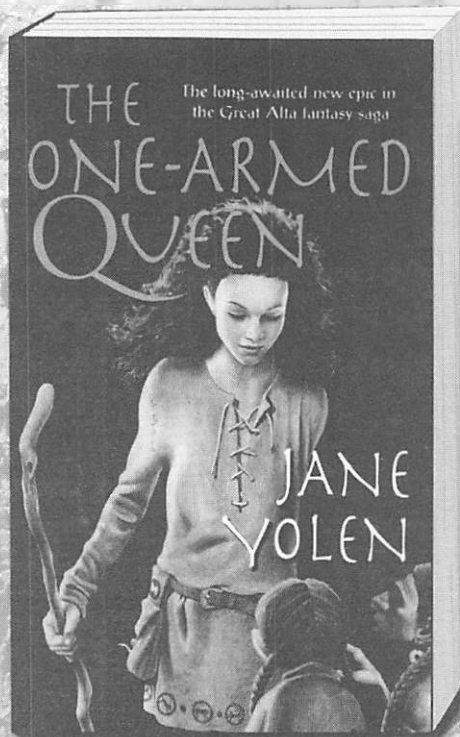


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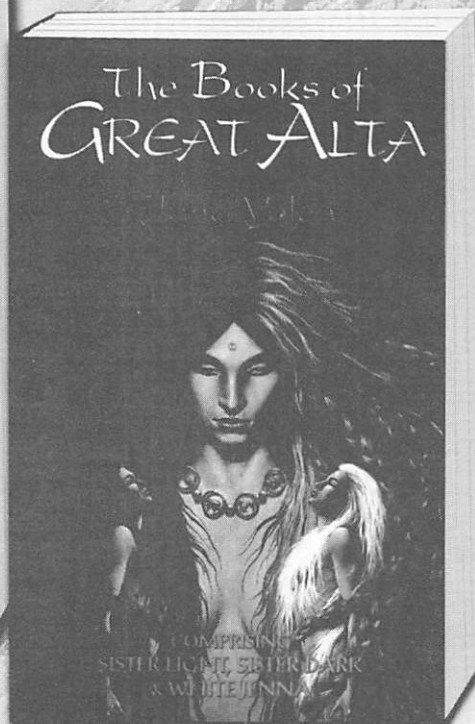
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—Marion Zimmer Bradley, author of *The Mists of Avalon*



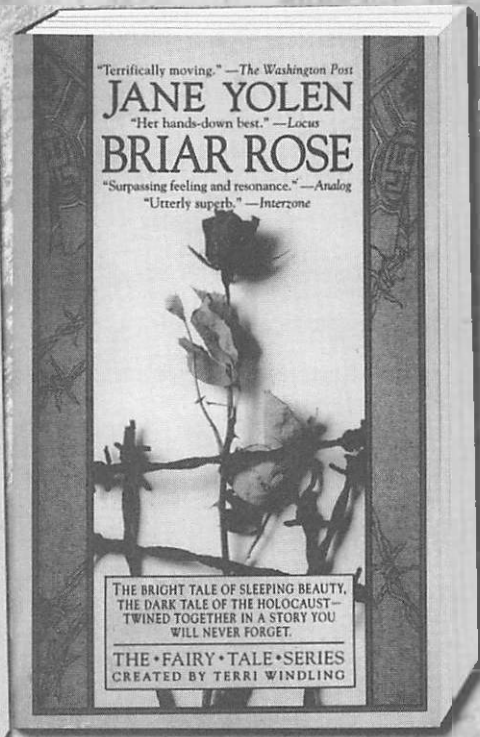
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—*The Washington Post*

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—*Locus*

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—*Analog*



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Jane Yolen, Story Goddess

by Bruce Coville

Jane Yolen's home always makes me think of Elrond's house in "The Lord of the Rings": a warm and comfortable place of great hospitality that is usually filled with a large variety of strange and fantastical characters -- though in Jane's case she tends to pack in artists, writers, and musicians rather than elves and dwarfs. (Though in truth it wouldn't surprise me to find one of them rambling along the upstairs hallway, either.)

The house is a suitable metaphor for Jane's personality. Far larger than the norm, its numerous rooms are stuffed with a stunningly eclectic variety of things that are beautiful, arcane, earthy, or absurd -- sometimes all at once.

Consider the attic to which Jane retreats when she wants to write (which is virtually every morning, at an appallingly early hour). It is large and rambling, yet remarkably organized, and contains an astonishing library of folklore and fairy tales.

In this, it is much like Jane's brain.

The heart of the house is clearly the kitchen; Jane's is large enough to accommodate a crowd, yet somehow always manages to feel warm and intimate.

This is true of her kitchen as well.

About that kitchen: For a number of years a group of science-fiction writers would stay at Jane's home while attending a nearby convention, and breakfast at the large table was always a marvel. It went on for a couple of hours as people staggered downstairs according to either their internal clock or their previous night's partying. From her end of the table Jane would preside over a conversation that was a nonstop compendium of snappy one-liners, industry gossip, high-tech ideas, and hilarious personal stories.

I wouldn't have swapped my place at those breakfasts for a seat at the Algonquin round table.

It was at this same table that Jane and I did most of the plotting work for "Armageddon Summer," the young-adult novel we collaborated on. When we needed a break we would go for a walk around the small town where she lives (though these "breaks" were usually filled with discussion of the work at hand).

During one of these rambles we stopped to talk with a man painting the side of an old church that, as it turned out, he had bought to make over as a home. Jane mentioned that she had always wanted to see the inside of the place. Before we knew it,



we were not only touring the building but hearing a truly eerie story about the exorcism the owner had had to have performed so he could do the renovation in peace.

As we left the church and started along the sidewalk toward home Jane grabbed my arm and whispered, "My town, my story!"

(And it was. You'll find it in her collection "Here There Be Ghosts.")

The incident didn't entirely surprise me. There's something about Jane Yolen that seems to attract stories -- as if they know they will find a proper home and expression with her.

One more thing about that house. It has a secret room that I, personally, have never been able to locate.

I suspect that Jane does, too; some deep and secret place from which she draws the incredible energy that has allowed her to raise three children, publish over two hundred books, serve two years as president of SFWA, earn uncounted awards, make hundreds of speeches all over the country, and maintain a second home in Scotland.

What's in that room?

I don't know; I told you, it's a secret.

But if I had to guess, I'd say it probably contains . . . a story.



Jane Yolen Bibliography

Sources: Amazon.com, The NESFA Index to Short Science Fiction, and Jane Yolen

Editor's Note: Within the Short Fiction and Poetry sections, only the first appearance of each piece has been listed.

Anthologies, Songbooks and Collections

2041: Twelve Short Stories About the Future by Top Science Fiction Writers (Ed.)

Alphabestiary: Animal Poems from A to Z

Among Angels (with Nancy Willard)

Apron Strings (a.k.a. *Mirror Mirror: Forty Folktales and What One Mother and Daughter Found There*, with Heidi E. Y. Stemple)

Atalanta and Her Daughters: Warrior Women of Wisdom and Wonder (a.k.a. *Not One Damsel In Distress*)

The Books of Great Alta (comprises *Sister Light* and *White Jenna*)

Camelot (Ed.)

Dragonfield and Other Stories

Dragons and Dreams (Ed.)

Dream Weaver, Dream Weaver

The Faerie Flag

The Fairies' Ring: A Book of Fairy Stories and Poems

Favorite Folktales from Around the World (Ed.)

Fireside Song Book of Birds and Beasts

The Girl Who Cried Flowers and Other Tales

Gray Heroes: Elder Tales from Around the World (Ed.)

Hark! : A Christmas Sampler

The Haunted House: A Collection of Original Stories (Ed.)

Here There Be Angels

Here There Be Dragons

Here There Be Ghosts

Here There Be Unicorns

Here There Be Witches

The Hundredth Dove and Other Tales

In the Whitethorn Wood and Other Magicks

Jane Yolen's Mother Goose Songbook (Ed.)

Jane Yolen's Old MacDonald Songbook (Ed.)

Jane Yolen's Songs of Summer (Ed.)

The Lap-Time Song and Play Book (Ed.)

The Liars' Book (Ed.) (a.k.a. *Stretching the Truth*, with Linda Mannheim)
The Lullaby Songbook
Merlin's Booke
Milk and Honey: A Year of Jewish Holidays
The Moon Ribbon and Other Tales
Mother Earth/Father Sky (Ed.)
Native American Fairy Tales
Neptune Rising: Songs and Tales of the Undersea Folk
Once Upon Ice: And Other Frozen Poems (Ed.)
Rounds About Rounds
Shape Shifters: Fantasy & Science Fiction Tales About Humans Who Can Change Their Shapes
Sherwood: A Collection of Original Robin Hood Stories (Ed.)
Sing Noel: Christmas Carols (Ed.)
Sister Emily's Lightship
Sky Scrape/City Scape: Poems of City Life (Ed.)
Sleep Rhymes Around the World (Ed.)
Spaceships and Spells (Ed.)
Storyteller
Street Rhymes Around the World (Ed.)
The Sword and the Stone
Tales of Wonder
Things That Go Bump in the Night: A Collection of Original Stories (Ed.)
Twelve Impossible Things Before Breakfast: Stories
Vampires; A Collection of Original Stories (Ed.)
Weather Report: Poems (Ed.)
Werewolves (Ed.)
Xanadu (Ed.)
Xanadu 2 (Ed.)
Xanadu 3 (Ed.)
Zoo 2000 (Ed.)

Non-Fiction, Introductions and Essays

"About the Authors," *Xanadu 2*
"A Call to the Ramparts," *Storyteller*
Friend: The Story of George Fox and the Quakers
Guide to Writing for Children

House/House

"How to Become a Werewolf," *Werewolves*

"Introduction," *Zoo 2000*

"Introduction," *Dragons and Dreams*

"Introduction," *Spaceships and Spells*

"Introduction," *Things That Go Bump in the Night: A Collection of Original Stories*

"Introduction," *Dream Weaver*

"Introduction," *After the King*

"Introduction," *A Day in the Life, 2041*

"Introduction," *Hic Jacet Merlinus, Merlin's Booke*

"Isaac Asimov: An Affectionate Memory," *Asimov's Science Fiction*, Nov 92 V16 #1213

The Mary Celeste: An Unsolved Mystery from History (with Heidi E.Y. Stemple)

"Oh, God, Here Come the Elves," *Storyteller*

Pirates in Petticoats

"The Profession of Science Fiction, 37: The Author as Hero," *Storyteller*

Ring Out! A Book of Bells

The Roanoke Colony (with Heidi E.Y. Stemple)

Simple Gifts: The Story of the Shakers

"The Story Between," *Storyteller*

Touch Magic: Fantasy, Faerie and Folklore in the Literature of Childhood

"Wisdoms and Warnings: Writing SF for Younger Readers," *L. Ron Hubbard Presents Writers of the Future Volume V*

The Wizard Islands

The Wolf Girls (with Heidi E.Y. Stemple)

World on a String: The Story of Kites

"Xanadu -- After You," *Xanadu 2*

"Xanadu and Porlock Too," *Xanadu 3*

Short Fiction

"Allerleirauh," *The Armless Maiden and Other Tales for Childhood's Survivors*

"Angelica," *The Magazine of Fantasy & Science Fiction*, Dec 79 V57 #6

"The Baby-Sitter", *Things That Go Bump in the Night: A Collection of Original Stories*

"Become a Warrior," *Warrior Princesses*

"Belle Bloody Merciless Dame," *Elf Magic*

"Boris Chernevsky's Hands," *Hecate's Cauldron*

"The Boy Who Drew Unicorns," *The Unicorn Treasury*

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artwork by Rick Berry

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Winner of the 1999 Hugo Award for Short Story, and an excellent and prolific writer of both novels and short fiction, Michael has been nominated multiple times for the Hugo (in all four fiction categories), the Nebula, and the World Fantasy Award. He has won a Hugo, a Nebula and a World Fantasy Award.

