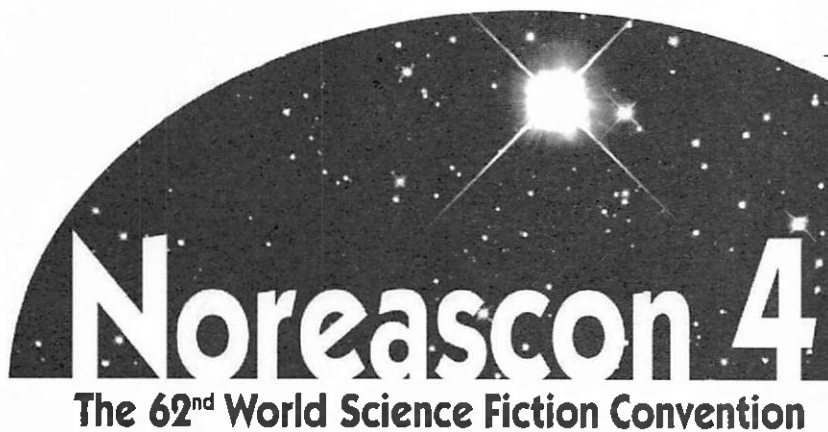


Arisia '02



Noreascon 4

The 62nd World Science Fiction Convention

September 2-6, 2004
 Boston, Massachusetts, USA



Pro Guests of Honor:

**Terry
Pratchett**

**William
Tenn**

Fan Guests of Honor:

**Jack
Speer**

**Peter
Weston**

Noreascon 4

FACILITIES

Hynes Convention Center
 Sheraton Boston Hotel
 Boston Marriott Copley Place

MEMBERSHIP RATES (Through Feb. 28, 2002)

Attending membership:

Did not vote, did not pre-support	\$100
Did not vote, pre-supported	\$ 90
Voted, did not pre-support	\$ 60
Voted, pre-supported	\$ 50
Non-voting Friend	\$ 50
Voting Friend	\$ 0

Supporting membership:

Did not vote	\$ 35
Voted	\$ 0

Child's admission: (12 & under as of Sept. 6, 2004)

Did not pre-support	\$ 65
Pre-supported	\$ 55

Voter, pre-support, and friends discounts
 good through February 28, 2002.

ADDRESSES

Noreascon Four/MCFI
 P.O. Box 1010
 Framingham, MA 01701-1010
 United States of America

Email: info@mcfi.org

Fax: +1 617.776.3243

Web page:
<http://www.noreascon.org>

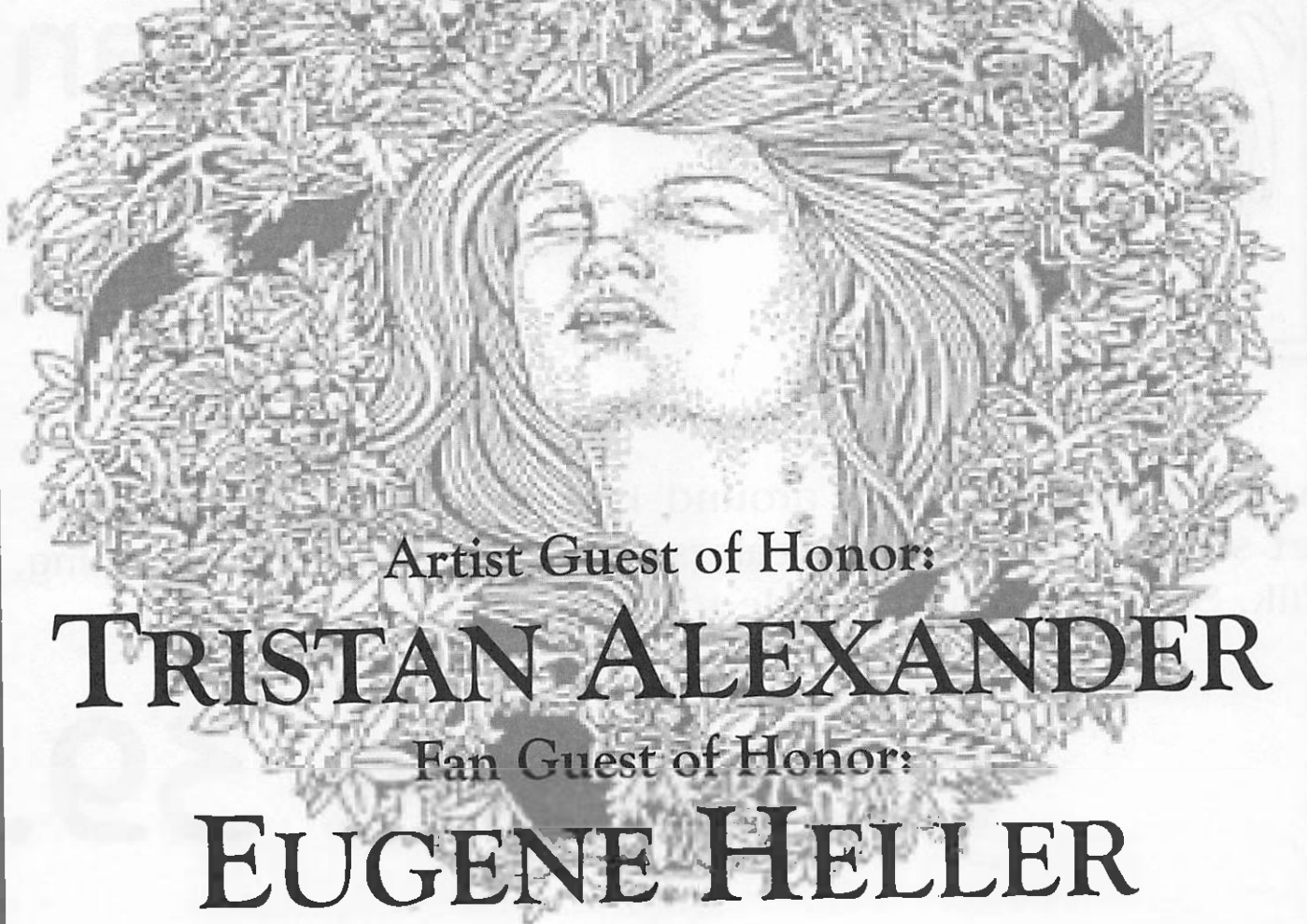
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 Telescope, made available by NASA and STScI.

Arisia'02

Writer Guest of Honor:

KATHERINE KURTZ



Artist Guest of Honor:

TRISTAN ALEXANDER

Fan Guest of Honor:

EUGENE HELLER

January 18th - 20th, 2002

Boston Park Plaza Hotel

www.arisia.org



Neil **Gaiman.**
guest of honor

Stephen **Hickman.**
official artist

Marv **Wolfman.**
special guest

Tom **Holt.**
featured filker

A strong program (with around 100 participants). A colorful art show. A book-filled dealers room. Anime. Films. Gaming. Filk. Special events. People to meet. And, always, more.

Boskone 39.

Boskone 39 * A regional science fiction convention * presented by NESFA
February 15-17, 2002 * Sheraton Framingham Hotel * Framingham, MA

Purchase memberships in advance of the convention: \$38 through January 21, 2002 (last date for mail requests). For more information go to www.boskone.org or send email to info@boskone.org or write to Boskone 39, PO Box 809, Framingham MA 01701 USA

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Arisia '02 SOUVENIR BOOK

The Baltimore Science Fiction Society Presents

BALTICON 36

The Maryland Regional Science Fiction Convention

May 24-27, 2002 (Memorial Day Weekend)

Artist Guests of Honor : Phil & Kaja Foglio

Author Guest of Honor: Mark Rogers

Filk Guests of Honor:

The Boogie Knights

Costume Guest of Honor: Carol Salemi

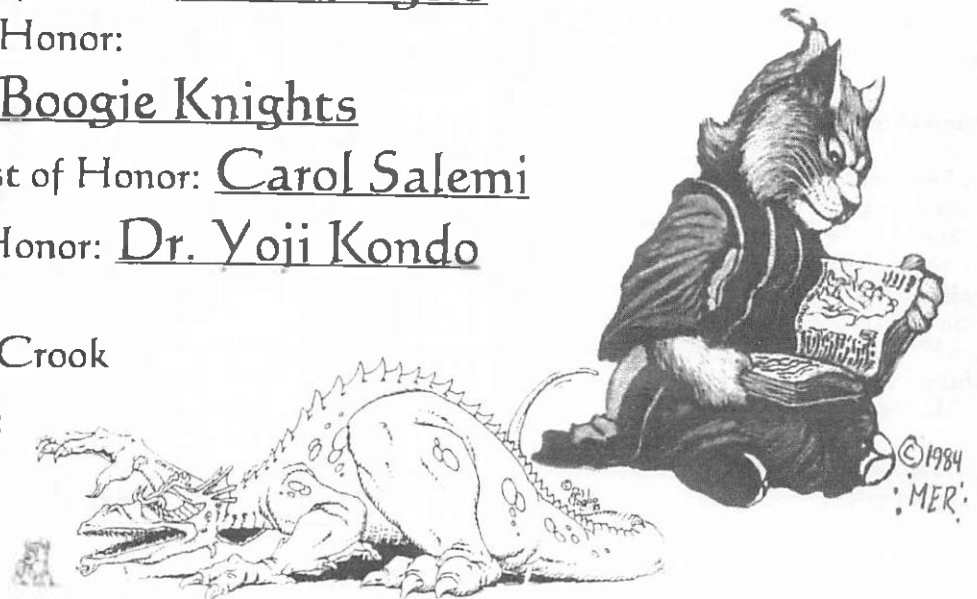
Fan Guest of Honor: Dr. Yoji Kondo

2001 Compton Crook

Award Winner:

Syne

Mitchell



Artists, authors, publishers editors, scientists, musicians and more.

At the Wyndham Inner Harbor Hotel

Hotel Rates:

\$119 + tax

per room

Single, Double, Triple, Quad

Convention Rates:

\$35 until Feb. 14, 2002

\$40 until Mar. 12, 2002

\$45 until April 30, 2002

\$50 at the Door

BALTICON 36

P.O. BOX 686

BALTIMORE, MD 21203-0686

Phone#: (410) JOE-BSFS

e-mail: bsfs@balticon.org

web: <http://www.balticon.org>

Call 1-800-WYNDHAM or (410)752-1100 for reservations

Special hotel room rates apply for convention members only.

Reservations also available on the web.

Convention Committee

Arisia Corporation:

President: Brendan Quinn
President of Vice: Colette Fozard
Exchequer: Nicholas "phi" Shectman
Our Overworked Clerk: Paul Selkirk

Con Chair and Chair's Staff:

Con Chair: Noel Rosenberg
Con Chair's Sanity: Buzz Harris
Assistant Con Chairs: Brendan Quinn, Sheeri Kritzer, Skip Morris
Volunteer Coordinator: Glen Goodwin
Staff Webmaster and Professional Nag: Merv
Guest of Honor Liaison: Drea Brandford
Hotel Liaison: Craig McDonough
Assistants: Woody Bernardi, Dennis McCunney, Sheila Oranch, Pat Vandenberg
Arisia InnKeeper: Lisa Hertel
InnKeeper Software: Skip Morris, Tom Murphy
Treasurer: Chris Amshey
Assistant: Michelle McGuire

Marketing & Publications Division:

Division Head: Skip Morris
Newsletter: Nicholas "phi" Shectman
Assistants: Ted Beattie, Deb Geisler, Sharon Sbarsky
Mass Mailer: Paul Selkirk
PreReg Packet/Progress Report: Paul Selkirk
Press Liaison: Paul Kraus
Pocket Program: Adam Ek
Restaurant Guide: Buzz Harris
Local Attractions: Skip Morris
Souvenir Book: Dennis McCunney
Assistance: Drea Brandford, Skipper Morris, Elka Tovah Menkes, Paul Selkirk
Ad Sales: Nicholas "phi" Shectman
Flyers & Program Book Ads: Paul Selkirk, Noel Rosenberg, Dennis McCunney, Colette Fozard
Convention Parties: Colette Fozard, Rachel Silber, Traci Fogarty, Noel Rosenberg, Cris Shuldiner, Nicholas "phi" Shectman
Web Page Assistance: Beth Anne Mize, Ben Levy

Operations Division:

Division Head: Colette Fozard,
Assistants: Tim Roberge
Info Desk: TBD
Gophers Coordinator: Claudia Mastroianni
"Team Arisia" T-Shirt: Nicholas "phi" Shectman
Design: Kimberly S. Van Auken
Logistics: Linda M. Nee
Assistants: Kevin Fallon
Logistics Crew: Ken "Strong of Back" Elwell, Leon "Weak of Mind" Rosenberg, Carsten "Able to Drive Truck" Turner, Tom "The Pack Ape Extrordinaire" Murphy
Operations Desk: Tom Covensy, Steve Carpenter
Security: Jim Stevenson

Assistant: William "Pondskum" Scammel
Sign Shop: TBD

Member Services Division:

Division Head: Carsten Turner
Babysitting: Avi Simon
Coat Check: TBD
ConSuite: Barbara Raguso
Fanzine Lounge: Ailsa Ek
Fan Tables: Walter Kahn
Green Room: Mike Trachtenberg
Massage Den: Erik Meyer
Party Czar: Walter Kahn
Staff Den: Joanne "weredeer" Handwerker
Assistants: Bridget Boyle
Registration: Bryttan Mae Bradley
Assistant: Tom "The Marvelous Merv" Murphy

Programming Division:

Co-Division Heads: Rachel Silber, Traci Fogarty
Special Assistant: Sheila Oranch
Fast Track (Childrens' Program): Liz Orenstein
LARP: Kimberly Pinto-DiGennaro
Gaming: Maureen Reddington-Wilde
Filk: Mark Mandel, Filk Clue
Program Ops (all above folks plus): John Bowker, Eleanor Jefferson, Mark Wise, Matt Ringel, Michelle McGuire

Events Division:

Division Head: Patrick McCormack
Assistants: Cris Shuldiner
Anime Room: David Collins, Heidi Schmidt
Arisia TV: Patrick Foster
Art Show Director: Cris Shuldiner
Art Show Staff: Ted Atwood, Bonnie Atwood, Eldon Brooks, D Cameron Calkins, Deanna Calkins, Susan Calkins, Adam Copeland, Joni Dashoff, Gay Ellen Dennett, Ira Donewitz Donna Dube, Allison Feldhusen, Michael Feldhusen, George Flynn, Hal Haag, Lisa Hertel, Mark Hertel, Zanne Labonville, Megan Lewis, Michele Liguori, Sally Mayer, Karen Purcell, Harvey Rubinovitz Sharon Sbarsky, Andrea Senchy, Jim Symolon, Tracy Symolon, Tim Szczesuil, Amy W*st, Karl W*st, Bill "Crash" Yerazunis, ... and the East Coast Floating Art Show Crew
ATACC Sword Demo: Ken Elwell, Steve Pasker
Battlebots: Maureen Reddington-Wilde
Club Dance DJ: John Zmrotchek
Dealer's Room & Dealer's Row: Ben Levy, Pam Koretsky
Filking: Adam Ek, Mark Mandel
Films: Scott Dorsey
Assistants: Scott Norwood, Melissa McDowell
Organist: Ron Harry
Ice Cream Sunday Sundae: Elka Tovah Menkes
Junkyard Wars: Bill "Crash" Yerazunis

Masquerade Director: Byron P. Connell
Master of Ceremonies: Susan De Guardiola
Presentation Judges: Rae Bradbury-Enslin, Donna Dube, Jan Howard Finder "Wombat", Katherine Kurtz, Suford Lewis
Workmanship Judge: Marty Gear
Green Room Manager: Bobby Gear
Official Photographer: Sandy Middlebrooks
Official Videographer: Ray Swaggerdy
Pre-Masquerade Show: Instant Light Opera Co.
Masquerade Halftime: Kate Waterous
Period Dance: Angie Bowen
Rocky Horror Track: The Teseracte Players
Student Art Contest: Paul Selkirk
Technical Director: Joell Herda
Lighting Czar: Al "hobbit" Walker
Ballroom Coordinator: Aaron "Pup" Block
Tech Staff: Andrew Boardman, Bill "Crash" Yerazunis, Dale Farmer, Megan Gentry, Marc Gordon, John Harvey, Jacob Lefton, Lara Karbinder, Paul Kraus, Talia Lefton, Rich Macchi, Alexandra Morgan, David H. Silber, Joseph Sokol-Margolis, Marlowe Weissman, Michael Whitehouse, Carl Zwanzig
Video Room: Patty Silva
Assistant: Bob Paterson

Arisia Sales Committee: Nicholas "phi" Shectman
Sales Staff: Adria Crum, Rochelle "Rocky" Smith

And the other members of our hardworking Staff:
Daniel Malcolm Abraham, Brandon Amancio, Gunther Anderson, Areon Babeu, Theresa Berger, Beatrice Bordzol, Scott Campanella, Elsa Chen, Benjamin Cline, Jeanne Colarusso, Nathan Collins, Erin T. Conner, Cassandra Cruikshank, James Cunningham, Kate Cunningham, Thelma Cunningham, David D'Antonio, Eliza Eggert, Kathy Ek, Krista Ernewein, Peter Ferdinand, Richard Fine, Stephanie Fine, Beth Gallagher, Charles Gallella, Jen Grace, Stacey Grant, Evan Jamieson, Tonja Johnson, Joseph R. Justice, Curtis Kremer, Gale Langseth, Freda Bess Libby, Jonathan Libby, Derek Lichter, David Lynch, Michael David McAfee, Katrina Meyer, Joshua Mooradian, Rose Moore, Kathryn Morgan, Christopher Moriondo, Kathleen Morrison, Bradley Munn, Joseph Oldham, Kathleen Oldham, Pamela Ochs, Eva Palmerton, Karyn Pichnarczyk, A. Schuyler Rhyddy, Jim Roberts, Melina Schlotthauer, John Stanton, Harold Stein, Nora Temkin, Peter Thomas, Michael Trachtenberg, Lori Je Turi, Kim Van Auken, Alica Verlager.

Special thanks to Dave Belfer-Shevett for resurrecting Arisia.Org three weeks before the convention after we lost Internet connectivity.

Message from the President: Brendan Quinn

Another year, another Arisia. Quite an eventful year it's been too. I suppose we're supposed to be "back to normal" by now, but this is Arisia we're talking about after all. We don't do normal quite, well, normally. So, we'll have to settle for normal defined as "odd people doing odd things while dressed oddly".

Hmm. Somehow, I don't think this is quite what Mr. Bush had in mind.

It is, however what we have in mind that counts (sorry W.)

What I have in mind is having fun with 2000 of my closest friends. What the convention committee has in mind is holding an awesome convention. What our head of gopher hole has in mind is recruiting each and every one of you to pitch in and help make the con happen. What our Conchair has in mind is... Well, you have to be a bit cracked to agree to be Conchair in the first place, and after a year of keeping myriad details straight, his mind is probably pudding at this point. (Although knowing our beloved Conchair, it's probably a nice whiskied bread pudding with raisins and nuts.) What is in all of your minds, it's probably best not to speculate on, but feel free to tell everyone by contributing to the newsletter if you like. More information on how to do that can

be found in the Gopher Hole.

By the way, there's a meeting of the Arisia Corporation scheduled for Sunday, so if you're interested in seeing exhausted happy people make obscure jokes about parliamentary procedure, please come. Of course it's also a good place to find out about the Arisia Corporation, and what it takes to keep a con like this going from year to year, so if that sounds interesting to you, then definitely please come!

In any case, please take time to fill out the survey you should have received. As we continue to try to make Arisia be many things to many people, we inevitably run into trade-offs of one kind or another, and knowing what's important to you will help us keep Arisia on course, as we continue to try to be the best convention that we can be.

DuckKon XI

Ver. 2.002

Some Assembly Required

Literary Guest of Honor:

Joan D. Vinge

Mad Scientist Guest of Honor:

J.D. Illiad Frazer

Artist Guest of Honor:

Robin Wood

Klingon Guest of Honor:

Commander q'Idar

Furry Guest of Honor:

Dr. Samuel Kage (Uncle Kage)

Filk Guests of Honor:

Dandelion Wine

Fan Guest of Honor:

Alice Bentley

June 7-9, 2002

Hyatt Regency Woodfield

\$85 Single through Quad

800-233-1234

Memberships

\$35 thru 5/1/02

www.duckon.org

DuckKon

P.O. Box 4348

Wheaton, IL 60189

Message from the Chair: Noel Rosenberg

Well, if you're reading this, you managed to successfully navigate the attempt to create a hyperspatial bypass through the middle of Boston (locally referred to as the Big Dig). Having achieved a feat worthy of a ship with the Infinite Improbability Drive, I'd like to welcome you to our little corner of Life, the Universe, and Everything which we call Arisia.

If you haven't heard by now, our theme is "So Long, and Thanks for All the Fish: a Tribute to the Works of Douglas Adams." If you are not familiar with these works, are you sure you're not from Betelgeuse? But seriously folks, the *Hitchhiker's Guide to the Galaxy* radio series, TV series, and five book trilogy set a standard for twisted humor SF that has rarely been matched, and that same sense of humor pervades Adams' other works as well. Feel free to catch parts of the TV series in our video room, or take part in our theme filk, dedicated to those in SF who have passed on.

This year, all the way from her castle in Ireland, we welcome Katherine Kurtz as our Writer Guest of Honor. When a friend handed me *Camber of Culdi* in high school, little did I know that 15 years later she'd be accepting my invitation to this little shindig we call Arisia. (Of course, it helps that she liked my invitation.) Katherine has graciously provided us with an unpublished Deryni story, "Venture in Vain,"

presented later in this souvenir book.

Artist Guest of Honor Tristan Alexander's wonderful work can be found throughout this book, as well as in Arisia's first full color name badge art. I first saw Tristan's work at Balticon, and have been angling to get him to Arisia ever since. Whether doing vampires, elves, or dragons and their riders (Tristan is a big Pern fan, and has done several pieces as part of the Dragonriders fan club), his characterization is phenomenal.

Finally, we have frequent Arisia attendee Eugene Heller as Fan Guest of Honor. You can read my description of his evil deeds later in this book.

As usual, we have plenty to do this year at our lucky 13th Arisia, including more concurrent tracks of programming than the last Worldcon!

If you've got an inventive streak the Scrapheap Challenge

returns again this year. Several teams will compete to build an object from junk to complete a specific task.

For gamers we have several LARPs, as well as tabletop games of various sorts.

On Saturday in addition to the best Masquerade at any regional convention in the Northeast, we bring you a special curtain-raiser - Gilbert & Sullivan's one act opera *Trial By Jury*.

When you're done burning the candle at both ends to attend all of these activities, plus all of the parties, replace those calories with some of the best ice cream in New England at our Sunday Sundae in the Terrace Room. Tickets are only \$2 each, and are available at the Arisia Sales table. If any are left on Sunday they will also be available at the door.

So have fun, and try not to lose track of your towel.

42.



Arisia 2002 Policies

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

General Demeanor

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. 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, 2001.

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, famine), 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.



Gaylactic Network and Gaylaxian Science Fiction Society present

Arisia's Gay Fandom Party ***Saturday, January 19th***

Our thanks to Arisia, Inc. for their grant to help make the Gay Fandom Suite at the Millennium Philcon possible!

We invite convention members as well as members of Arisia, Inc., to join us in celebration on Saturday.

Learn about the Gaylactic Network and the Gaylaxian Science Fiction Society of Boston, while meeting and greeting and nibbling on munchies. Watch for the Room number on the party boards.

You Are
Invited!