Official Artist • Rick Berry

"Rick Berry is not only an accomplished painter, but a genuine pioneer in the field of digital art. . . . In every case – and in virtually any medium – the young Mr. Berry is brilliant and is destined for superstardom in the SF/Fantasy genre."

– Vincent Di Fate in *Infinite Worlds*

Special Guest • Peter Weston

A British Fan of All Trades, Peter's many and varied activities include founding the longest-lived fan group in the U.K., editing the *Andromeda* series of original anthologies, chairing the Seacon '79 Worldcon, and editing *Speculation*.

Featured Filker • Jordin Kare

Jordin, author of "Fire in the Sky" and "Heart of the Apple Lisa" among many others, first encountered filking at Boskone XII; we're delighted to help him celebrate his 25th anniversary in the field. (Yes, he is a Rocket Scientist.)

For the second year there will be a one-day (Friday, February 18th) educational training seminar associated with Boskone. "When Words Collide" focuses on how to use science fiction literature to ignite the imaginations of grade 4-12 students in both science and language arts classrooms. Professional development points will be awarded to Massachusetts educators for seminar completion.

As usual, we will be publishing a limited edition Boskone book highlighting the writings of our Guest of Honor. *Moon Dogs* will be an approximately 300 page hardcover containing both fiction and non-fiction, including the previously unpublished title story – as well as some collaborative stories.

We can be reached at
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by email: boskone@nesfa.org

Visit our web site at www.nesfa.org/boskone/

"The Boy Who Sang for Death," *Dream Weaver*

"Brother Hart," *The Magazine of Fantasy & Science Fiction*, Nov 78 V55 #5

"The Bull and the Crowth," *The Whitethorn Wood and Other Magicks*

"The Cat Bride," *Dream Weaver*

"Circles", *Witch Fantastic*

"Cockfight," *Dragons of Light*

"The Confession of Brother Blaise," *Merlin's Booke*

"The Corridors of the Sea," *The Magazine of Fantasy & Science Fiction*, Sep 81 V61 #3

"Creationism: An Illustrated Lecture in Two Parts," *Pulphouse The Hardback Magazine*, Sum 90

"Dear Ms. Lonelylegs," *The Magazine of Fantasy & Science Fiction*, Oct/Nov 91 V81 #4and5

"The Dragon Woke and Stretched," *Drabble II -- Double Century*

"The Dragon's Boy," *The Magazine of Fantasy & Science Fiction*, Sep 85 V69 #3

"Dragonfield," *Dragonfield and Other Stories*

"Dream Reader," *Merlin's Booke*

"Dream Weaver," *Dream Weaver*

"Dusty Loves," *The Magazine of Fantasy & Science Fiction*, Apr 88 V74 #4

"Ear," *2041*

"Epitaph," *Merlin's Booke*

"Evian Steel," *Merlin's Booke*

"The Face in the Cloth," *The Magazine of Fantasy & Science Fiction*, Feb 85 V68 #2

"The Faery Flag," *The Faery Flag*

"Fallen Angel," *Realms of Fantasy*, Jun 97 V3 #5

"Feast of Souls," *Isaac Asimov's Science Fiction Magazine*, Jan 89 V13 #1

"The Fisherman's Wife," *Neptune Rising*

"The Five Points of Roguery," *The Magazine of Fantasy & Science Fiction*, Nov 84 V67 #5

"For Love of Juoun," *More Whatdunits*

"The Foxwife," *Moonsingers*

"The Gift of the Magicians, With Apologies to You Know Who," *The Magazine of Fantasy & Science Fiction*, Sep 92 V83 #3

"The Girl Who Cried Flowers," *The Girl Who Cried Flowers and Other Tales*

"Godmother Death," *Black Swan, White Raven*

"Granny Rumpel," *Black Thorn, White Rose*

"Great Gray," *Fires of the Past*

"Great-Grandfather Dragon's Tale," *Dragons and Dreams*

"Green Messiah," *Werewolves*

"The Gwynhfar," *Merlin's Booke*

"Happy Dens, or, A Day in the Old Wolves Home," *Elsewhere*

"The Hundredth Dove," *The Magazine of Fantasy & Science Fiction*, Apr 77 V52 #4

"In the Hall of Grief," *Elsewhere Vol. II: Tales of Fantasy*

"In the Whitethorn Wood," *The Whitethorn Wood and Other Magicks*

"An Infestation of Angels," *Isaac Asimov's Science Fiction Magazine*, Nov 85 V9 #11

"The Inn of the Demon Camel," *The Ultimate Witch*

"Inscription," *The Year's Best Fantasy and Horror*

"Journey into the Dark," *The Book of Kings*

"The King's Dragon," *Spaceships and Spells*

"The Lady and the Merman," *The Hundredth Dove*

"The Lady's Garden," *The Magazine of Fantasy & Science Fiction*, May 94 V86 #5

"The Maiden Made of Fire," *The Magazine of Fantasy & Science Fiction*, Jul 77 V53 #1

"The Making of Dragons," *Isaac Asimov's Science Fiction Magazine*, Jun 86 V10 #6

"The Malaysian Mer," *Neptune Rising*

"Man of Rock, Man of Stone," *Dream Weaver*

"Meditation in a Whitethorn Tree," *Invitation to Camelot*

"Memoirs of a Bottle Djinn," *Arabesques*

"The Moon Ribbon," *Moon Ribbon and Other Tales*

"Names," *Storyteller*

"Once a Good Man," *The Hundredth Dove*

"One Old Man, with Seals," *Neptune Rising*

"OSR," *Stardate: The Multi-Media Science Fiction Magazine*, Feb 86 V2 #2

"Pitch," *Deals With the Devil*

"The Pot Child," *The Magazine of Fantasy & Science Fiction*, Feb 79 V56 #2

"Princess Heart O'Stone," *Dream Weaver*

"The Quiet Monk," *Isaac Asimov's Science Fiction Magazine*, Mar 88 V12 #3

"The River Maid," *The Magazine of Fantasy & Science Fiction*, Jan 81 V60 #1

"Salvage," *Isaac Asimov's Science Fiction Magazine*, May 84 V8 #5

"The Sea Man," *The Magazine of Fantasy & Science Fiction*, Mar 89 V76 #3

"The Seventh Mandarin," *Visions of Fantasy: Tales from the Masters*

"The Singer of Seeds," *The Faery Flag*

"Sister Emily's Lightship," *Starlight 1*

"Sister Light, Sister Dark," *Heroic Visions*

"The Sleep of Trees," *The Magazine of Fantasy & Science Fiction*, Sep 80 V59 #3

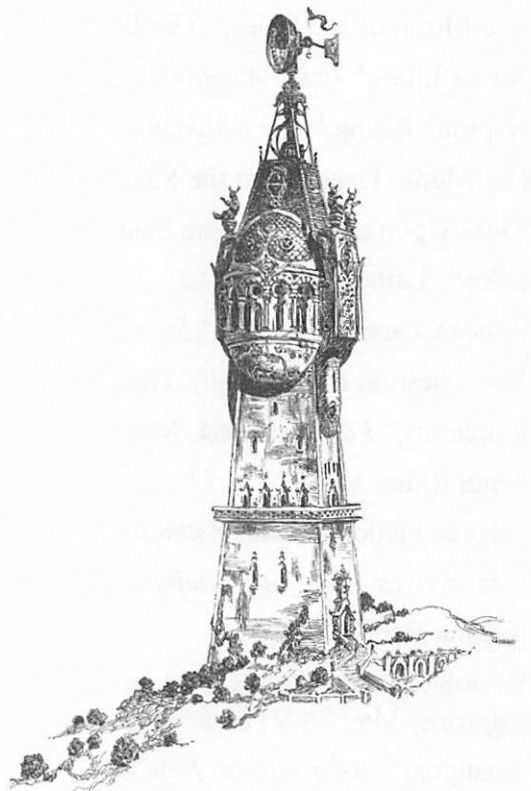
"The Snatchers," *The Magazine of Fantasy & Science Fiction*, Oct/Nov 93 V85 #4and5

"Studies in Stone" (with Robert J. Harris), *In the Shadow of the Gargoyle*

"Sule Skerry," *The Magazine of Fantasy & Science Fiction*, Jul 82 V63 #1
 "Sun/Flight," *The Magazine of Fantasy & Science Fiction*, May 82 V62 #5
 "The Tale of the Seventeenth Eunuch," *Aladdin Master of the Lamp*
 "The Tale of the Stuffed Levar," *Liavek: Spells of Binding*
 "The Thirteenth Fey," *Faery!*
 "Tintagel Morning: Song," *Isaac Asimov's Science Fiction Magazine*, Apr 90 V14 #4
 "The Tower Bird," *Ariel, the Book of Fantasy: Volume 4*
 "The Tree's Wife," *The Magazine of Fantasy & Science Fiction*, Jun 78 V54 #6
 "The True Tale of Count Dashif's Demise," *Liavek: Festival Week*
 "The Uncorking of Uncle Finn," *The Magazine of Fantasy & Science Fiction*, Nov 86 V71 #4
 "The Undine," *The Magazine of Fantasy & Science Fiction*, Sep 82 V63 #3
 "The White Babe," *Isaac Asimov's Science Fiction Magazine*, Jun 87 V11 #6
 "The White Seal Maid," *Dragonfield and Other Stories*
 "The Wild Child," *Merlin's Booke*
 "Winter's King," *After the King*
 "The Wizard of the Birds" (with Adam Stemple), *Wizard Fantastic*
 "Wolf/Child," *Rod Serling's The Twilight Zone Magazine*, Jun 87 V7 #2
 "Words of Power," *Visions*
 ...and many more...

Poetry and Lyrics

"Angels Fly Because They Take Themselves Lightly,"
Isaac Asimov's Science Fiction Magazine, Dec 91 V15
 #14
 "The Annunciation," *Merlin's Booke*
 "Appendix One: A Liavekan Songbook - 1. City of
 Luck," *Liavek: Wizard's Row*
 "Appendix One: A Liavekan Songbook - 2. The Ballad of
 the Quick Levars," *Liavek: Wizard's Row*
 "Atlas," *The Faery Flag*
 "The Ballad of the Mage's Birth," *Merlin's Booke*
 "The Ballad of the Quick Levars," *Liavek: The Players of
 Luck*
 "Beauty and the Beast: An Anniversary," *The Faery Flag*
 "Big Bang Theory," *Pulphouse: A Fiction Magazine*,
 Oct25 91 V1 #6
 "Caliban," *Dragonfield and Other Stories*
 "Caliban's Song," *Greccourt Review*



"Camelot Redux," *Alternate Kennedys*

"Checkmate," *The Whitethorn Wood and Other Magicks*

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These Words Are About Tom Kidd

by Courtney Skinner

This is an attempt to give you an insight into how a creative mind works.