Visit us on-line at:

www.gaylactic-network.org • info@gaylactic-network.org
gfs@gaylactic-network.org

A Note about Hotel Reservations

or "Why have reservation procedures changed this year?"

Short answer: *We're trying to make it better.*

Long answer: *We're trying to make it better by solving a number of difficult problems.*

Some of these problems have been and are:

1. Confusion as to what constitutes a "Double." Most people think of a double as a room with two double beds. However, our hotel chain defines a "Double" as "two people in one queen-sized bed." This causes problems at check-in. People get very angry when they discover their room doesn't have two beds, the hotel is sold out of rooms with two double beds, and the hotel doesn't have any cots left either. Hopefully we've made it clear which is what in our mailing and on the reservation form.

2. Hotel corporate central reservations departments generally can't manage to deal with Quiet Block vs Party Block let alone other blocks like Staff, Dealers Row, etc, etc. All of our attendees know the difference though, so we'd rather they just fill out the form instead of dealing with a clerk in Central Reservations who hasn't the faintest idea what each block is.

3. The Hotel laid off their in-house reservations department this year, and is relying entirely on Central Reservations. So we can't even tell people to call the hotel directly to try and get the info correct. (Actually you can call the hotel directly, but you will get Central Reservations folks anyway who have been told to say they are "Park Plaza Reservations".) Consolidating and centralizing resources like this is a trend that is fashionable in the entire hotel industry affecting all conventions.

4. Smoking is a separate area (the entire 6th floor) of the hotel. If we were to include this floor in one of our main blocks we'd have to take the entire floor. (Having dealt with this before, the hotel liaison staff would really prefer not to have to deal with large

numbers of non-smoking folks forced to sleep in smoking.)

Instead we've made Smoking a small block separate from the other blocks. Ergo, you can't have a Party or Quiet room and still have a smoking room. Central Reservations can't deal with this either.

5. The hotel has a plethora of different room types, including Main Single, Main Parlor, Main Queen, Main King, Main Double, Family Double, Executive King, Junior Suite King and Suite King. (This is actually a nice feature, the hotel has more character than most others.) However the computer at central reservations only knows about room types "Queen," "King," "Two Double Beds," and "Suites." It's difficult to try and guarantee a specific type of room in advance.

6. The hotel has about 150 fewer rooms with two double beds than our attendees want. This is because the normal business traveling public prefers rooms with King and Queen beds, not rooms with two Double beds. Fannish conventions always want more doubles than are available. Folks that wanted doubles that didn't get them at best can use rollaway beds. However, the hotel doesn't have the manpower to move 150 rollaway beds into hotel rooms all in one day (upon check-in). The only way to deal with this is to create a list in advance of everyone who wants a pay for a cot and which (preassigned) room they will be in.

7. The hotel only owns approximately 20 rollaway beds. They must rent commercially the additional 130 Arisia needs at a cost of \$46/each. Since Arisia attendees only pay \$15-\$25/bed the hotel loses over \$3400. Since they are not required to supply rollaways at all, they require that we guarantee that each rollaway that they all be used and paid for. This requires rollaway beds be accounted for on the reservation form.

8. Normal room rates are usually based upon the number of people in the room, and not the room type (with the exception of suites). In the Park Plaza this causes problems since our attendees by a large margin prefer the larger nicer rooms (Family Doubles, Main Kings, Executive Kings, etc.), and try to avoid the smaller closet sized rooms (Main Singles). With standard room rates individuals with the nice rooms are overjoyed, but folks in small rooms end up very dissatisfied. By adjusting room rates based upon room type and not number of occupants, we can make things a bit fairer all around, as well as reduce the number of unhappy people. However, given the large number of choices to make in a reservation, a form is now required.

9. The default hotel room assignment method is "first arrived, first served." In past years that meant that people who arrived on Thursday or before 1PM on Friday got what they wanted. The tired and grumpy individual that arrived late Friday night with a large party discovered that the only rooms available were tiny Airline Singles (even though they made a confirmed reservation back in July). Since Arisia is doing room assignments, we can implement a "first-arrived-first-served" system which we believe is fairer.

10. The hotel can't do it any other way because their computer system is designed to satisfy the needs of typical business conventions. This is not because the hotel is trying to be difficult or doesn't care. It's more because we have different needs than most other conventions. So if we want anything different, we really have to do it ourselves.

11. We really really want to do whatever we can to make the convention weekend experience better for all our members. Part of this requires dealing with hotel reservations. We hope that this change this year will eliminate or reduce the problems from prior years.

If you have requests or questions about this, please feel free to send EMail to "hotel@arisia.org". You may also send comments and feedback to "conchair@arisia.org" and/or 'president@arisia.org'.

The New York Science Fiction Society — The Lunarians, Inc. presents:

Lunacon₂

Writer Guest of Honor:

Alan Dean Foster

Author of the **Humanx Confederacy** series

Artist Guest of Honor:

James Gurney

Creator of **Dinotopia**

Fan Guests of Honor:

Ron & Val Ontell

Special Guest:

Peter Hamilton

Author of **The Reality Dysfunction**

Toastmistress:

Roberta Rogow

Author, Editor, Filker, and Raconteur

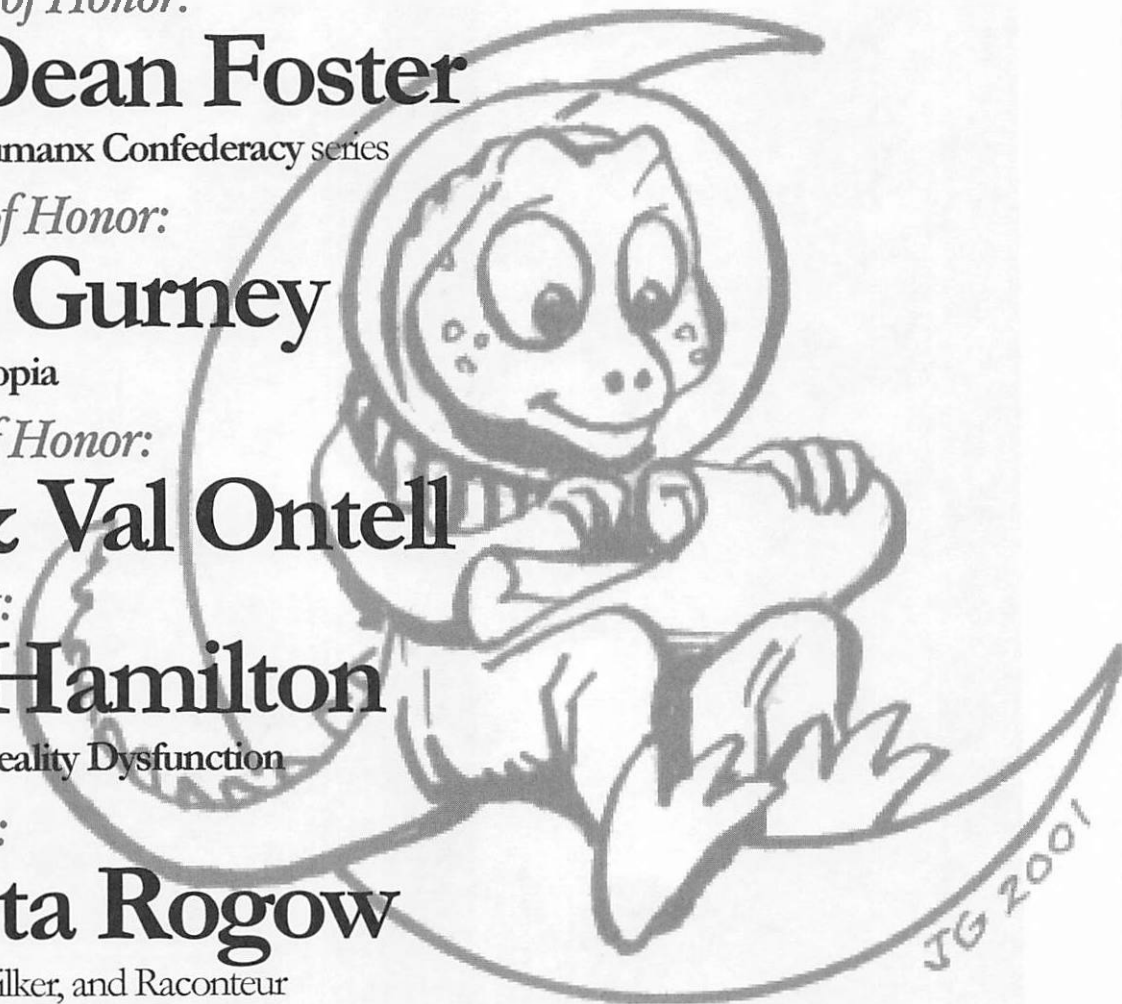
March 15 -17, 2002

Rye Town Hilton Hotel, Rye Brook, NY

Pre-registration: **\$36** by February 15th, 2002

Lunacon 2002 P.O. Box 3566 NY, NY 10008-3566

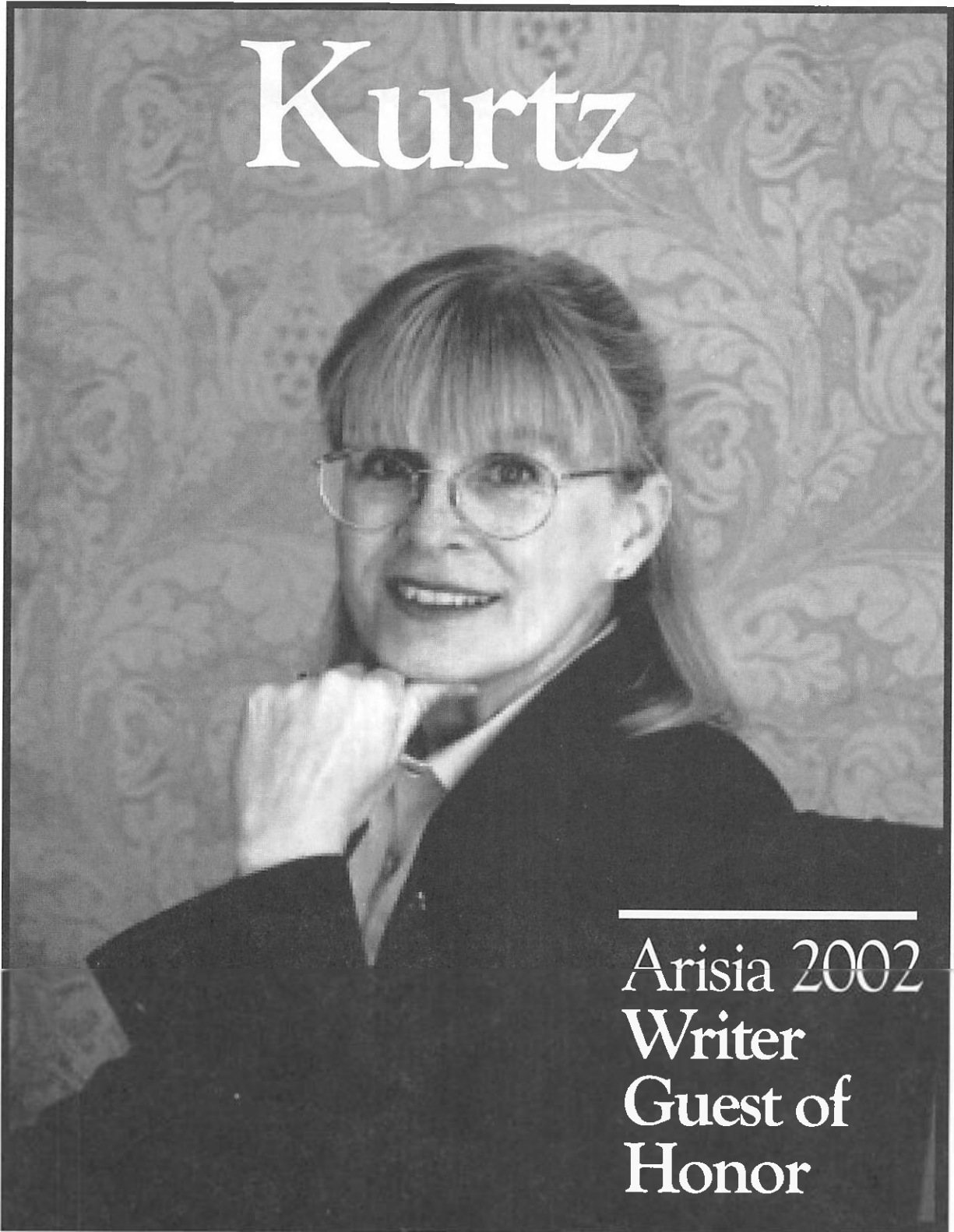
www.lunacon.org



An
Appreciation
of

Katherine

Kurtz



Arisia 2002
Writer
Guest of
Honor

by
Melissa Houle

In July 1998, I flew to San Diego to attend Westercon, my first ever Science Fiction Convention. I had chosen Westercon specifically because Katherine Kurtz was making one of her rare West Coast appearances as their Guest of Honor. Until I began my love-hate relationship with the Internet in the mid-1990's, my life as a Deryni fan had mostly been carried out in isolation with no knowledge of Katherine's widespread and passionate network of fans. While writing my first Deryni fan stories in the late 1980's I was quite sure I was weird for presuming to write a Deryni story of my own, never having heard the term "fan-fiction" either.