By creative mind, I don't mean to make it into an elitist type of thing where there are these "artistes" who are a gifted lot existing above the fray and thinking existential art-thoughts.

An artist, and in this particular case, an illustrator, is a cursed individual. They are seldom fit for anything else in life and this condition helps to promulgate the picture of them being eccentric, single-minded, or just plain weird.

In other words, this is about Tom Kidd, artist and illustrator, and a few theories of what may be behind the astounding worlds he creates.

I have known Tom for about a decade, and as an illustrator, I have been lucky enough to work with him in collaboration on about five covers for SF and Fantasy books.

These collaborations have given me some insight into how Tom Kidd's creative world may be constructed and how it might function.

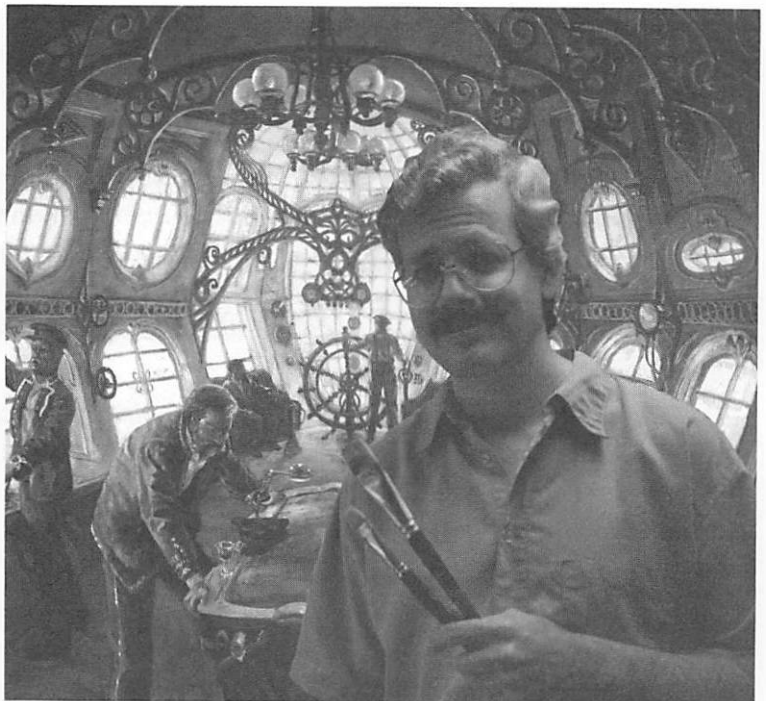
First of all, let's look at the difference between an illustrator and an artist.

Using an admittedly blunt instrument (my head) for a glib definition . . . basically, an artist has no one but himself to please.

But, a good illustrator must be an artist as well as able to clearly communicate moods, concepts, emotions, feelings, flavors. He must be a storyteller and familiar with authentic detail of all time periods, and the esoteric information that makes a picture ring true. He must know all about how the human body works, looks, and moves; the musculature, the kinesiology, and how clothing of all weaves, weights and fibers drapes over that body. He must have a working knowledge of color theory. He must be a sponge for absorbing the visual appearance of day-to-day details and the natural world; the anatomy of clouds and trees; how light reflects and bounces from various surfaces and textures. This list is endless because the illustrator continues to add to his knowledge base for the rest of his career.

All of the above is neither "talent" nor a "gift" . . . words which suggest that an illustrator got his ability passively from on high or that an illustrator sprung fully formed from the womb.

Tom got to be this good by working hard for decades, the same way anyone would have to work hard to get good at a craft or skill.



An additional talent an illustrator must have is to be able to deal with the world of commercial illustration and still deliver a product that does the job. The brain-withering effects of dealing with the unimaginative and muse-destroying powers of mediocre commercial publishing are sure to render limp and impotent the strongest of illustrators. Tom has either persevered through this obstacle and produced a fine painting or been motivated by fine writing and inspired art direction

This is what Tom Kidd does. More than just that, this is what Tom Kidd *is*. He's as true an illustrator as I've ever known, or that ever was. He paints or draws all the time -- *all* the time.

Take a very careful look at the pieces from his magnum opus, his "Gnemo" epic. When you look at any of his pieces, do you realize that you are not reacting to a "painting"? You are reacting to a new reality that is created in your brain. These carefully crafted dabs of pigment smeared across cloth somehow, in alliance with your mind, made you react emotionally, as if the actual scene was laid before your eyes. Are you listening to me!? . . . This is magic, here . . . OK?

There are other qualities of Tom's work that subliminally hit you as you are standing there reacting to the subject in the picture. About these other qualities of painting, Tom has said:

"There is a beauty in the paint itself. When you walk so close to a painting that the subject matter begins to lose meaning, the handling of the paint alone should continue to excite you. I can't say I live up to this ideal, but this is one of the things I like to see when I go to a museum or gallery, and I work towards in my own paintings."

Quixotic, non-linear thinking is a trait of a good illustrator. So is admiration for another's skill. To demonstrate these facts, here are some comments by his peers:

"Tom's terrific. He's painting wonderfully imaginative material with confidence and gusto. The work is inspired and elegant and he gets better every time he picks up a paintbrush! Not only that, but he has created beautiful floating devices that store hot air generated by politicians, attorneys, critics, artists . . ." - Don Maitz

"Never do I pass the bookstand without an eye out for a new Kidd painting. His art ever inspires and shows the unlimited possibilities of an artist driven by imagination." - Brom

"Tom who? Oh yah! That guy. Try as you might to forget Tom and his work, you just can't. Tom is one of the most exuberant painters I know. His paintings are so full of well-thought-out color and gutsy brushwork that the artwork of others displayed nearby do seem to fade into the background and are in danger of being forgotten." - Richard Hescoc

"Naked mole rats are one of the most interesting mammals on the face of the earth, with a social structure that more nearly resembles that of insects than mammals. This has had some interesting effects on their physiology, as well. For instance, they have almost no ability to thermoregulate, maintaining their body temperatures in cool weather by 'balling' or coalescing into a writhing mass to optimize body heat and friction and minimize surface area. What? Tom Kidd? Yeah, I know him. What about him?" - Nick Jainschigg

"Tom Kidd's unique penchant for anachronistic science-fiction illustration evokes the romance and adventure of America's great artists of the Brandywine Tradition and of those glorious days of Jules Verne, when science and technology held the greatest of promise for the human future. His clean, vibrant color and mastery of oil painting techniques have distinguished him as one of the outstanding talents in fantastic illustration for nearly two decades." - Vincent DiFate

"Any artist who uses oils like Tom Kidd, painting so as to leave the brush stroke showing, has got my vote -- contrary to what you might imagine, it is much harder to paint a picture that way than it is to blend everything smoothly together, and the great charm of oil color is its surface. And, he writes his own stories, stories about airships, no less -- what's not to like? That makes him one of my nine

favorite modern illustrators. He might be a nut, but so is every artist worth knowing anything about."

- Steve Hickman

"Tom's a real goof, but something magical happens when he sits down at the easel. He does things with light, color, tonal design and the qualities of oil paint that are phenomenal. If I were a young painter, I'd be studying his work." - Paul Chadwick

"He does the best of paintings, he does the worst of paintings." - Donato Giancola

"Tom Kidd is one of the most friendly, engaging, genuinely interested (and interesting) people I have ever met. I have known him for years, and I have only respect for him and his dedication to his work. He is a secure person. One who enjoys helping other illustrators into the marketplace . . . Mess with him and you are messing with me. I think you should know that." - A.C. Farley

I count myself very lucky to be a friend of Tom's and to have worked with him. He is an original and as genuine a human as you'll ever get to know. Another thing . . . many illustrators work in fairly close-to-total solitude. It is necessary for their work, and possibly responsible for, or a result of what makes a person an artist-illustrator in the beginning. Because of this, most illustrators never get the feedback that they thrive on. So, if you like Tom's work, tell him. He is doing the art for you as well as himself. Don't worry about the vacant stare or the confused look he may have on his face . . . or about the disjointed or inappropriate reply he may have. He may be checking out how the light rakes across your cheekbones or how the fabric drapes around your neck . . . or thinking about the underglaze of the work-in-progress on the easel at home . . . or where he'll get his next meal . . . but let him know that you like his stuff. It's part of the unspoken contract you have with him and all artists.



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11. *Platonic Friends* (A)
12. *Platonic Friends* (B)
13. *Quemendi*
14. *Game Master*
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16. *Pegasus Dream (The Unicorn Trade)*
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18. *Secrets of the Sorceress* (cls)
19. *Starship Trooper (Earth Descended)*
20. *House in November*
21. *Guardians of Time* (wrap)
22. *Guardians of Time* (A)
23. *Guardians of Time* (B)
24. *Outposter* (wrap)
25. *Outposter* (A)
26. *Outposter* (B)
27. *Planet of the Damned* (wrap)
28. *Planet of the Damned* (A)
29. *Planet Run* (wrap)
30. *Planet Run* (A)
31. *Star Hunter* (wrap)
32. *Star Hunter* (A)
33. *Mauri and Kith* (wrap)
34. *Mauri and Kith* (A)
35. *R-Master* (wrap)
36. *R-Master* (A)
37. *New American*
38. *Abducted*
39. *Oron*
40. *Jupiter Plague* (wrap)
41. *Jupiter Plague* (A)
42. *Zanthodon*
43. *Persephone*
44. *Knight of Delusions* (wrap)
45. *Knight of Delusions* (A)
46. *Knight of Delusions* (B)
47. *Gryphon in Glory*
48. *Mallworld*
49. *Pulling Through*
50. *Infinite Cage*
51. *Gremlins Go Home*
52. *The Prince Commands*
53. *The Prince Commands* (A)
54. *Paradise*
55. *Gunner Cade* (wrap)
56. *Gunner Cade* (A)
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58. *Eyes of Amber*
59. *Telempath*
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62. *Glory Game*
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66. *Friend*
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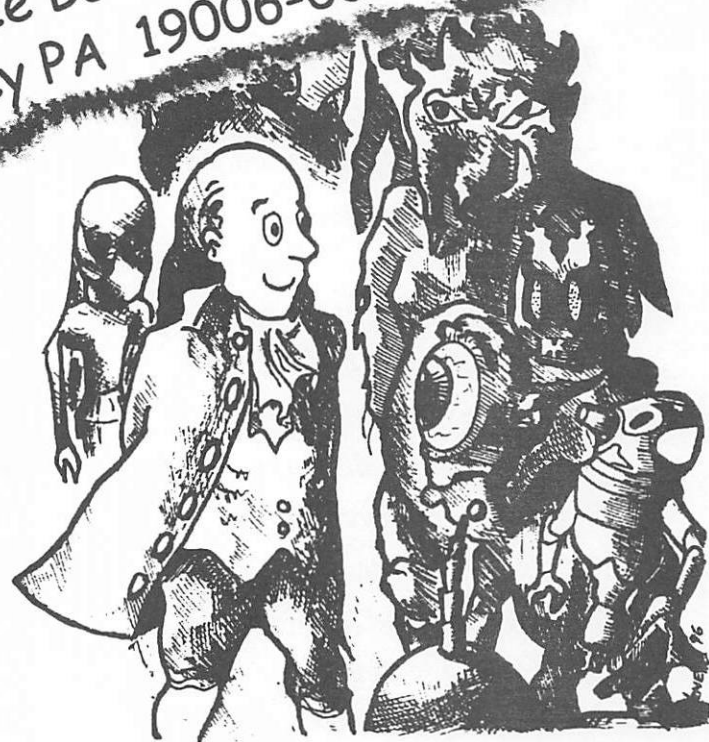
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268. *Promise of the Star*
269. *Bleezak the Elf*
270. *Unicorn & Fairy*
271. *Righteous Gandalf*
272. *Prospero's Children (out - barn)*
273. *Prospero's Children (in - Atlantis)*
274. *The War of the Worlds (cover)*
275. *The War of the Worlds (frontispiece)*

276. *The Huge Gun* (*The War of the Worlds* - 4)
277. *Martians Come Out* (*The War of the Worlds* - 20)
278. *Flames in the Distance* (*The War of the Worlds* - 45)
279. *First Sight of the Tripods* (*The War of the Worlds* - 53)
280. *Shellburst on Tripod* (*The War of the Worlds* - 74)
281. *Martian Raises Tube* (*The War of the Worlds* - 104)
282. *London Exodus* (*The War of the Worlds* - 120)
283. *Darkness Upon the Land* (*The War of the Worlds* - 137)
284. *Controlling Martian* (*The War of the Worlds* - 153)
285. *"It Touched My Heel"* (*The War of the Worlds* - 173)
286. *Mankind Swept Out of Existence* (*The War of the Worlds* - 182)
287. *London Lying in State* (*The War of the Worlds* - 205)
288. *Martian Specimen* (*The War of the Worlds* - 222)
289. *The War of the Worlds* (endpaper #1)
290. *The War of the Worlds* (endpaper #2)



Books and Other Work

Tom Kidd Sketch Book (50 pages, 16 color paintings)

Wizards and Wonders (screen saver)

Tom Kidd Trading Cards

Sherlock Holmes Through Time and Space
(cover plus interiors, with Rick Berry)

Riding the Torch (cover plus interiors)

Norwescon Program Book (15 paintings reproduced)

Weird Tales, winter 1990 (cover plus interiors)

Vietnam and Other Alien Worlds

Spectrum #1, #2, #4

Infinite Worlds: The Fantastic Worlds of Science Fiction Art

Who's Who in Science Fiction

Architectural designs for theme park for
Landscape Entertainment

Concept designs for Atlantis ride for Rhythm &
Hues

Designs of figurines for Danbury Mint

Designs of knife and plates for Franklin Mint

Paintings for website of Rhythm Radio

Conceptual Designer on "Treasure Planet" for
Walt Disney Studios

Norwescon 1996

Astronomicon 1996

Philcon 1996

Chattacon 1997

Nolacon 1999

Exhibitions

Cleveland Museum of Science (NASA show)

Lever House Science Fiction & Fantasy Show

Society of Illustrators Science Fiction Show,
1985

Delaware Art Museum, "The Art of Fantasy and
Science Fiction," 1990

Canton Art Museum, "Pavilions of Wonder"

Society of Illustrators RSVP Show 1998
(Dreams)

Awards

Chesley Award: Best Cover Illustration '93, '95

Chesley Award: Best Color Unpublished '89

Golden Pagoda Award '90

Best Artist, Anlab Award: Best Cover

Four Hugo Award nominations

Artist Guest of Honor

Conebulus 2 1978

Lunacon 1984

NotJustAnotherCon 1988

Balticon 1988

Baycon 1988

Necronomicon 1989

Okon 1990

Constellation 1990

Disclave 1992

Boskone 1993

Oasis 1994

Boston Boston Boston Boston Boston

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Join us at Arisia, Jan. 14-16, 2000

Sharon Sbarsky

by Ruth Sachter

Somehow it's very fitting that while Sharon Sbarsky has been busy developing and maintaining in her spare time a mere dozen or so fannish websites - everything from the NESFA/NESFA Press and MCFI pages (including its recent Worldcon bid, Smofcon 15, Ditto 11, and the 25th World Fantasy Convention) to ones more diverse and further afield such as Lunacon 2000, the New England Costumer's Guild, and Conolulu (the 53rd Westercon in Honolulu this July) - she hasn't taken the time to spiff up her own website (<http://world.std.com/~sbarsky>). There's a good bit of information there but only if you know how to read between the lines. I'll try to ferret out some more details about your generous and warm-hearted Fan Guest of Honor.

When fandom started, fanzines and letter columns were how fans got to know each other; cons were few and far between, and meeting in person the friends you had already made was a goal not always achieved. Fortunately, for those of us (like myself) who tend to be "tongue-tied" when it comes to putting words on paper, fandom is different now. Between the proliferation of conventions and the addition of electronic media to the mix (email, newsgroups, Genie, Compuserve, the Internet et al.), there are more ways to contribute to the fannish community. I've made most of my contributions through working on clubs and conventions - Sharon's mark is found there and also on-line with Web pages, keeping Saul Jaffe's SF-Lovers Internet Conventions Listing up-to-date, working behind the scenes on Genie (it's not dead yet) roundtables, and active participation on various fannish and convention mailing lists, rec.arts.sf.fandom, Dueling Modems and SFFnet.

Sharon discovered fandom in 1974 while at college pursuing a mathematical sciences major: Hopkins Science Fiction Association (HopSFA as in the hymnal) at The Johns Hopkins University in Baltimore. A post-college job at GTE lured the New Yorker up to New England where she re-connected with fandom, at that point NESFA, through an Israeli folkdancing group at MIT, and went to her first con, Boskone XVI in 1979.

If I'm counting right, Arisia '00 will be her 202nd which is a pretty good number with which to begin 2000. And Sharon's been keeping track of them all with a wonderful, multi-color chart on her Web page. You'll notice that they range from locals to Worldcons, large to small, multi-track to special focus. Though she started her conrunner career by volunteering at Noreascon Two in 1980 she hasn't worked on all of them, just as it seems a majority (and I hope you won't let her do anything at Arisia but have a great time).



Sharon's flair for math and logic puzzles - Sharon goes through logic puzzle magazines like some folks devour Lay's potato chips or boxes of chocolate (and she'll gladly accept lots of good chocolate) - have shaped her life in and out of fandom.

At GTE she developed into a specialist in programming and debugging obscure code for military field telephony - a job that had her traveling everywhere from Killeen (Texas) to Germany, which was filled with experiences that made working on cons pale by comparison, and good for accumulating frequent flyer miles, and bottles of Trockenbeereauslese (the sweetest German dessert wine). Now Sharon's turned her fannish Web development experience into a new career, one with less travel, no security clearances to worry about, and more viable opportunities.

Turning back to fanac, those math and puzzle skills and a terrier-like grip on uncooperative accounts that didn't want to balance were very handy during three years as NESFA treasurer (just when NESFA bought the clubhouse) and as treasurer of Boskone XXII (one of the large ones). NESFA sales, mailroom, loads of committee work and more have followed. So did being President of MCFI, and chairing Smofcon 15.

It's hard to know where to start in tallying her con committee activity: at one time or another, at a Boskone or Arisia, or Worldcon, or Westercon, Lunacon, Philcon, OryCon, or . . . Sharon's been working on or running Dealers, Committee Den, Office, Ops, Registration, Sales-to-Members, Art Show, Programming, Daily Zines, Site-Selection, Publications, and more that I'm forgetting. And bidding for those Worldcons and Westercons means many hours of sitting tables and throwing room parties - Sharon's paid her dues there too. She ran pre-reg for Noreascon Three, and then she and I and John Lorentz (who's now my husband and the reason I live in Oregon, not New York) ran at-con reg for over 8,000. I have no doubt that Sharon will also be busy at Chicon 2000 and beyond.

And let me not forget the ribbons. If you've had a ribbon lately at a Boskone or most of the recent Worldcons or Albacon or a slew of other cons, it's been Sharon's doing.

She's a voracious reader, lover of jigsaw puzzles, a fannish packrat, and an ice-skating enthusiast (when Boskone and the winter Olympics coincide it's a real problem). Ply her with enough sushi and saki and you might talk her into taking on that orphan department. Diet Coke's important too but since she's not working at Arisia, I'm sure an offer of a good beer or single malt would not be declined. Ask her about the expedition to track down NESFA's GOH book at Nolacon.

And then there's the sweet-wine-tasting parties that we found ourselves becoming part of which have become a ritual gathering at several cons a year. Our late friend Gary Louie was another member of that group. As Sharon wrote in her remembrance of Gary (a piece that captures Gary well), "Once you were Gary's friend, you found that he cared about you. It didn't matter if you were 3000 miles away. He was genuinely concerned when I needed help and rejoiced in my good news, when he had a problem or needed help he would e-mail or call to ask my advice." Sharon is a good friend and I feel the same way.

Her Smofcon 15 comment says it all: "Fandom is my family and other conrunners are my close relatives."

Sharon Sbarsky Conography

SBARSKY, Sharon (1956 -): American conrunner. Member of NESFA (New England Science Fiction Association) 1982-; Treasurer 1985-1988, Vice-President 1996-1997. Member of MCFI (Massachusetts Convention Fandom, Inc.) 1985-; Treasurer 1991-1992, President 1996-1997. Member of OSFCI (Oregon Science Fiction Conventions, Inc.) 1991-. Member of The Lunarians (NY Science Fiction Society) 1998-. Member of RISFA-North. Past member of HopSFA (Johns Hopkins Science Fiction Association) 1974-1978, PSFS (Philadelphia Science Fiction Association), PorSFIS (Portland Science Fiction Society).

First Contact: HopSFA.