I was excited on that flight, and also anxious. What would Katherine Kurtz be like? For that matter, what would I be like when meeting her in person for the first time after admiring her at a distance for over 20 years? Your basic tongue-tied klutz, was what I figured. Katherine is definitely not the kind of person to hold herself aloof or to ever seal herself into an ivory tower. But I had already put her into an ivory tower of my own, wondering if I'd dare make more personal contact than simply being in the same room

with her.

I needn't have worried. By the time I flew home on Sunday night, I felt giddy with elation. I had MET Katherine Kurtz and spoken to her! She had signed some of my books! I didn't even realize then that Westercon marked the beginning of a wonderful and I hope mutually rewarding friendship. My most vivid memory of Westercon is of the first night when Susan Werner and I sat up until almost one a.m. listening while Katherine told us juicy details about the recently completed *King Kelson's Bride*. If Katherine were still talking in that room, chances are good that Susan and I would still be there listening to her.

Even better, I had discovered that the author I had admired extravagantly for years was a genuinely warm, approachable and friendly woman who was and still is remarkably generous with her time. At conventions, Katherine is most often to be found at the heart of a group of Deryni fans who want to be wherever she is as much as possible. In addition to my appreciation for her great books, her generosity, and her gift for turning fans into friends, Katherine has surprised me in fantastic ways in the relatively short time I have known her. The first of these surprises came in July 1999. Katherine e-mailed Susan and myself saying she wanted to set up an official

Deryni/Katherine Kurtz website; would we be interested in working on it? Glory be!

Katherine had mentioned wanting an official website of her own at Westercon and Susan and I agreed that we REALLY wanted to see that website. Neither of us expected in a thousand years that we would be so lucky as to work closely with Katherine on that very exciting project, but we wasted no time in saying yes. After bringing in our mutual friend Carolyn Shilts to be our tech wizard, and Hannah Shapero to supply Deryni works of art, Team Deryni spent the remainder of the summer in frequent electronic consultation on the aesthetic and navigational possibilities of the developing site. The Deryni Destination (www.deryni.com), went live in September 1999, and continues to be a source of pride and pleasure to us.

An even larger surprise was in store for me in July 2000. Katherine came to San Francisco for a reading and book signing of the newly released *King Kelson's Bride* which I was unfortunately unable to attend. Determined to see her at least once, I met her at the San Francisco airport to see her off on the next leg of her trip and so had a one-on-one visit with her for the first time since I'd known her.

"I'm working on Ace Books to publish an anthology of fan-

written Deryni short stories, including a new short story of my own," Katherine told me when we'd reached her gate and had sat down to wait. "They haven't offered me a contract for it yet, but they've been very positive so far. If it does happen, I'd like to include your story in the anthology. Are you interested?"

Lux de Caelo! I'm sure I gaped at her for a minute before I could say anything.

"Uhhhh, okay!" was my very articulate response. It didn't come close to expressing what I felt at that moment. After Westercon, I had extensively rewritten and polished my first Deryni story before submitting it to *Deryni Archives; the Magazine*

for issue 16. In Spring 2000, Katherine had written me a very nice note to say she had enjoyed *Dhugal at Court* when she edited the stories for issue 16. I was extremely gratified by her response, but didn't expect anything more to come of it than the satisfaction of seeing my story published in the fanzine.

Now I had the impulse to prostrate myself in gratitude at her feet, right there on the busy United Airlines concourse. Fearing the embarrassment this might cause us both, I stifled the urge. We talked until Katherine got her boarding call and she flew off to Chicago. On that particular morning, I felt I could have flown to Chicago without the plane.

To all of you Katherine Kurtz admirers and especially to those who are attending your first Con this weekend and may be feeling a little intimidated, my advice is this: pluck up your courage and ask Katherine a question at a panel, or introduce yourself as she autographs your books. I'm sure you will be glad you did.

Melissa Houle has been a self-described Deryni Addict for over twenty years now. She lives in Mountain View California with her two cats and works as a Reference Library Assistant at Cupertino Public Library in the heart of Silicon Valley. In her spare time, she enjoys writing, watercolor painting and various Deryni Jannah activities. She also enjoys cooking and listening to an eclectic cross section of music while doing any and all of the above. When she gets stir crazy and has to get out of the apartment, she browses at bookstores and record stores both new and used, and tries to motivate herself to exercise more. She cannot get to sleep at night without reading in bed for a while, and there is always a pile of Deryni books stacked on the floor by her bed.



Katherine Kurtz: A Brief Biography

Katherine Kurtz was born in Coral Gables, Florida during a hurricane on October 18. Her mother worked in university administration as a legal secretary and taught English as a Second Language in the Peace Corps in Venezuela. Her father worked as a radar specialist for Bendix Avionics. Both are now retired.

On her second birthday, Katherine is told, she recited the entire poem, *Little Orphan Annie*, for her grandparents without a hesitation or an error. She says she cannot remember a time when she could not read.

Katherine did not find elementary school very challenging. While in the primary grades, she successfully lobbied for permission to read harder books, such as *The Black Stallion*, which the school library reserved for older students. She went on to read out the school library and the local public library.

During her senior year at Coral Gables High School,

Katherine became a regional semi-finalist in the Westinghouse Science Talent Search. This helped her win a four-year science scholarship to the University of Miami where she graduated with a B.S. in Chemistry. Her interest in science led her to medical school, at University of Miami, but after a year she decided she preferred writing. By this time she had also had the famous dream which became the Deryni Series.

For those who haven't read Deryni Archives, Katherine had what she describes as a "very vivid dream" on October 16, 1964 after which she wrote some notes on two 3" X 5" cards. About a year later, she wrote the novella "The Lords of Sorandor", recognizable parts of which appear in Deryni Rising.

She sold her first novel, actually the first trilogy, *The Chronicles of the Deryni to Del Rey* on her first submission attempt! She completed her second two novels, *Deryni Checkmate* and *High Deryni*, while completing her MA in medieval English history at UCLA and writing instructional materials for the Los Angeles Police Department. Her early work built on the popularity of J.R.R. Tolkien's *Lord of the Rings* trilogy, but she soon defined and established her own sub-genre of "historical fantasy"

set in close parallels to our own medieval period and featuring "magic" that much resembles what some of us might call extrasensory perception. Every one of the 15 Deryni books remains in print and fans are done waiting for 16th, *King Kelson's Bride*, and now are anxious to read the new trilogy, *The Childe Morgan*.

While adding novels to the Deryni series, Katherine began expanding her historical training to develop another sub-genre she calls "crypto-history," in which the "history behind the history" intertwines with the "official" histories of such diverse periods as the Battle of Britain, the American War for Independence, contemporary Scotland, and most recently, the Knights Templar, those near-legendary crusader warriors about whom so much has been written and so little is understood.

Katherine also created Deryni Archives: The Magazine which contains stories, articles, and artwork by fans, and edited the first several issues herself. In 1983, Katherine married Scott MacMillan. They moved to their castle, Holybrooke Hall, in Ireland in 1986 (you can read more about Holybrooke Hall on the Holybrooke Hall pages), where they live with two cats, a "silly-looking" dog, and at least two ghosts.

Venture

by Katherine Kurtz

They were still a day's ride short of the border with Pardiach when it all began to go even more terribly wrong.

"Francis, we must stop," Caitrin Quinnell said breathlessly, crowding her horse between two of the men who had organized their desperate flight from Ratharkin.

Francis Delaney, younger brother of the Earl of Somerdale and suitor for her hand, drew rein and twisted in the saddle to stare at her in disbelief. Her cousin Robard merely gaped at her.

"Cait-annwyl, we daren't stop," Francis said. "You know they're that close behind us."

"It isn't for me; it's for Onora. We have no choice. The babe is coming."

Feeling queasy, Francis glanced back at his older brother, who had drawn up beside Caitrin's sister to lean across and steady her with a hard hand to her shoulder. All of them had known the risk they ran, by daring to attempt that mad, pell-mell dash around the

mountains of Rathark, but he had hoped their luck might turn again, that the prince's ragged army of freedom-fighters might be able to regain the city—and that this time, they might even expel their Haldane overlords once and for all.

"*Jesu Maria*—not now, Cait!" he breathed.

It had not been meant to go this way. The girls' father, Judhael of Meara, had planned the rebellion carefully, fueled by old Mearan grudges from a previous Haldane invasion more than a decade before.

The meat of the dispute went back long before that, to the Great War of 1025 and the death without male heir of Judhael's grandfather, Jolyon Quinnell, the last sovereign Prince of Meara—a conflict Jolyon himself had precipitated through the reckless alliances he had forged whilst selecting a successor from among his three surviving daughters. The question was complicated by the fact that the first two daughters had been twins.

Following Prince Jolyon's death, the elder of the twins, Princess Roisian, had been

proclaimed her father's successor, according to his wish; but when she then contracted marriage with the King of Gwynedd, intending that their progeny should rule both Gwynedd and Meara, her mother, the dowager princess, had refused to accept the marriage, and set the younger twin, Annalind, in her place—for Roisian, she declared, had vacated the throne by leaving the country without permission of the Mearan High Council.

Roisian's husband, Malcolm Haldane, had answered this challenge to his wife's birthright with force, and five years later had presented his firstborn son, the present King of Gwynedd, as Prince of Meara at birth—and he had continued to assert that son's rights until the day he died, twice venturing into Meara to put down rebellions. Nonetheless, a substantial portion of the Mearan populace continued to maintain the fiction that the younger twin, Annalind, had been the true heir—and after Annalind, her son Judhael . . . and the offspring of his daughters. On this interpretation of Mearan law depended all the Mearan hopes of reclaiming their lost autonomy, in defiance of any pretense by Roisian's son, Donal Blaine Haldane.

Both warring princesses were long dead, and Malcolm

in Vain

Haldane as well, but King Donal was of even more ruthless mettle than his father; nor was this the first time he had ridden into Meara to reassert Haldane authority. While Meara's partisans had always known that regaining their country's independence would be costly—though initial skirmishes this time had been encouraging—no one had foreseen that, while Prince Judhael was engaging Donal Haldane's main force before Ratharkin, the Mearan capital, the king's half-brother would lead a skirmish force behind Mearan lines and put the junior Mearan royals to flight, pursuing them southward as they fled for refuge in the Mountains of Cloome.

In that blinding hindsight that illuminates error far too late, Francis Delaney knew that he should have insisted that Cairtin and her sister remain safely ensconced with their mother in the Connait, before the rebellion even began. When they had begun their planning, he had not even realized that Onora was pregnant; and her dolt of a husband had neglected to mention that fact until her condition became visibly apparent, well into the campaign.