First Con: Boskone XXIV (1979)

Fan GoH: Arisia '00

Conchair: Smofcon 15 (1997)

Co-Conchair: Lexicon (1993)

Concons

Worldcons, NASFiCs and World Fantasy Con

Noreascon Two (1980 Worldcon), People Mover Staff

Constellation (1983 Worldcon), Sales to Members Staff

LoneStarCon1 (1985 NASFiC), Art Show Staff

ConFederation (1986 Worldcon), Green Room Staff

Nolacon II (1988 Worldcon), Operations Staff

Noreascon Three (1989 Worldcon), Pre-Registration, At-Con Registration, Progress Report Staff, Progress Report Mailings

ConFiction (1990 Worldcon), Operations Staff

MagiCon (1992 Worldcon), Ribbons, Exhibits Staff

ConFrancisco (1993 Worldcon), Ribbons, Operations Staff, Treasury Staff

ConAdian (1994 Worldcon), Genie Liaison

Intersection (1995 Worldcon), Ribbons, Hugonaughts Party (at ConAdian), Site-Selection Staff, Program Staff

L.A.con III (1996 Worldcon), Ribbons, Office Staff

LoneStarCon2 (1997 Worldcon), Ribbons, Staff Den

Buconneer (1998 Worldcon), Registration Staff, Site-Selection Staff

Aussiecon Three (1999 Worldcon - non-attending), Ribbons

ConuCopia (1999 NASFiC), Office Staff

25th World Fantasy Convention (1999), Facilities Assistant, Exhibits, Webmaster

Regionals

Boskone XX (1983), Registration Assistant

Boskone XXI (1984), Treasurer Assistant

Boskone XXII (1985), Treasurer
 Boskone XXIII (1986), Art Show Sales, Program Staff
 Boskone XXIV (1987), Autographing
 Boskone XXV (1988), Inn Keeper, Registration Staff
 Boskone XXVI (1989), Art Show Staff
 Boskone XXVII (1990), NESFA Sales
 Boskone XXVIII (1991), NESFA Sales, *Helmuth* Editor
 Boskone XXIX (1992), Hucksters' Room, NESFA Sales, Ribbons
 Boskone XXX (1993), Committee Den, Ribbons
 Boskone XXXI (1994), Committee Den, Ribbons
 Boskone XXXII (1995), Pre-Registration, Ribbons, Meet-the-Pros Party
 Boskone XXXIII (1996), Pre-Registration, Ribbons, Green Room
 Boskone XXXIV (1997), Program, Ribbons
 Boskone XXXV (1997), Program, Ribbons
 Boskone 36 (1997), Ribbons, Art Show Sales Staff, Casino Staff
 Lunacon '84, Treasurer Assistant
 Lunacon '88, Art Show Staff
 Lunacon '89, Art Show Staff
 Lunacon '90, Art Show Staff
 Lunacon '91, Art Show Staff
 Lunacon '92, Staff Den
 Lunacon '93, Staff Den
 Lunacon '94, Sales to Members Assistant
 Lunacon '97, Green Room Assistant
 Lunacon '98, Registration Staff
 Lunacon '99, Program, Webmaster
 Westercon 42 (1989), Registration Staff
 Westercon 43 (1990), Sales to Members
 Westercon 48 (1995), Exhibits
 Westercon 49 (1996), Green Room Staff
 Westercon 52 (1999), Site-selection Staff

Arisia '97, Art Show Staff
 OryCon 14 (1992), Art Show Assistant
 OryCon 15 (1993), Art Show Assistant
 OryCon 16 (1994), Art Show Assistant
 OryCon 17 (1995), Office
 OryCon 18 (1996), *OryConian* Editor
 OryCon 20 (1998), *OryConian* Editor

Gopher etc.

Other: Philcon, Readercon, Albacon, Disclave, Wiscon, Smofcon, Tropicon, Eastercon

Webmistress

The Official World Fantasy Convention Site
 Massachusetts Convention Fandom, Inc.
 25th World Fantasy Convention
 Boston for Orlando in 2001
 Smofcon 15
 Ditto 11
 NESFA
 NESFA Press
 ConCancun in 2003
 Lunacon 2000
 New England Costumers' Guild

Apazines

APA:NESFA (1982-1997): Insert Name Here
 APA:89 (1985-1991): Curiouser and Curiouser
 APA:98/APA:2001 (1991-1999): Party For Four.
 Online: Genie (1991-present); CIS (1991-1998); SFF-net (1996-present); Dueling Modems (1996-present)
 Usenet (various newsgroups including SF and fandom newsgroups), (1992-present)

Arisia Policies

The following policies have been set by ARISIA, Inc. to ensure our members' happiness.

General Behavior

Arisia expects its members to respect each other and behave in a generally civilized fashion. Please report to convention security any incidents in which a member of the convention is abusive, insulting, intimidating, or bothersome. Arisia reserves the right to revoke, *without refund*, the membership of anyone for just cause. Persons violating the law will be turned over to the Police or the hotel security force. Sleeping in public areas of the hotel or convention areas is forbidden by the hotel management; this is private property.

Parties in Guest Rooms

All parties *must* be registered with Operations. Check at Registration or the Information Desk for a party form. When you return your form, you will receive directions for putting up flyers and party "seed." All parties must be held on a designated floor, so be sure to specify your needs when checking into the hotel. Party hosts are responsible for adhering to convention policies, hotel rules, and local, state, and federal laws. Open parties may not serve alcohol in any form, nor allow smoking, although there are smoking floors. Laws governing illegal substances, obscenity, weapons, public behavior, and treatment of minors will be strictly observed.

Smoking in Hotel and Convention Areas

By order of the Fire Marshal, smoking is allowed only in designated areas of the hotel. Arisia convention policies prohibit smoking or the consumption of alcohol in *all* convention areas. Designated areas are available for the comfort of those who wish to smoke, and the hotel has designated smoking guest-room floors. Check with the hotel registration clerk when you arrive to make sure your room is on a "smoking" floor if you need it.

Weapons Policy

All weapons worn by members must be peace-bonded by security when you register! The Arisia Security Head will be the final arbiter of whether an item is a weapon. Any item in a holster (even pistol-gripped screw guns and squirt guns), "boffers," or things liable to trip others are considered weapons. The following weapons are illegal in Massachusetts: blackjacks, billy clubs, any sort of double-edged knife (symmetrical cross-section, even if one side is dull), nunchucks, and shuriken (throwing stars). Weapons worn *solely* for the Masquerade as part of an on-stage costume need not be peace-bonded, but must still be registered, and secured at other times.

Children as Fans and Companions

Arisia makes every effort to protect fans of all ages and provide a healthy environment with many opportunities for fun and learning. Children are a valued part of our membership, and we welcome their appropriate participation. Children under 12 years old *must* either be Kids-in-Tow (with an authorized adult at *all* times) or have a convention membership. All unattended children will be sold to the aliens. Baby-sitting by *professional sitters* is available for ages 18 months to 7 years with a babysitting membership, preregistered by November 15, 1998. Pagers (requiring a deposit) will be issued to parents (or you may bring one). All children under 12 must be with an adult or in babysitting programs while in con areas. Program hours are limited to major programs and event times. Program participants and event coordinators are responsible for maintaining the comfort and safety of convention members in their areas. Disruptive behavior by children *or* adults is not acceptable, and any actions disturbing to attendees will result in a request to leave. Late-night panels dealing with adult topics may be closed to individuals under 18 years of age. Although children 12 to 18 years of age may register as "adults," membership in the convention in no way supersedes any local, state, or federal laws.

Press Policy

The following guidelines are in place to protect our members:

- ☞ Ask permission before you photograph or audio/videotape any person or group.
- ☞ Check with the Operations Desk for guidelines if you wish to record any major event, such as the Masquerade.
- ☞ We presume that you are acting in an amateur capacity unless otherwise stated.

If you are acting on behalf of a publication, video production organization, or news medium (freelance or employed) of any kind, you must register for a press pass and sign an agreement to observe copyright laws and the ARISIA, Incorporated Press Policy. Individuals or organizations violating these guidelines by selling, reproducing, broadcasting, or publishing materials obtained at an Arisia convention without permission will be prosecuted to the full extent of the law. If you have any questions as to what is appropriate, contact the press coordinator, the corporate president, or the current convention chairman for further information.

Press passes may be obtained by registering as a member of the press (commercial publication, media, fanzine), and by going to the Operations desk and speaking with the press coordinator. A limited number of passes are available. You will be introduced to the press liaison and receive your orientation and press kit. A press pass authorizes you to enter convention facilities areas (at the discretion of the area heads) and to film or record events (within the provided guidelines). Articles or media coverage released after the convention may earn you a membership to the next Arisia, or a refund for this year.

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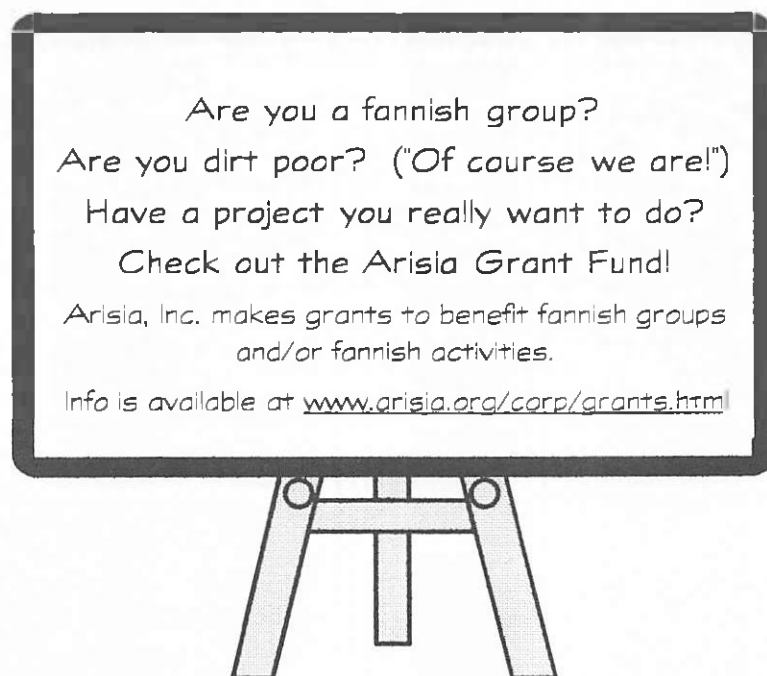
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A Brief History of Arisia

<u>Year</u>	<u>Writer GOH</u>	<u>Artist GOH</u>	<u>Fan GOH</u>
1990	Richard Bowker	A.C. Farley	Spike McPhee
1991	Jack L. Chalker	Bob Walters	Richard Hill and Laurel Cunningham
1992	Craig Shaw Gardner	Robin Wood	
1993	Ellen Kushner	Charles Lang and Wendy Snow Lang	Monty Wells
1994	Spider Robinson and Jeanne Robinson	Michael Whelan	David Kyle
1995	C.J. Cherryh	Jael	Walter Kahn
1996	Emma Bull and Will Shetterly	Lissanne Lake	Rob Bazemore
1997	R.A. Salvatore	Bob Eggleton	The Gang of Five (Arisia's Founders)
1998	James P. Hogan	Cortney Skinner	Marty ^^ Gear
1999	Roger MacBride Allen	Gary A. Lippincott	Patrick Nielsen Hayden and Teresa Nielsen Hayden
2000	Jane Yolen	Tom Kidd	Sharon Sbarsky
2001	Lois McMaster Bujold	Wojtek Siudmak	Wombat



Panelist Biographies

Catherine Asaro writes space adventure for Tor and near-future thrillers for Bantam. Her work has been nominated for both the Hugo and Nebula. Her book *Catch the Lightning* is the only hard-SF novel ever to win a romance award, the Sapphire. She has also won the *Analog* Readers' Poll, the HOMer, and the VTC Award. Asaro has a Doctorate in Chemical Physics and a Master's in Physics, both from Harvard.

Lisa Ashton is a Master Costumer from Maryland, where she lives with her husband Robert, an SF sculptor, and two children. In recent eras, she is known for the Egyptian goddess Isis - goddess of magic and wisdom - and last year's "Pin the Tentacle on the Alien" birthday party at the Arisia Masquerade. She also loves quilting, beads, and hunting.

John Bacon has been writing rules for table-top roleplaying games and LARPs since 1982. He has been Rules Director for NERO International since 1993, and a table-top GM since 1979. He is happily married to Mary Bacon.

Mary Bacon has been LARPing for nine years. She runs new-player training for NERO. She is also a family nurse practitioner, with experience in a variety of alternative healing modalities.