Now, as Cairtin tugged

urgently at his wrist, he was haunted by the vision of her younger sister's pretty face etched with the tension of serious birth-pangs as she doubled over her saddle, one hand clinging to the horse's mane and the other clutched across the bulge of the child she carried. Farther ahead, Onora's husband conferred with the pitiful handful of Mearan retainers still left to them: less than a score.

"What does Michael say?" Francis asked, jutting his chin in the direction of the incipient father. In fact, he greatly admired Sir Michael MacDonald, to whom he had been squire before his own knighting—a decent man, and utterly devoted to his wife, the Mearan cause, and a two-year-old son, Meara's next hope, who was presently safe with Michael's mother in Laas—but Michael was a better lieutenant than he was a general.

"What *can* he say?" Cairtin retorted. "He can't stop her labor. They're debating whether to ride back the way we came, and try to create a diversion."

"That's suicide," Robard muttered. "Does he want his children to be orphans?"

Looking vexed, he jerked his horse around and gigged it toward Michael and the others, leaving Francis to contend with the elder of the two princesses.

"Francis," she said, "you do know that it could be Duke Richard himself who pursues us? Some say that Deryni sometimes ride with him."

"So some say." With a nervous shake of his head, Francis looked back again at Cairtin's sister. He must not let his judgment be clouded by fear of Deryni and their magic. "How much farther can she ride?"

"Not far. Unless, of course, you wish her to try delivering on horseback."

He glanced off to the west, where a faint track wound its way up the rocky hillside. The trail led somewhere—though whether to a cotter's steading or merely a higher pasture was impossible to guess. But anything was better than asking a princess of Meara to deliver her child out in the open, especially when their pursuers might be only hours behind. Perhaps they could find a cave, or a shepherd's hut. At least the weather was mild, this late in May.

"Can she ride for another hour?" he asked.

"Maybe. But no longer. The babe is coming, Francis—and remember that she's done this several times before. It's apt to be quick."

"Then, God help us," Francis murmured, turning his mount to join Onora and his brother.

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In fact, they were able to ride for nearly two hours more, until at last they came upon a low, open-sided hut where shepherds were wont to shelter in lambing season, while keeping watch amid their flocks. There, while Francis and the anxious father fidgeted and the men kept nervous watch back the way they had come, Caitrin set about delivering her sister.

The labor was short but hard: Onora's fourth, and she but five-and-twenty. The child, a girl, was small and weak, slow to suckle, and the mother bled a great deal. Fearful for both of them, Caitrin bound her sister with bandages, in hopes of stanching the bleeding, and laid the swaddled infant in its father's arms while, at her sister's request, she hastily baptized it Sorchette. Then, while Michael mounted up and Francis helped his brother lift the fainting Onora into her husband's arms, Caitrin cradled the babe in a sling against her breast and also prepared to ride again.

"Is there hope for either of them?" Francis asked in a low voice, just before they moved out.

Tight-lipped, Caitrin did

not speak, only shaking her head resignedly over the faintly mewling infant.

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Indeed, Onora did not last the night. As they paused in the pre-dawn twilight to let the horses blow, Francis caught the taut, grieving expression on Michael's face, and at once crowded his mount to the older man's side, snatching at his reins.

"Michael?" he murmured.

"She's gone sae cold," Michael whispered, blue eyes desperate as he held his wife closer against his heart. "We must build a fire to warm her. . . ."

But as Francis jumped down to come and take her from him, he felt the stiffness already gathering in her limbs, and saw the stain of blood across Michael's saddle-bow—and more blood streaked down Michael's thigh and the horse's side. Michael saw it, too, and bit back a sob as he, too, slid from the saddle and helped Francis gently lay her on the ground. When Caitrin joined them, she wordlessly handed the infant Sorchette into her father's arms and knelt beside her motionless sister, searching in vain for some sign of life.

"She canna' be dead," Michael whispered, looking numb and bereft. "She *canna'* be. . . ."

But she was. And off in the distance, silhouetted against the ridge that blocked the rising sun, they could see light glinting from the helms of several score of riders following the way they had come, perhaps half an hour behind them.

"Michael, you must take your daughter and go!" Francis said urgently. "They're coming. If they capture you, they won't let any of you live. Take Caitrin and two men. Derek, go with them. I'll keep the rest with me and try to throw them off the scent. There's cover ahead; if we separate, they maybe won't see."

"No," Michael said dully. "I won't leave her here for them to find and sully. She's better than all of them!"

"Then, take her with you!" Francis snapped, seizing Michael by the shoulder and hauling him to his feet. "Caitrin, take the babe and make him go! We canna' let the Haldanes take all of you!"

She resisted at first, but at least she had the wit to realize that he was right, as did Michael. There was no other hope. As she took the babe back into the sling and let Francis help her onto one of the bigger, fresher horses, his brother got Michael remounted, himself mounting up when he and Robard had handed Onora's body up into her husband's keeping.

"Ride for Cyby," Francis said low to his brother, as he singled out two men to accompany them, "but don't split off from us until we're in the cover of that hillock up ahead. Then ride as fast as you can, and don't look back. We'll do what we must, to buy you time; and if we can, we'll catch up with you eventually."

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In the end, they managed to buy more than an hour before their pursuers overtook them. By then, the tiny band escorting three

princesses of Meara—one alive, one dead, and one poised between—were well away; and the desperate men who had bought them their escape, led by Sir Francis Delaney, sold their own lives dearly.

Only six of them remained standing, by the time it was over. Of the rest, those only wounded in the skirmish were quickly dispatched to join their slain comrades. Francis and Robard and their four remaining men-at-arms were brought before the enemy commander and several of his officers, wrists bound behind, where the men who had taken them forced them roughly to their knees.

"These are the last of them, my lord," the sergeant said to the man obviously in charge: a fit-looking man of about forty, cradling a helmet in the crook of his left arm. His battle-stained surcoat was dusty green, marked with white roundels and a yellow martlet—not a Haldane, then, though he had the jet-black hair that usually marked that line, albeit threaded with silver at the temples and in his close-trimmed beard. Furthermore, his eyes were decidedly more blue than Haldane gray—indeed, almost violet. Some lesser noble, then—though there was something about those eyes. . . .

"Which one of you is in charge?" the man said reasonably enough. His broadsword was slung from a baldric over one shoulder, and the arm cradling the helmet rested casually on the sword's pommel, next to a dagger.

Robard had the good sense not to look automatically at Francis, but their remaining men cast nervous glances at both of

them. Bracing himself, Francis made ready to reply, but it was Robard who spoke first.

"I am Sir Robard Kincaid," the older man said boldly—and in truth, he was far more likely to be the one in charge, being some twenty years older than Francis. "And you are . . .?"

The man regarded Robard dispassionately, no hint of emotion stirring the strong features.

"My name is Morian ap Lewys. I serve the King of Gwynedd. And that is the last answer you shall have from me. Henceforth, I shall ask the questions and you shall answer. You rode with the rebel Judhael of Meara?"

"We rode with Prince Judhael of Meara," Robard allowed, chin lifting in defiance.

Morian inclined his head indulgently. "So you are pleased to call him. You will understand that my master takes exception to that claim of title, himself being Prince of Meara by right of his mother."

"Not by Mearan law!" Robard retorted.

"Ah, but we operate under the laws of Gwynedd," Morian said reasonably, "so Mearan law does not apply. Where are the daughters of Judhael Quinnell, who rode with you from the field before Ratharkin?"

"I don't know what you're talking about," Robard said flatly.

"Do you not?" Morian cocked his head at Robard, fixing him with those blue-violet eyes and smiling faintly—indeed, sweeping

that startling gaze over all of them. In that instant, Francis felt his resolve wavering, his lips parting to speak—but he clenched his jaws tight with a supreme act of will and managed to keep silent.

Morian meanwhile had turned his compelling gaze on the next man kneeling beside Robard: a gnarly, tough-looking soldier called Dickon Smithson.

"What is your name?" Morian asked, almost gently.

Dickon looked reluctant, but gave the enemy commander a nod of his head along with his name.

"Thank you. Now, since I know that your party were escorting the daughters of Judhael to safety, perhaps you can tell me where they were sent."

Dickon shook his head, looking uneasy.

"So, you don't know," Morian ventured.

Again Dickon merely shook his head—for, in fact, he did not know, since Francis had been careful to keep his voice low when he gave Michael's escort their instructions. But Dickon's expression suggested that he had not intended to give his questioner even the satisfaction of that gesture.

A whisper of a frown touched Morian's lips, but then his gaze passed to the next man, of whom he asked the same question—and received the same answer. Twice more this was repeated, until he came at last to Francis.

"Your name?" Morian

asked.

"Sir Francis Delaney," Francis found himself replying—though, in truth, he had meant to give some other name.

One of Morian's eyebrows rose minutely. "Delaney," he said. "Ah, yes. There is a Delaney who is boon-companion to one of Judhael's kin—his son-in-law, as I recall, the . . . Earl of Somerdale?" He regarded Francis for several seconds, then added: "But you are not the earl, are you?"

When Francis said nothing, Morian asked, "Tell me, Sir Francis Delaney, would that be your brother?"

To Francis' dismay, he felt himself nod, like a mouse transfixed before a snake, or a rabbit before a wolf.

"Excellent," Morian murmured. "Now I perceive that we are making progress—and I gather that, in fact, it is you who commanded of these men; not your friend Kincaid. Tell me, did your brother go with the women?"

Again, Francis could not seem to help himself from nodding, though this was not at all what he had in mind. Could it be that Cairtin had been right, and that this Morian ap Lewys was one of the Deryni rumored sometimes to ride with the forces of Donal Haldane? He did not *look* the evil monster that legend held Deryni to be, but nothing save some arcane compulsion could have made Francis betray his own brother.

Sighing, looking somehow saddened, Morian let his gaze rest again upon each of them, in turn, before sweeping one gloved hand in

a weary gesture that included all of them except Francis.

"Finish it," he said to his lieutenant in a low voice. "We can't take them with us—they would only slow us down—and we can't release rebels. Don't make it any worse than you must. And you—" he nodded in Francis' direction—"come with me."

Stunned, Francis found himself unable to resist as one of the enemy soldiers seized him by a bicep and dragged him to his feet. He followed docilely as the man called Morian led the way to a spot away from the others, where he set aside his helmet and sat down on an outcropping of rock, also directing Francis to sit. Behind, Francis could hear his own men being hustled away, their disbelieving murmurs and mutters of dismay at what must be their fate, but he could not summon the will to turn and look, or even to protest. They had all known the fate that awaited their rebellion, if it failed—had accepted the possibility of dying in battle—but this cold-blooded ending to it was beyond anything he had imagined.

"Believe that I regret what now must be done," Morian said, as if reading his thoughts. "It is a senseless loss of life. But my orders leave me little option save to exercise such mercy as I may, under the circumstances. Look at me!" he ordered, as Francis briefly closed his eyes.

Much against his will, Francis found himself obeying.

"Good. Now, 'tis clear that you gave the order regarding where the women were to go," Morian continued. "I, in turn, am under

order to pursue them. Where did you send them?"

"To—to—" Francis shook his head, gritting his teeth as he fought the compulsion. "No! I *won't!*"

He flinched at the faint sounds of blows being struck behind him—and groaning, sometimes cut short; butcher-sounds—but he could not, for the saving of his soul, make himself turn around to look.

"Francis, you *will* tell me," Morian said softly, leaning to within a few hand-spans of his face and holding him with that blue-violet gaze. "You know that, as surely as you know that you cannot turn around to see what is being done to your men—and I *am* sorry for their fate.

"Yes, I can see that you have guessed what I am," he went on, as Francis' eyes widened in sickly horror. "Some of the stories are true. I *will* have the information I require, and I *will* hurt you, if I must, to obtain that information. I know that you perceive your rebellion as loyalty to your true prince, but I tell you truly that my loyalty to my prince is no less than yours, and I will do what I must, to preserve his interests. Do I make myself clear?"

Half sick with fear, Francis turned his face half-away, eyes screwed shut, steeling himself for some unknown onslaught that, when it came, was less an attack than a dispassionate caress: a hand slid around the side of his neck, fingers out-splayed to cradle the back of his skull, and then what felt like a subtle pressure inside his head.

Then he was pouring out his soul, whispering all the needed details of the party that had fled: Michael and the now-dead Onora, hounded to death after birthing the girl-child who probably would not survive either; his brother Derek; and Caitrin, Francis' own betrothed, fierce and loyal to sister and father and to the Mearan cause, who now, after Onora and Michael's surviving son Jolyon, was the last hope of Mearan sovereignty—but not with Francis at her side; not now.

For Francis knew beyond question or hope of reprieve that he was soon to share the fate of the men taken captive with him, now bleeding out their lives on the ground somewhere behind him. A part of him still was surprised at the comparative mercy of it—for rebels customarily could expect a far crueler fate, usually at the end of a rope.

But this, Morian ap Lewys had spared them: the kicking out of life at the end of a strangling noose, bowels voiding, blackened tongue swelling and gasping for some respite. Nor would it be the dreaded fire reserved for heretics, or death by impalement, such as was meted out in Torenth, but a death both quick and clean, akin to a warrior's death in battle, not unlike the merciful *coup de grâce* already given to the wounded. Was it this man's own mercy, or that of a Deryni . . . or of a Haldane? Fleetingly it occurred to him to wonder whether his own loyalties had been ill-placed, whether this Deryni commander who fought for the Haldane cause had not found the better prince to follow.

"We are none of us

monsters, Francis," he heard his executioner whisper, just before the blade slid home beneath his breastbone—an almost painless upward thrust that pierced his heart, unloosing a crimson veil that began to sag lazily across his startled vision. "I truly regret the necessity for this, but we do what we must. May God have mercy on your soul."

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Not until many months later did word reach those whose escape had been bought with the lives lost in that place. Having buried both sister and infant niece in a tiny country churchyard near where she now sheltered, Caitrin of Meara listened in silence as her father read aloud the letter from Lord Derek Delaney, the Earl of Somerdale, who had finally dared to venture back along the route of their flight on that fateful journey into exile. Prince Judhael had already shared the news with his wife of nearly thirty years, who now had withdrawn with their dead daughter's only surviving child to a sunny west-facing window embrasure. There the young prince who bore his grandfather's name prattled at a pair of stuffed lambs as any other two-year-old might do, unable to comprehend this bleak codicil to his mother's death.

"We found their graves set amid a scene of recent battle," Judhael read, recounting Derek Delaney's words. "It can only have been the place where they made their final, gallant stand to cover our escape: fourteen shallow graves, each marked with a cairn of stones. We did not presume to disturb their rest, for the number matched exactly those who stayed to ensure our survival, but from my sketchy recall of those mad days and nights of flight, I can reconstruct the

honor roll of those who gave their lives for Meara."

There followed a list of those whom Caitrin of Meara had come to know all too well in those desperate days, headed by the name of one whom she had intended as the father of her future children. From that moment, she vowed to make the Haldanes pay for what they had done, for she had cared deeply for Francis Delaney, and never more so than in his final hours at her side.

But she would shed no more tears for him, now that she knew for certain he was dead. Instead, she resolved to steel her woman's heart and make Meara's cause her own, and never to let any Haldane see her weep. It was a vow she would keep, until her dying day.

"*Venture in Vain*" originated at a workshop Katherine conducted over Thanksgiving of this year at the University of San Bernadino. This is its first publication.

Katherine Kurtz: A Bibliography

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[B] = Balrog Award: [1982]

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- 2 The Lodge of the Lynx (1992) with Deborah Turner Harris
- 3 The Templar Treasure (1993) with Deborah Turner Harris
- 4 Dagger Magic (1995) with Deborah Turner Harris

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The Histories of King Kelson

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- 2 The King's Justice (1985)
- 3 The Quest for Saint Camber (1986)
- 4 King Kelson's Bride (1997)

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Novels

Lammas Night (1986)

The Legacy of Lehr (1986)

Deryni Magic: A Grimoire (1991)

Two Crowns For America (1996)

The Temple and the Stone (1998) with Deborah Turner Harris

St. Patrick's Gargoyle (2001)

The Temple and the Crown (2001) with Deborah Turner Harris

Anthology Series

Templar Knights

Tales of the Knights Templar (1995)

On Crusade: More Tales of the Knights Templar (1998)

Non-Fiction Series

Chronicles of The Deryni

Deryni Magic

Deryni Magic: A Grimoire (1990) [NF] - A reference guide to the Deryni works.

Non-Fiction

Codex Deryniux (1997) with Robert Reginald

Short Fiction

Swords Against the Marluk (1977)

Bethane (1982)

Healer's Song (1982)

Legacy (1983)

Vocation (1983)

Catabyst (1985)

The Knighting of Derry (1986)

The Priesting of Arilan (1986)

Trial (1986)

Looking Forward: Excerpt from Adept II: The Lodge of the Lynx (1992) with Deborah Turner Harris

Looking Forward: Excerpt from King Javan's Year (1992)

Looking Forward: Excerpt from Knights of the Blood (1993) with Scott MacMillan

Restitution (1998)

Essays/Articles

Appendix I: Index of Characters (1986)

Appendix II: Index of Place Names (1986)

Appendix III: Partial Chronology of the Eleven Kingdoms (1986)

Appendix IV: Literary Origins of the Deryni (1986)

Introduction (The Deryni Archives) (1986)

Duttercream Frosting (1996)

The Ghosts of Hollybrooke (1996)

Katherine Kurtz's Drop Scones (1996)

Spice Cake (1996)

Tuna Lasagna (1996)

Introduction (On Crusade: More Tales of the Knights Templar) (1998)

Albacon 2002

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Artist Guest of Honor

Tom Kidd

Fan Guest of Honor

Sharon Sbarsky

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Arisia 2002
Artist Guest of
Honor



An Aesthetic
Appreciation of
Tristan
Alexander

by
Hannah M.G. Shapero

I really enjoy looking at an attractive, well-built man who is wearing tights. I'll say that about Tristan right at the beginning. Because of his deep involvement with the Society for Creative Anachronism and other fantasy or re-enactment groups, Tristan likes to dress up in Renaissance garb. Therefore, purely from an aesthetic point of view, of course, Tristan is already a worthwhile experience.

Tristan and I have been friends now for about 20 years. I first got to know him at DarkoverCon, a convention devoted to the work of fantasy author Marion Zimmer Bradley and other writers like her. DarkoverCon used to be held in Wilmington, Delaware, and that's where our paths first crossed. We put our respective art exhibits up in the Art Show and immediately had the affinity of being fantasy artists. Back in the early 80s, both of us were first struggling to make our way as professionals in a highly competitive field. Over the years, we have had our measure of success, and we have each found a specialized "niche" for our art in the fantasy and science fiction art world. And we compare notes at each DarkoverCon, now held near Baltimore, year after year. In fact, I have also used

Tristan (in his Renaissance garb) as a model for my own artwork!

Tristan's art shows great consistency over time. You can immediately tell that a picture is a "Tristan." The focus of his art, then and now, is almost always the human figure, and overwhelmingly, the male human figure. Males with heroic builds, rippling muscles, gracefully posed or in action, in skimpy costumes or in no costume at all. Their faces are ageless and mysterious, rarely showing negative emotion. They aren't always quite human, either. Look closely at one of Tristan's figures and you will see that he has subtly pointed ears, or perhaps cat's eyes, or even a little tail. Some of Tristan's figures are more openly metamorphosed: satyrs, mermen, bird-men, panther-men. In Tristan's imagination, the animal and the human are not opposite, but merged. There is also a darker side to Tristan's art, and that is the world of vampires, which he has also played in for decades. Some of his most powerful and disturbing pieces are the eerie portraits of batwinged or black-cloaked nightwalkers, with the seductive bodies and faces of delicate youths.

You cannot describe Tristan's art without mentioning its

highly erotic element. Some of Tristan's most, uh, notable pictures cannot be shown at a "family - friendly" convention art show. I've seen them at other shows like Gaylaxicon, where they definitely cause a stir. But even his pictures that are not "X-rated" are suffused with a pervading eroticism. It is a specified form of eroticism, but people of other preferences can certainly feel its effect as well.

Tristan's art is backed up by long years of practice and technical skill. I have learned quite a lot from Tristan, for instance, the technique of drawing with colored pencil on a colored background rather than just white paper, and the use of ornate borders to play against a figure inside them. There is no competition between us, since his specialty is human figures and mine is architecture. In fact, Tristan and I have more than once exchanged artworks. We set each other a challenge: let's both paint the same thing and see what we come up with, and then we trade the artworks. This way I have acquired at least two fine Tristan originals.

There is also a deeply spiritual quality to both Tristan and his art. Tristan has created many works of art depicting Pagan motifs. He and I have had, in years past, long

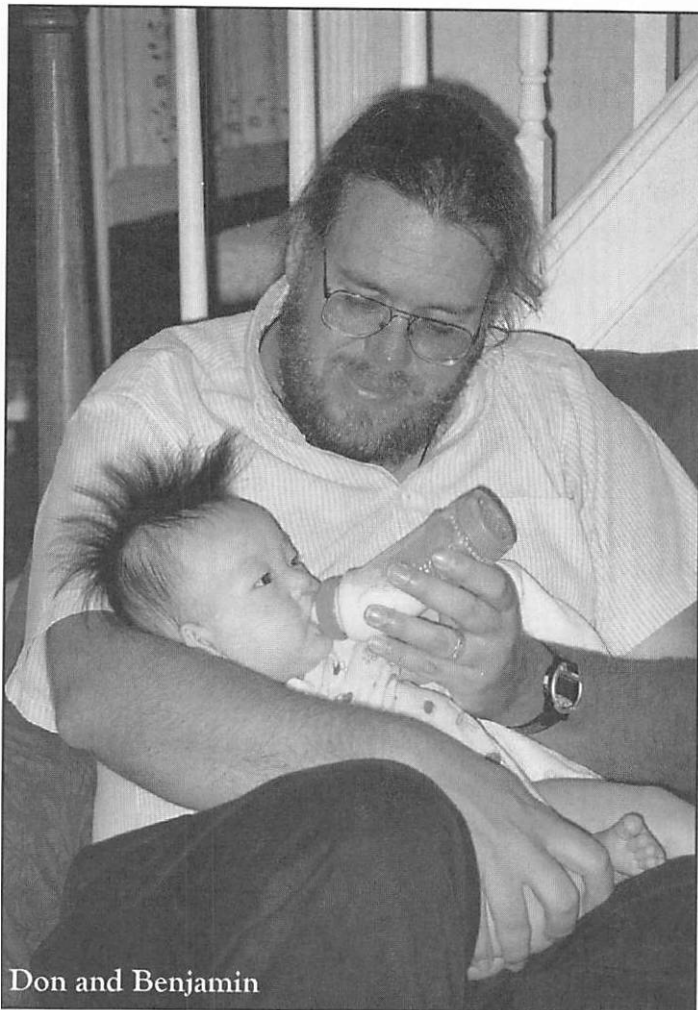
discussions about the spiritual life. One of Tristan's most daring artworks depicts the crucified Jesus Christ as the Pagan "Horned God" - an image that can unnerve even the most open-minded among both Christians and Pagans. But this kind of exploration of the edges and the idea of interconnection is very much Tristan's way of working. Just as in his animal/human characters, the idea of metamorphosis is everywhere in his painting and in his own life. Every year I hear the update of how Tristan's often tumultuous

life is going; he has courageously endured many changes, both sweet and bitter.