Rae Bradbury-Enslin is a Master-level costumer. At home, she practices muscular therapy professionally, and basic laziness in her spare time. She enjoys the artistic challenges that costume-making presents, more so since she hates sewing.

Charlene Brusso has worked at various jobs at various times, from museum curator's assistant to janitor, physicist to writing teacher. Her work has appeared in *Aboriginal Science Fiction*, *Amazing Stories*, *Marion Zimmer Bradley's Fantasy Magazine*, and other genre publications. She also reviews SF & F regularly for *Publisher's Weekly* and the SF Site. Her short story "A Night at the Opera" (*Amazing Stories*, Spring 1999) has been recommended for a Nebula Award.

Kris Burger says, "I'm a member of MassFen, Friends of Lulu, Bellatrix, and Northern Lights. I can usually be found with my make-up kit in tow. Recently I've been addicted to Pokemon (help!) and I am still running out of things to read."

Michael A. Burstein is the winner of the John Campbell Award for best new writer and has been twice nominated for the Hugo. His work appears frequently in *Analog*. He is the Vice President of NESFA and Secretary of SFWA, and he teaches science, math, and writing at the Cambridge School of Weston.

Nomi Burstein is the managing editor at a small Boston-based publisher. She has been going to conventions since 1982. Besides her editorial duties, Nomi keeps herself busy in her capacity as the linguist-of-record in her circle of friends. Nomi is the wife of 1997 Campbell Award winner Michael A.

Burstein, so she also keeps herself busy by reining in his ego.

Grant Carrington attended the first two Clarion Workshops, and was an Associate Editor of *Amazing* and *Fantastic* under Ted White. He is a contributing editor to *Eternity*. He has had one SF novel published, *Time's Fool* (Doubleday, 1981). His story "His Hour Upon the Stage" was on the final Nebula ballot for Best Novelette of 1976 (against Asimov, LeGuin, and Waldrop).

Mary Catelli is a short-story writer whose works have appeared in *Sword and Sorceress XI, XIV, XV, XVI, and XVII*; *Marion Zimmer Bradley's Fantasy Magazine*; and *Tomorrow*. She works as a computer programmer during the day, and is working on a novel.

Hal Clement sold his first short story to John Campbell in October, 1941. He was awarded Grand Master status by SFWA in May, 1999. In between, he has attended about 35 WorldCons, and several times that many local ones. His novels include *Needle*, *Mission of Gravity*, and *Still River*. His latest novel is *Half-Life*.

Susan Hanniford Crowley of SFWA has appeared in the following anthologies edited by Marion Zimmer Bradley: "Cecropia" in *Sword and Sorceress XV*, "Piper" in *Sword and Sorceress IX*, and "Ladyknight" in *Spells of Wonder*. Her poetry book, *Lake with No Horizon*, was published by Resonance Communications, Inc.

Laurel Cunningham-Hill says, "I am a Master Costumer with credits in film and stage. I specialize in creatures, aliens, monsters, and gargoyles. I use mainly foam, airbrush, latex, and fabric to make my creations. I pride myself on costuming on a tight budget and using unusual materials."

Susan de Guardiola is a science-fiction fan, costumer, and eternal student. She collects vampire novels and bawdy folk songs, and studies historic dance. She used to do interesting things in her spare time, but she no longer has any. She needs more sleep.

Echo's Children - Cat Faber is the offspring of a sasquatch and a space alien; Callie Hills sprang from the musings of a journalist and a philosopher. Their first gig was to entertain a dozen princesses; they naturally joined forces in the face of so much royalty, and decamped from the area, winding up serenading some bemused peddlers instead. They have since travelled over much of the country, changing costumes and instruments frequently to throw off pursuit, while writing, arranging and performing songs about subjects ranging from fairies and gypsies to computers and spaceships. Many of these performances, until now only seen in the wild, have been captured on digital media, and are displayed in lifelike settings and attitudes on *Under the Gripping Beast*, their first CD (released at OVFF in 1997), and *As Good As Any*, released at Balticon in 1999.

We would like to thank M.A.S.S.F.I.L.C. (<http://www.lovesong.com/massfilc>) for a grant that enabled us to bring Echo's Children from Oregon as this year's Special Musical Guest. Yay, M.A.S.S.F.I.L.C.!

Bob Eggleton has won the Hugo Award for Best Professional Artist five times, and is a ten-time Chesley Award winner. He is known as fandom's Godzilla expert. His new collection of work,

entitled *Greetings from Earth*, will be available in March from Paper Tiger.

Clayton Emery has written a dozen fantasies for *Magic: The Gathering*, TSR's *Forgotten Realms*, and other series; TV tie-ins for *The Secret World of Alex Mack* and *Are You Afraid of the Dark?*; and historical mystery novels featuring Robin & Marion and a Colonial American hero.

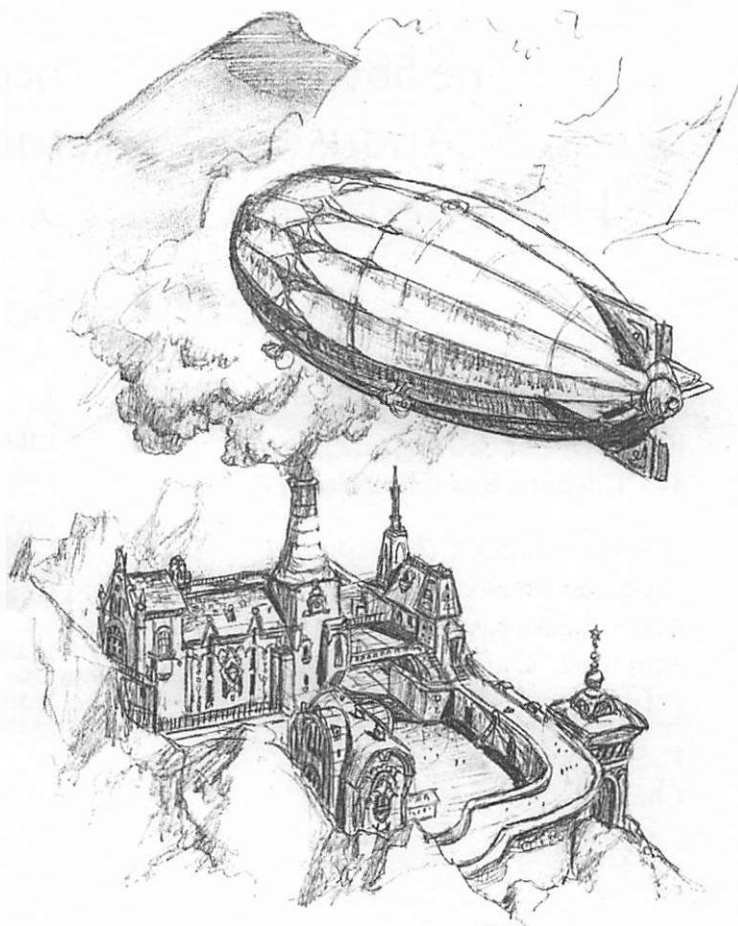
Terry Franklin is a science journalist and science-fiction writer. His story, "A Well-Tempered Helix," is featured on the Alexandra Digital Literature website (www.alexlit.com). He lives in western Massachusetts, where he is active in politics of the Libertarian variety, and is running this year for State Representative.

Deb Geisler was born in the shadow of Wright-Patterson AFB to civilian, possibly alien, parents. She did little of note until 1989, when she stumbled upon fandom. Fandom stumbled back. Geisler teaches communication, law, and the social implications of Internet communities. In her spare time, she sleeps.

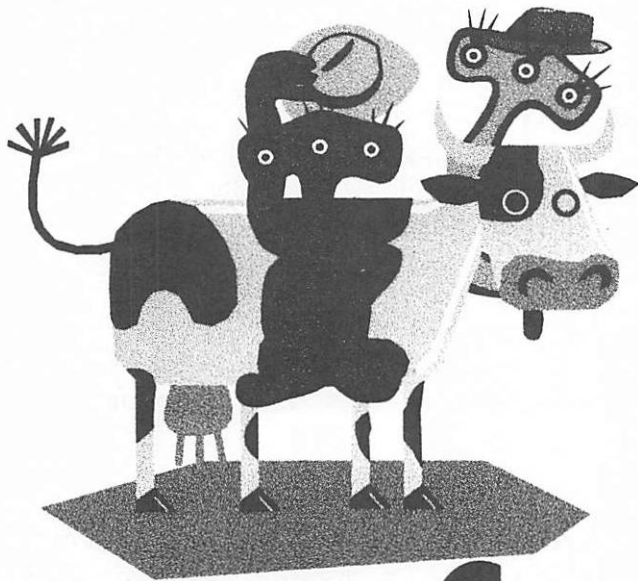
Scott E. Green is a science-fiction/fantasy/horror poet who has sold to *Amazing*, *Aboriginal Science Fiction*, *Asimov's*, *Absolute Magnitude*, many small-press magazines, and anthologies (both commercial and small-press). He is also the author of two SF reference books published by Greenwood: *Science Fiction, Fantasy, and Horror Poetry: A Resource Guide and Biographical Directory*, and *Isaac Asimov: An Annotated Bibliography*.

Jeff Hecht is a free-lance science and technology writer and correspondent for *New Scientist* magazine. His short fiction has appeared in *Analog*, *Asimov's*, *Interzone*, *Odyssey*, *Twilight Zone*, and the anthology *Great American Ghost Stories*. His latest book, *City of Light: The Story of Fiber Optics*, from Oxford University Press, is part of the Sloan Technology Series.

Callie Hills - Since moving to Oregon in 1985, Arlene 'Callie' Hills has performed in a variety of amateur and semi-professional ensembles. In addition to performing regularly with Cat Faber as "Echo's Children," she has founded two Renaissance consorts (one of which, Belles-Anges, she is still active in) and two madrigal groups. Callie's formal musical education includes two years each of piano and flute lessons, two years study in music theory, history and performance at the University of Oregon School of Music, and



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Bob Eggleton, Artist
Jim Baen, Editor
Bob and Anne Passovoy, Fans
Harry Turtledove, Toastmaster

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Attending Membership \$150

Supporting Membership \$ 40

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Children's Membership \$ 50

Attending Members have all of the privileges of membership. They can take part in all convention activities, receive all of our publications and can vote on the Hugo Awards and the site of the 2003 Worldcon.

two years of voice lessons, still ongoing. She is self-taught on recorders, pennywhistles, and guitar (in descending order of skill...). When not rehearsing or performing, she pursues a myriad of interests including Renaissance costuming, both as costume designer and creator for Echo's Children and Belles-Anges, and as one of her areas of study in the Society for Creative Anachronism (SCA).

Heidi Hooper is one of the few women in the world with a Master's degree in metalsmithing. She has won costuming awards including a "Best Craftsman" at WorldCon, and runs the NERO Emporium, where she sells her leather armor. She is a founder of the New England Roleplaying Organization and is vice-president of the NERO Alliance. She has too many cats.

Michael Allen Horne is a longtime media spud and transplant from California to Boston, where he has been active in media fan/anime/gaming activities. He is co-author (with Carol Hutchings) of several RPG sourcebooks for West End Games.

Eleanor Jefferson has been an otaku for four years. She knows more than is healthy to know about a particular anime mar, and her current occupation is "Rabid Fushigi Yuugi Fangirl."

Sam Jones was born in 1984 in Boston. He was raised by wolves, and raised by wolves means grew up in the Boston suburbs. He's a major *Star Wars* fanatic, and enjoys drawing, painting, and writing, but hates writing in the third person.

Aline Boucher Kaplan, a high-tech "lifer," is currently Director of Corporate Communications for NetScout Systems. She has written four SF/fantasy novels, including: *Khyren* (1988), *World Spirits* (1992), *Master of the Wind* (unpublished), and *Crossing the Line* (final revision). Aline lives in Sudbury, Massachusetts, with her husband, Seth, and cat, Spooky.

Alexx Kay is a second-generation fan, having been brought to many Boskones by his parents at a tender age. He's been active in the SCA as a storyteller for over a decade. An avid gamer, he has co-written several LARPs, and is now a junior designer at Irrational Games.

Marjorie B. Kellogg has carved out enough time from her career as a theatrical set designer to write four science-fiction novels (most recently *Harmony*), and two of the four volumes of a fantasy, *The Dragon Quartet*. The third, *The Book of Fire*, will be published in July 2000. She also teaches design and SF at Colgate University.

Tom Kidd (see Artist Guest of Honor biography)

Daniel M. Kimmel is a local correspondent for *Variety*, and president of the Boston Society of Film Critics. He reviews for the *Worcester Telegram and Gazette*. His book *The Fox Show: How America's Fourth Network Re-Invented Television* will be published by Renaissance Books in August.

Toni Lay is a Bronx resident who has accumulated many interests in fandom: costuming, SF and

alternate history books, movies, *Star Trek*, *Star Wars*, British TV shows, SF television shows, and mysteries set in past times. She is a member of the International Costumers' Guild and the Society for Creative Anachronism.

Steve Lazarowitz is a multi-published print and Web author. His anthology *A Creative Edge: Tales of Speculation* (Dark Star Publications) will be released shortly, including his award-winning story "As Luck Would Have It." He is also the chairman of Eguild, an e-author's union.

Paul Levinson's first novel, *The Silk Code* (Tor, 1999), was called "a rare thriller that actually achieves its goals both as a detective tale and a work of boldly speculative SF" by *Locus*. His stories in *Analog* have been nominated six times for Hugo, Nebula, and Sturgeon awards. His non-fiction books include *The Soft Edge* and *Digital McLuhan*. He is President of SFWA.

Fred Lerner was born in 1945, and has been active in fandom since 1963. He has been especially interested in the bibliography and history of science fiction, and was one of the founders of the Science Fiction Research Association. He graduated from Columbia College in 1966, and received the D.L.'s degree from Columbia University's School of Library Service in 1981. A revised version of his

dissertation was published as *Modern Science Fiction and the American Literary Community* (Scarecrow Press, 1988), an informal guide to the writings of John Myers. A collection of his essays on science fiction and related topics, *A Bookman's Fantasy* (NESFA Press, 1995), was published in connection with his appearance as Special Guest at Boskone 33. His latest book, *The Story of Libraries: From the Invention of Writing to the Computer Age*, was published in November 1998 by Continuum. He is collaborating with Frederik Poul on a book about science fiction in the McCarthy years. Fred lives with his wife Sheryl and daughter Elizabeth in White River Junction, Vermont, where he is information scientist at the National Center for Post-Traumatic Stress Disorder.



David Mack is a writer whose work has appeared in paperback and hardcover books, on interactive CD-ROMs, and in comic books and various national magazines. With writing partner John J. Ordovery, he has sold stories and scripts to the *Star Trek: Deep Space Nine* and *Star Trek: Voyager* TV series. He is currently producing his first independent feature film, *The Dirty Ones*. He lives in Manhattan. (He also wins the prize for Neatest Handwriting. - Ed.)

Kiralee McCauley is Editor of *Interregnum*, an APA devoted to RPGs and science fiction. She is also Assistant Editor of Fantasylibrary.com, a fan-oriented archive of articles, fiction, and related works on gaming, science fiction, and fantasy. She is co-designer of table-top RPGs distributed freely over the Net.

John Ordovery, an Executive Editor at Pocket Books, works on the *Star Trek* novels and various other SF and thriller projects. He has sold numerous short stories in various genres, and with David Mack wrote *DS9: Starship Down* and the story for *DS9: It's Only A Paper Moon*.

Tamora Pierce has thirteen fantasy novels for teenagers in print in English worldwide and in German, Swedish, and Danish translations. Her award-winning books have appeared on numerous Year's Best lists. A third of her fan mail comes from boys, the rest from girls and adults.

Bill Pomeroy has been gaming since the age of ten. Recently, he has co-organized a charity event called "15 Lilies," which brought together Goth-industrial bands and visual artists to raise money for the Columbine Memorial Garden Fund. He is 25 years old, single, and currently residing in Brighton, Massachusetts. He is working in the Network Management field.

Thomas Restivo - "The Little Guy," as he is known - has been around in fandom since 1988. He has been active in the Star Trek Fan Association, STARFLEET. His parodies of *MST3K*, *Babylon 5*, and *Voyager* have been published in the fanzine *Power Star*. Tom is also a presence on the Web, especially in rec.arts.tc.mst3k.misc and rec.arts.sf.tv.babylon5.moderated. Tom works as a computer-support contractor in Maryland, and met his sweetie, Maggie, in typical fannish fashion - at a con.

Robert E. Sacks usually works at WorldCon/NASFiC as a newsletter reporter. He served for far too long as *WOOF* (the WorldCon APA) Collator, and is the founder of *The WorldCon Runner's Guide*. Sacks worked and has run SF wargaming and academic conventions. He is a former APA writer and OE, and WorldCon/NASFiC bidder. He is also LA Rep to the WSFS Mark Protection Committee, (Permanent) figurehead of the Continental SF Association (the committee to liberate NASFiC), and founder of the MIT SFS Library Endowment.

Josepha Sherman is a fantasy novelist (latest title, *Son of Darkness*), a *Star Trek* novelist (latest title, with Susan Schwartz, *Vulcan's Heart*), a *Buffy* novelist (latest title, with Laura Anne Gilman, *Deep Water*), a professional folklorist and storyteller (latest title, *Merlin's Kin*), and a freelance editor.

Allen Steele is the author of eight novels (including *Oceanspace*, appearing next month as an Ace hardcover) and three collections of short fiction. He has twice received the Hugo and Locus awards, has received the Scion, *Asimov's* Readers Award, and AnLab Award, and been nominated for the Nebula and John W. Campbell awards. He lives in western Massachusetts.

Victoria Strauss is the author of five fantasy novels, including, most recently, *The Garden of the Stone* (Avon Eos). She also is a book reviewer for SF Site, a member of SFWA's Writing Scams Committee, and the creator of *Writer Beware*, a website that warns about literary scams and pitfalls.

Shane Tourtellotte was born in 1968, and laid low for most of his life until the urge to write became irresistible. He chose science fiction as his field, making everyone who thought he was a genius undergo second thoughts. He lives in Westfield, New Jersey. No humorous rejoinder here.

Bonnie Turner has worked as a Veterinary Assistant, research assistant, and high-school biology teacher. She is now home-schooling her son and volunteers as a Religious Education Coordinator/teacher, ESL tutor, tree steward, and 4-H leader. Bonnie met her husband James at Arisia I.

Mark L. Van Name's short stories have appeared in such places as *Isaac Asimov's Science Fiction Magazine*, *The Year's Best Science Fiction*, and *Armageddon*. He is also the author or co-author of over a thousand computer-related articles.

Michael A. Ventrella is a founder of the New England Roleplaying Association (NERO) and currently runs the NERO Alliance (www.nerohq.com). He is the founder of *Animato* Magazine and in his spare time is a lawyer and college professor.

Mark (Justin) Waks collects weird hobbies, from SCA to LARP to Freemasonry. His twin passions for media SF and gaming have led to a sordid career as a computer-game programmer.

The Waytes of Carolingia is the Renaissance dance band of the Boston branch of the Society for Creative Anachronism (SCA). They play for balls at SCA events throughout New England. For more information about the SCA in the greater Boston area, please go to <http://www.inmet.com/~justin/carolingia.html> or call the hotline at (781) 643-2112.

Ramona Louise Wheeler's work includes "Walk Like an Egyptian" (August 1996, website on ancient Egyptian religion), "The Flavor of Fire" (*Analog*, September 1998), "Backfire" (*Analog*, January 1999), "Upgrade" (*Analog*, March 1999), "That Sleeper in the Heart" (*Analog*, October 1999), "The Eyes of Freedom" (*Analog*, upcoming), and "The Sailor of No Specific Ocean" (*Aboriginal*, upcoming).

Deb Wunder has been reading SF since she was a kid. She's been a fan for about thirty years, and a writer (well, a published one) for about eight years. Her fanac includes zines, chat rooms, and conventions.

Jane Yolen (see Writer Guest of Honor biography) - Called alternatively the "Hans Christian Anderson of America" (*Newsweek*) and "the Aesop of the twentieth century" (*New York Times*), Jane Yolen is a storyteller, novelist, children's book author, poet, playwright, and author of over 200 books for children, young adults, and adults. Her books, poems, and stories have won so many awards, they cannot all be listed, but they include: the Caldecott Medal, two Nebula Awards, the Rhysling, an *Asimov's Magazine* Readers' Poll award, a World Fantasy Award, a National Book Award nomination, three Mythopoeic Awards, the Golden Kite Award, the Skylark Award, the Jewish Book Award, the Christopher Medal, the Association of Jewish Libraries Award, and the Charlotte Award. She has six bodies of work awards from such diverse groups as the Catholic Library Association, the Universities of Minnesota and Keene State, the Oklahoma Libraries, and the New England Science Fiction

Association. Her books have been translated into eighteen languages, including French, German, Spanish, Dutch, Polish, Slovenian, Italian, Japanese, Chinese, Portuguese, Xhosa!, Hawaiian, Russian, Danish, Swedish, Norse, Afrikaans, and Korean. They have been made into television shows, audio books, theatrical presentations, and one full-length movie - *The Devil's Arithmetic* starring Kirsten Dunst - played on Showtime in March and April.

James Zavaglia has worked with media since the age of fifteen, and has worked in politics since the age of nine on various campaigns. He works at BOSM as a media specialist. He earned a BGS degree from Salem State College, with a concentration in photography and video. He does freelance media work and media consulting for political campaigns.