Throughout it all, some things remain the same; his art, his fantasy life, his presence in the SCA, and especially his devoted relationship with his partner Don, who is a quiet support to the flamboyant artist. In late 2001 Tristan endured an especially difficult challenge to his health. Like any artist, he must struggle to keep creating at a high level. An artist never retires; he is compelled to keep working as long as he is able, by

that inner drive that won't let him rest. You can see the creative power in both Tristan and his artworks, the power of transformation and of courage.

(Hannah M.G. Shapero is a fantasy, science fiction, and architectural artist. Originally from the Boston area and active in Boston fandom, she moved to the Washington, DC area in 1988 and continues to work as a "fine" and commercial artist, mostly on architectural themes.)



Don and Benjamin



Cherub

July 12 - 14, 2002

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Guests of Honor

**Octavia E. Butler
Gwyneth Jones**

Memorial Guest of Honor

John Brunner

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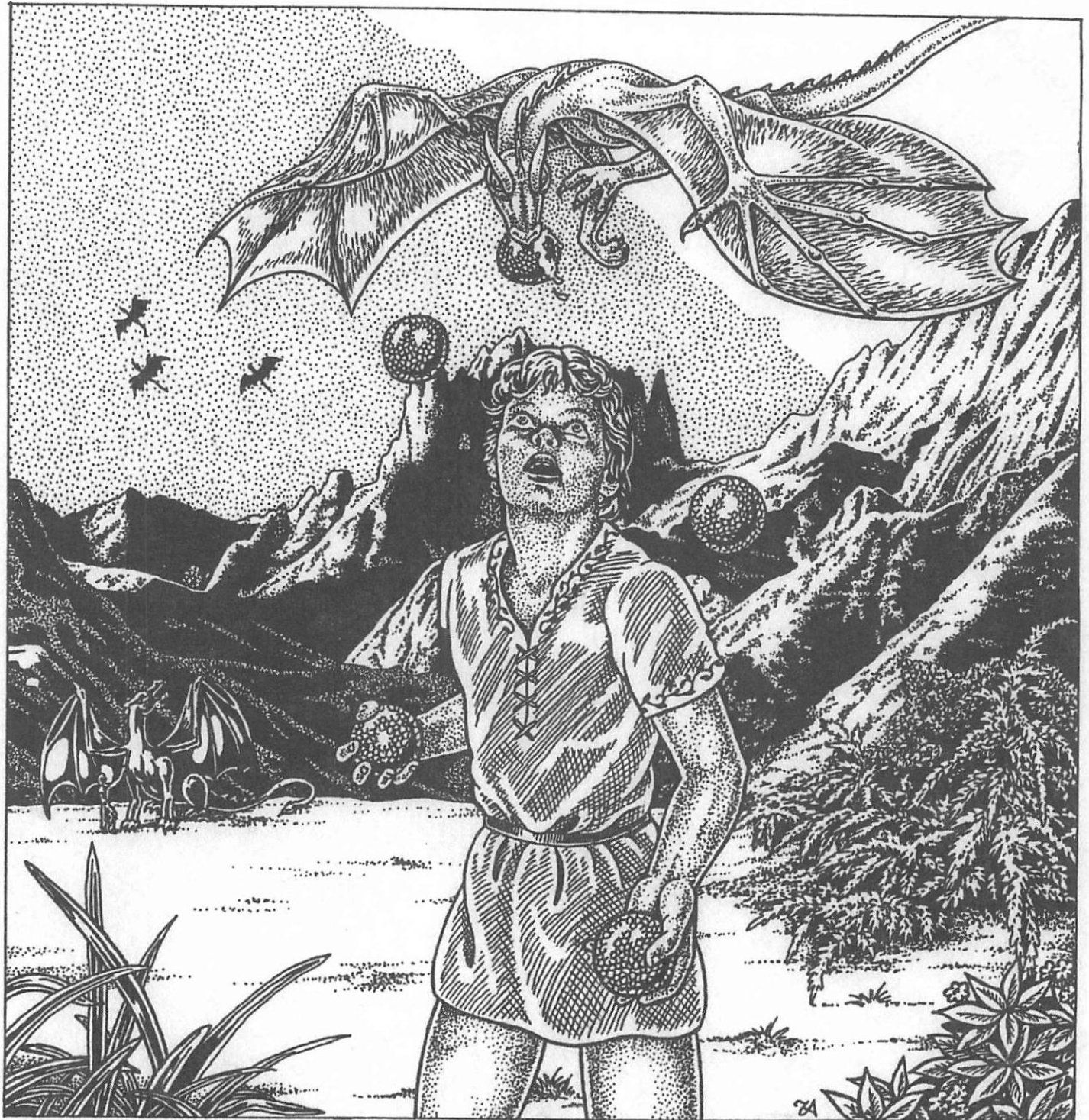
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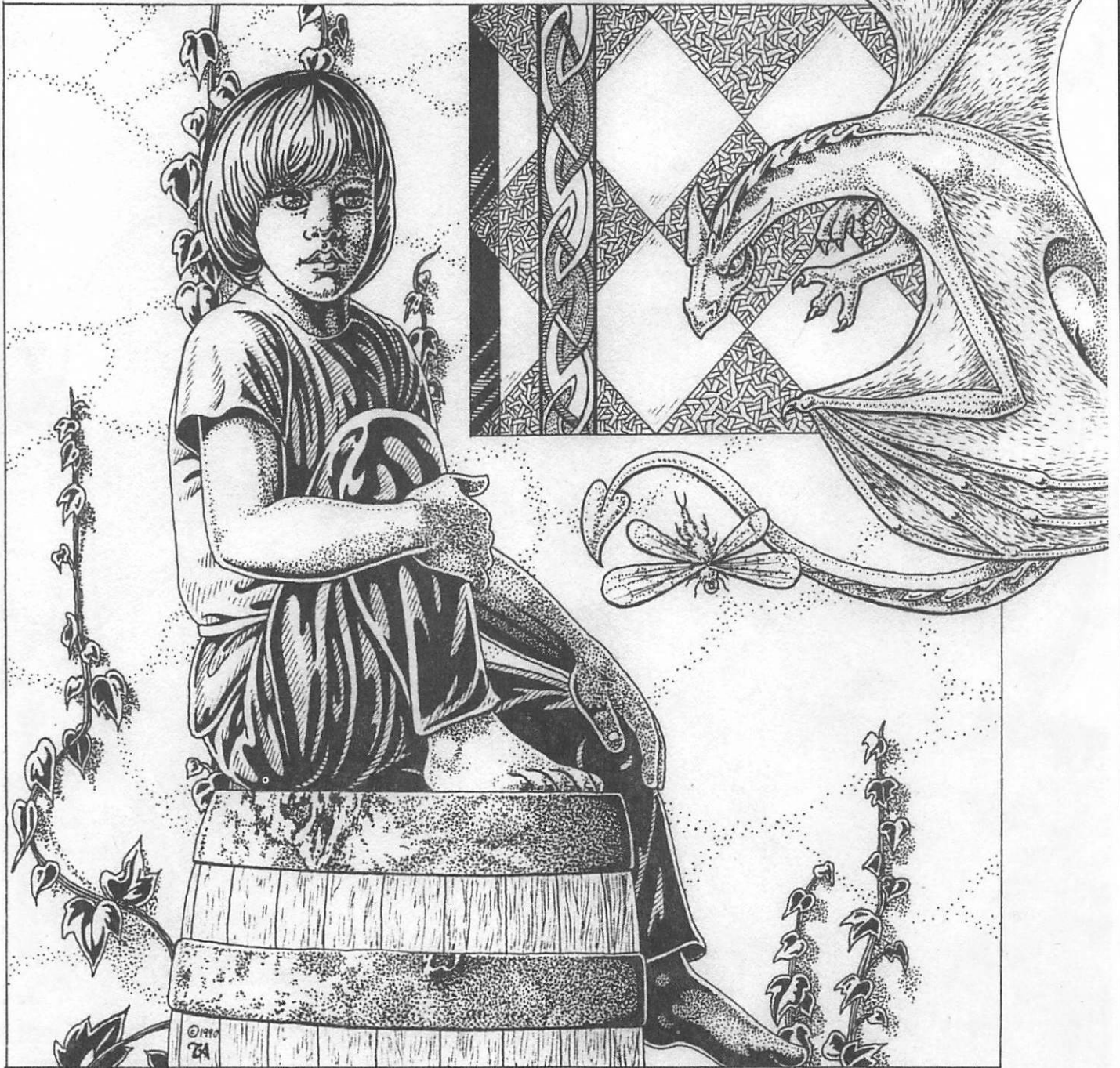
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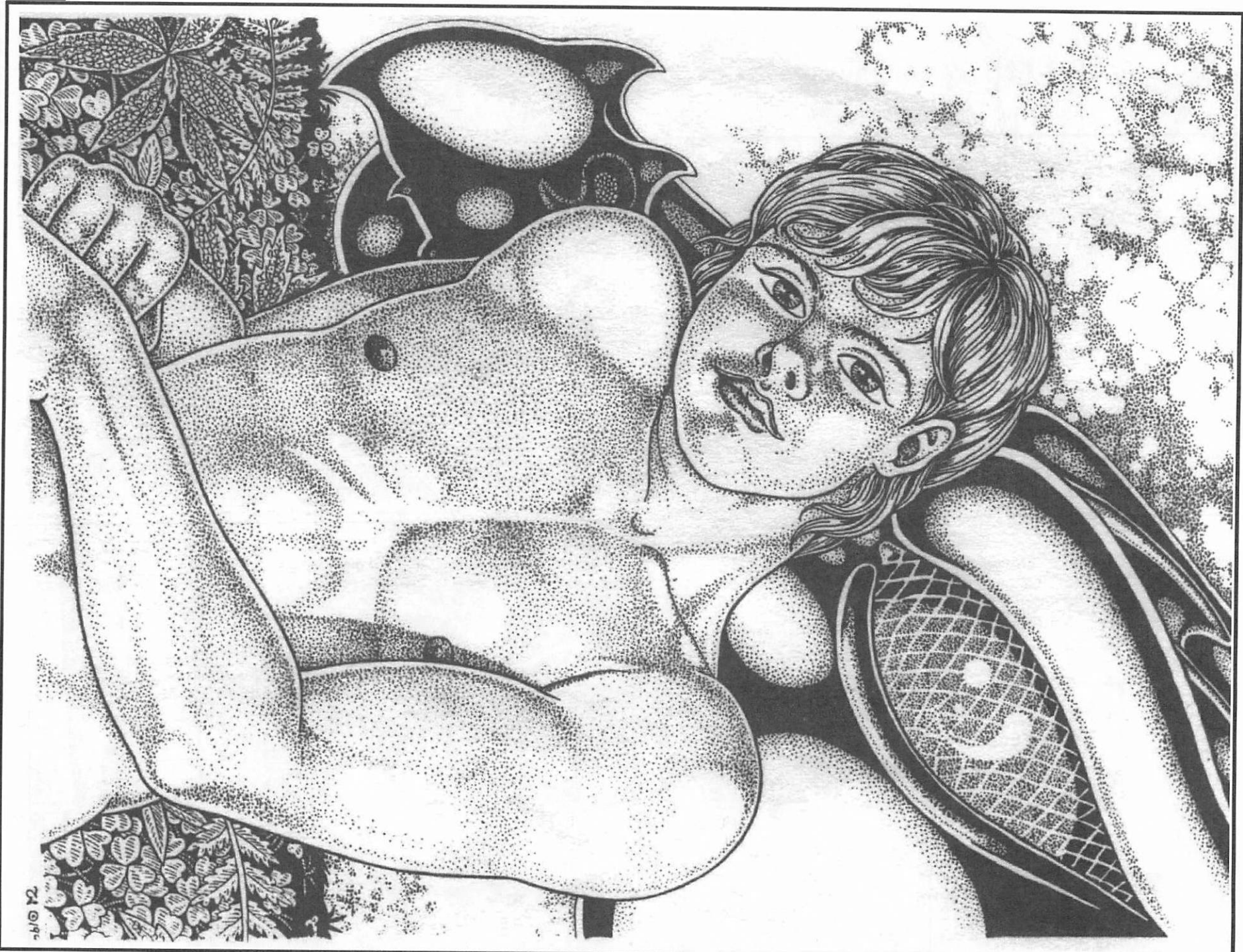
\$30 through February 2002

The Art of Tristan



Alexander





24 019





"Mud? What Mud?"