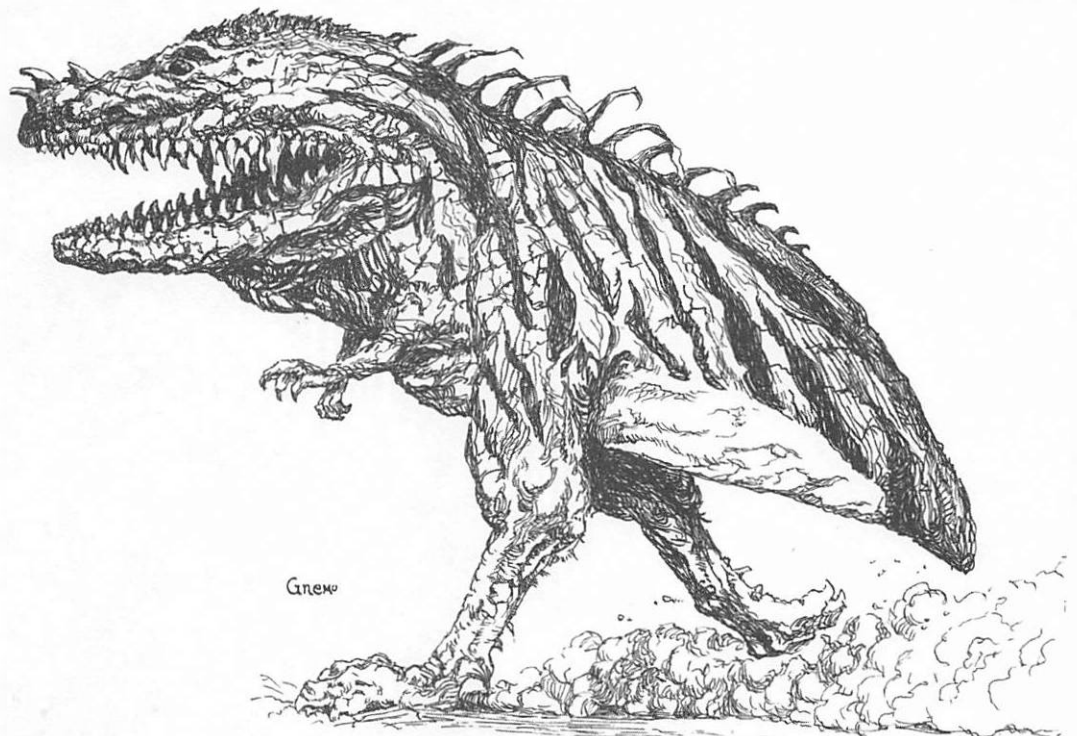
Fast Track

Fast Track is a convention within a convention geared to fans ages 7 to 14. But Fast Track is part of convention programming and is open to fans of all ages. We welcome both younger children with their parents, and older fans who find our topics interesting.

Fast Track this year features panels and activities including anime, crafts, costuming, and a look behind the scenes at the Masquerade. A magic show, role-playing games, and storytelling are all on the schedule - the hard part is fitting it all in. If this is too much commotion for you, we'll have a lounge area where young fans can play with games and relax in a quiet atmosphere.

A featured event is the chance for kids to form the cast of an improvised play, which we will write and perform over the course of the weekend. Our costume-creation workshop will go along with the play. Of course, we will have to conclude with a cast party, so make sure you're there for the big production.

Fast Track hours are scheduled to be 7 p.m. to 10 p.m. Friday, 10 a.m. to 6 p.m. Saturday, and 11 a.m. to 4 p.m. Sunday. Check the Pocket Program for details at the convention!



Videos

The following is a list of titles and descriptions of the movies Arisia is planning to show at the convention. Please be aware that the listing order does not reflect showtimes, and some titles may be changed immediately prior to the convention. *Check Pocket Program and Video Theatre for schedule*

Armageddon (1998, 144m)

The world is about to meet its end through a collision with a Texas-sized chunk of asteroid. A group of deep-core drillers are sent to the asteroid prior to the event in an attempt to stop it. But, can they do the job in time?

Conquest of Space (1955, 81m)

A space commander designs an orbital platform and helps build a Moon rocket, then tells the craft is to transport him, his son, and select crewmen to Mars instead.

Creature Double Feature

The Video Theatre crew's choice of favorite monster movies. This time, we show the first and the last.

Day the Earth Stood Still (1951, 92 m)

An alien from another planet comes to us as an emissary of peace with a warning, but before he can give it to us he is shot. Fear and mistrust of the alien causes the human race to react violently to his presence. Only a young widowed mother, her son, and an eminent scientist will hear him out.

The Day Time Ended (1978, 80m)

Glowing UFOs streaking across the sky, an alien mechanical device with long menacing appendages, and dinosaurs battling in the front yard are only some of the bizarre phenomena witnessed by a family whose desert dream house slips around in the time continuum.

Dr. Who and the Five Doctors (1983, 90m)

Someone is stealing the Doctors from time and transporting them to a place unknown. Only the latest incarnation of our favorite Time Lord can hope to solve this mystery and return his selves to their proper places in time.

Evil Dead (1982, 85m)

A group of friends go to a lonely cabin where they discover the Necronomicon and an evil force...

Flesh Gordon (1972, 90m)

Meanwhile, back on the planet Porno, the evil emperor, Wang, is bombarding the Earth with his insidious "Sex Ray." The streets are teeming with the bodies of coupling citizens unable to control their rampant desires. Is there no one who can save our planet from total carnal chaos? Only Flesh Gordon, Dr. Jerkoff, and Dale Ardour can save us. *Adult situations*

Forbidden Planet (1956, 98m)

In the 23rd century, an expedition comes to Altair-4 to discover the fate of a previous mission to colonize the planet. They are warned away by Dr. Morbius who, with his daughter, is the only survivor of the failed colony. The ship, and crew, are soon beset by a murderous, destructive Invisible Creature. (Robby the Robot's first appearance)

Iron Giant (1999, 86m)

A boy befriends an alien metal robot, but can the two of them remain safe from a government investigator and the American Army?

Lost in Space (1998, 130m)

Earth is dying and humans must move to the stars. The Robinson family and Major West leave Earth to prepare the way, but a traitor aboard the ship sends them diving into the sun. A sudden Hyperspace leap and they are "lost in space." Can they find their way home again?

Metropolis (1926, re-mastered 1984, 87m)

The year is 2026 and the inhabitants of the world are divided into two classes: an elite "ruling" class who spend their time in futile pursuits, living in luxury on the planet's surface, and the "working" class who toil below ground, doomed to serve from birth to death as slaves to the monstrous machines they tend. When the son of the ruler of the great city falls in love with a woman of the lower class, the stage is set for an earthshaking confrontation.

Nosferatu: A Symphony of Terror (1922, B&W, 60m)

By day he sleeps in a coffin containing the unhallowed ground in which he was buried. By night, he seeks the life-sustaining force that can only come from human blood.

Practical Magic (1998, 105m)

Two sisters in a long line of witches must deal with a nosy detective, an undead ex-boyfriend and fearful townspeople. One wants a normal life, the other wants excitement. Both must come to terms with who they are if they are to survive.

Red Dwarf: Blue (1997, 30m)

Lister finds himself missing Rimmer - until Kryten takes him on "The Rimmer Experience," a virtual-reality ride featuring highlights of the departed crewmember's much-loathed life.

Red Dwarf: Terrorform (1992, 30m)

Rimmer is taken prisoner inside his own mind and ends up being stripped, oiled, manacled, licked, chained, taunted, humiliated, and nearly has a knobbly thing the size of a Mexican agave cactus jammed up where only customs agents dare to probe.

Simply Irresistable (1999, 100m)

Sometimes the most powerful magic of all is the kind that comes straight from the heart. Beautiful restaurant owner Amanda Shelton is falling head over heels for handsome, hard-driving executive Tom Bartlett. Unfortunately Tom is too busy to recognize that she's the girl of his dreams...

Soylent Green (1973, 95m)

In the year 2022, New York City is jammed with 40 million people - suicide is not done - and with bulldozers and garbage trucks. The most common food for the masses is Soylent Blue, Yellow, Red and Green. What is the secret behind the murder of a Soylent Company executive, and what is the secret of "Soylent Green"?

The Time of Their Lives (1946, 76m)

During the Revolutionary War, a tinker and a Lady go to warn General George Washington about a murder attempt, but are instead shot as traitors attempting to escape. Their souls are then bound by a curse to the well and mansion where they are buried, "until such time that they can prove their innocence."

2001 (1968, 139m)

Since the dawn of time strange black obelisks have appeared and, through their presence, altered our evolution. In 2001, after space travel in our solar system has become commonplace, we send a crew to Jupiter, to an obelisk there, to discover just by whom and why they were sent to Earth.

Wizards (1977, 81m)

After a nuclear war, Earth has turned into a medieval fantasy world full of fairies and monsters. The good but bumbling sorcerer, Avatar, teams up with a shell-shocked battle android and a couple of elves to battle his evil brother, Blackwolf, who seeks to take over the world from the ruins of scorch.



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We are not yet accepting reservations for Dealer Tables or Art Show space. Contact us to be added to our announcement lists for these functions.

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Y N	A C I S	Y N	Y N
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Dealers

Note: This list was accurate at the time of publication.

Dealers' Room

Chimera Publishing	Fantasy art prints
Craig Bakke	Used and collectable books, magazines, and games
Craig Swanson Enterprises	Cartoon T-shirts, calendars, and cards
Cloak and Dagger Creations	Cloaks, gowns, shirts, pants, trim and clasps
Crystal Connection	Jewelry, gems, interesting rocks, holograms and used books
Dragon's Hoard	Jewelry, puppets, stuffed animals, and books
Dragon's Lair	T-shirts, sculpture, pewter, calendars
Honeck Sculpture Studio	Bronze sculptures
J & D Enterprises	Jewelry
Kimball M. Rudeen Books	Books
Larry Smith, Bookseller	New books
Moonlight Studio	Stained glass art
OffWorld Design	Air-brushed T-shirts
Science Fiction Continuum	Videotapes and laser disks
Silvershell Musical Instruments	Early musical instruments
Sunspot Designs	Jewelry
Terra Incognita	Hair sticks
Threads of Time	Celtic clothing and costumes

Dealers' Row

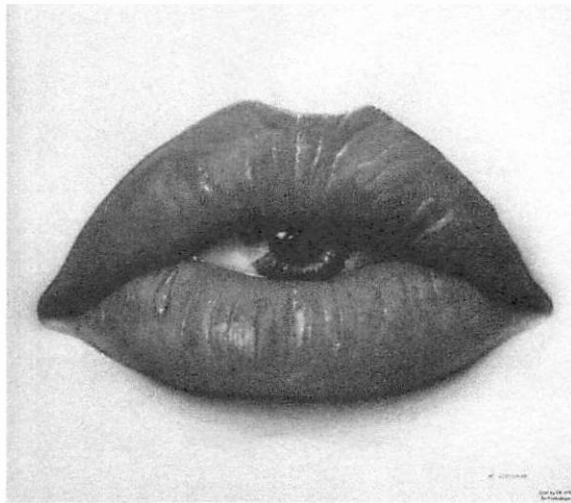
Angelwear Creations	Precious stone and metal jewelry and related services
Belt and Bodice	Belts, bodices, plastic abs armor, tunics, medieval garb
Calligraphic Buttons	Buttons and bumper stickers
Davis Books	Books of special interest, comic books, costumes, T-shirts
Dragonspawn Crafthall, Ltd.	Jewelry and small sculpture
From Deep in the Closet	Costumer supplies, clothing, jewelry, wings
Greyhawk Maille	Mailler and jeweller
Original Sin Custom Design	Gothic, fetish, and historical clothing
Pandemonium Books and Games	British books and games
Realms of Imagination	Anime, books, games
Robin Wood Enterprises	Books, paintings, fonts, prints
STUFF, Inc.	Comic books, action figures, videos...
Tales from the White Hart	Filk, fanzines, and new books

Autographs

Fun fen found, fond friends' farewells

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