ZA ©1994



KANSAS CITY IN 2006

A BID FOR THE 64TH

WORLD SCIENCE FICTION CONVENTION

AUGUST 31-SEPTEMBER 4, 2006

Why Kansas City? Why 2006?

- ✦ In 1976, Kansas City hosted the 34th World Science Fiction Convention. A generation of new fans emerged from that experience and spread throughout the midwest, founding clubs and starting conventions, many of which still exist today. We look forward to the opportunity to provide a similar transformative experience to the youth of today and tomorrow, 30 years down the road.
- ✦ Overland Park (one of the many suburbs that make up the greater Kansas City area) is constructing a state-of-the-art convention center that will provide more than enough function space for a WorldCon's needs. Phase One will be finished in 2002, and Phase Two, which will double the size of the Convention Center, follows immediately thereafter, to be completed in 2005. Phase One includes 237,000 square feet of total space, including a 60,000 square foot exhibit hall, a multi-purpose facility with stage that seats 2500 and meeting rooms that can be configured as needed. The attached Sheraton hotel offers a 12,000 square foot ballroom and 13,000 square feet of meeting room space. There is also a 25,000 square foot courtyard between the hotel and convention center for outdoor demonstrations, and 225 covered and 1200 surface parking spaces. All parking spaces, both at the convention center and the hotels, will be free. You can watch the progress from our website, www.midamericon.org. There will be over 1100 rooms connected to or immediately adjacent to the convention center, with a total of over 5,000 rooms within a 10 minute drive. The hotels, convention center, convention and visitors bureau and the city of Overland Park are working together to coordinate shuttle service between the hotels, the convention and nearby shopping and dining areas.
- ✦ Our Bid Committee consists of fans both from the midwest and throughout the country with experience working local and regional conventions, as well as WorldCons. Our local group hosted the Nebula Weekend in 1997 (which went over so well we're doing it again in 2002). Our annual convention, ConQuest (now in its fourth decade), is renowned as one of the finest (and most fun) cons in the midwest. And members of our committee are also part of the group hosting the 2003 World Horror Convention in Kansas City.
- ✦ Kansas City is in the heart of America; it's a major transportation hub with easy travel connections and a modern, spacious airport. You'll be amazed at how little you'll have to pay for hotel rooms and fine dining in our fair city. The convention center is located directly adjacent to a major interstate and is easily accessible from any direction.
- ✦ Kansas City is famous for its jazz, blues, fine dining, barbecue and its park-like, scenic beauty. There are also many attractions awaiting your discovery, including the Kansas City Zoo, the Harry S Truman Library and Museum, the Nelson-Atkins Museum (with a massive expansion to be completed in 2005), the Kemper Museum of Contemporary Art, several riverboat casinos, the world-renowned Country Club Plaza shopping district and much more, all within thirty minutes of the convention.

The Bid Committee believes we can make Labor Day weekend 2006 one of the most memorable in WorldCon history. We invite you to join us in the effort by presupporting our bid at one of the four levels explicated below. The benefits listed will be received if you vote and we win. We thank you for your support, and look forward to seeing you in 2006.

Presupport: \$20

supporting membership
1/2 credit for conversion
to attending membership

Preoppose: \$25

supporting membership
1/2 credit for conversion
to attending membership

Yardbird: \$50

attending membership
listing in program book

Count Basie: \$100

attending membership
listing in program book
special seating & more

For Up to Date Information on All Aspects of the Bid, see our Website: www.midamericon.org

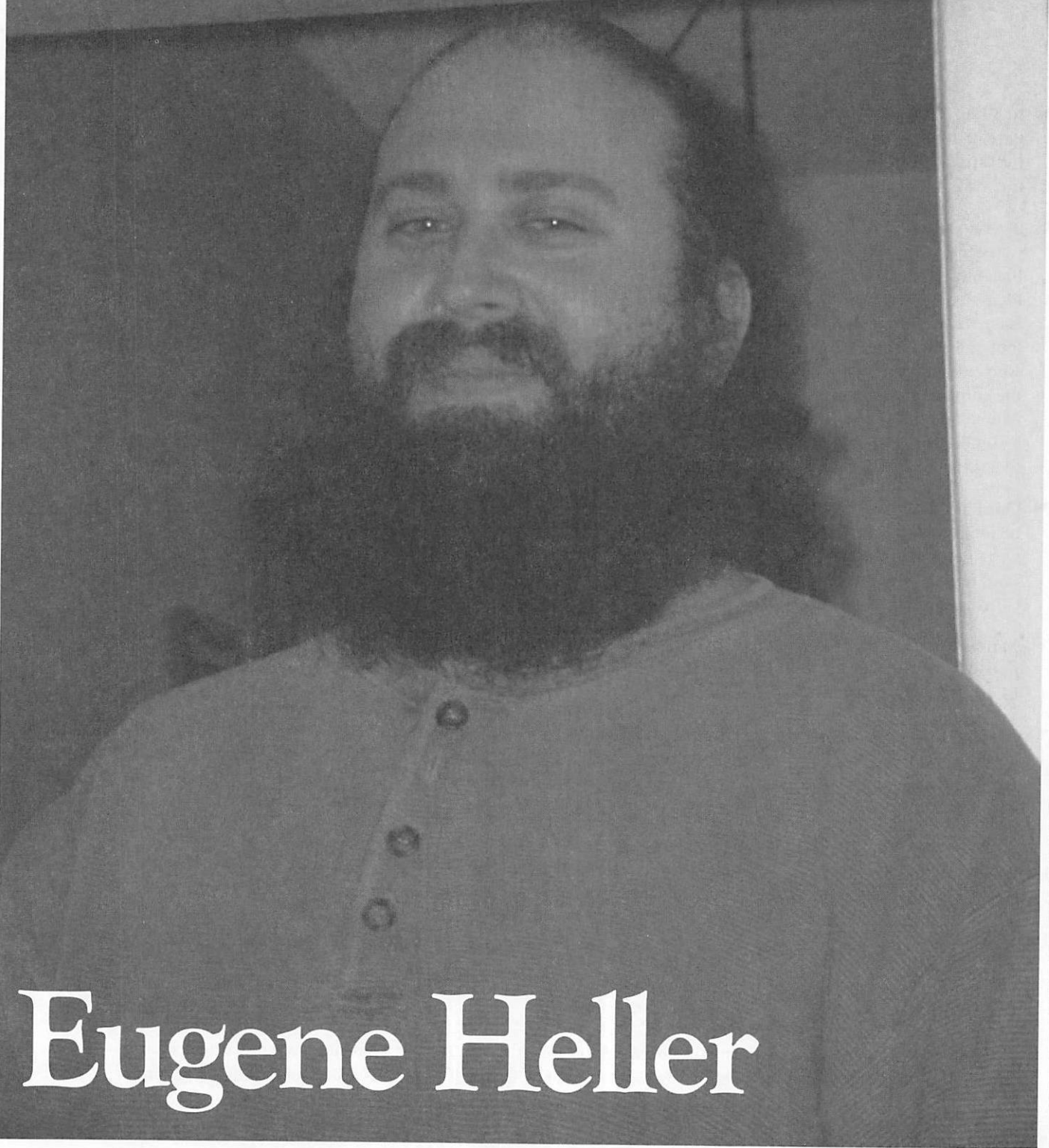
Questions? Comments? Just want to chat? Our email address is: MidAmeriCon@kc.rr.com

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Arisia 2002

Fan Guest of Honor



Eugene Heller

The Man Who Says "Yes"

by Noel Rosenberg

What's a
harried

Arisia Operations Division Head to do when appointed less than six months out from the con (and in need of someone to run Ops Desk no less)? Why not pick someone who has run Ops Desk for Worldcon and NASFIC, as well as several regional conventions in Canada and the northern United States?

So what if he lives in Montreal? He's coming to the con anyway. He's worked Ops Desk at Arisia before. And he was foolish enough to say yes!

That seems to be the defining characteristic of Eugene Heller - he says yes.

"I just need someone to front for me at the meetings," Eugene tells me. Well, damn, I can do that. Heck, ninety per

cent of Ops Desk is an at-con function anyway, and the rest I can handle myself.

"I need you at the hotel on Thursday evening," I finally decide to mention during a late night telephone call in early January, a week and a half before the convention.

"No problem. I'll be hitching a ride down with friends who happen to be visiting the area that weekend. I just have to figure out how I'm getting to the Park Plaza from the 'burbs," he assures me. It's that 'yes' thing again.

Sure enough, he appears (only slightly the worse for wear from his roundabout trip) at 7:30 Thursday evening, raring to go. Nor was anyone really surprised to find him curled up in the back of the Ops room early Friday morning in his fuzzy bunny slippers (he has been spotted wearing those bunny slippers at many an Arisia), perfectly content with his choice of accommodations. "All I need is a place to catch a few Z's before we open for business" (pronounced "a few zeds" for those not fluent in Canuck). He proceeded to run a bang-up Ops desk that year.

"Come up to Con*Cept," Eugene kept telling me. "You folks will drive 10 hours for Balticon, and it's only a six hour drive to Montreal."

"What's Con*Cept?" He goes on to explain, "Well, we didn't have a good general interest SF Con in Montreal, so my friends and I decided to start one. It's been around as long as Arisia."

Since Eugene doesn't quite seem to know how to say no, he ended up chairing Con*Cept, and it proceeded to blossom into quite the event. Eugene even had the resulting debts to prove it. (And they run a kick-a** dance on the Saturday night of the convention, when their hotel doesn't shut things down at 2:00am because the bar is closing.)

So what does this guy tell me when I ask him to be Fan Guest of Honor?

"I'm not sure I'm qualified to be a Fan Guest of Honor."

(Dragging my jaw off the floor) "I'm sorry, Eugene. That's not the question on the table. I've already decided that you're qualified to be Fan Guest of Honor," I inform him. "You only get to say, 'Yes, I will be your Fan Guest of Honor,' or 'No, I'm sorry.'"

"Well, I suppose I can come. Does this mean I won't get to work Ops?"

Arisia 2002

Programming Descriptions

3-D Art

Art in the art show used to hang on the panels, but each year we have more entries of 3-D art. What are the most popular types of 3-D art? Does 3-D art sell?

A New You: Bioengineering Science and Ethics

Cloning humans, harvesting embryonic stem cells, and never losing a beloved pet. What is possible? What is right? Can any ethical system restrain a technology that may promise immortality?

All About Masquerades for Beginners

Everything the first time masquerader needs to know about competing for the first time. A discussion of the International Costumer's Guild class system. What the Emcee should know/do. What Tech does. You bring your questions, we bring our experts.

Alternative Lifestyles

What is it about fandom that it draws what the mainstream society considers alternative lifestyles? Is it true that within fandom an alternative lifestyle is someone who is straight, monogamous, and married?

Angel Alone

Of course he's not really alone, but

cut off from Buffy and Sunnydale, it's time for Angel to spread his wings. A discussion of the vampire with a soul, and a growing mythos that takes in everything from vengeance to karaoke.

Arts in the Future

Will we find new arts such as stardancing or has humanity found all the creative outlets already?

As You Know Bob... (Gaming)

As the GM sometimes you have to provide a large amount of information to the players. How do you work this information naturally into the play of the game while allowing players to stay in character?

As You Know Bob ... the use of info dumps in writing

What is the best way to get large amounts of information to the reader without boring them? How do you catch readers up when they are starting with the second or third book in a series? Is there an elegant way to info dump?

Beading on Fabric Workshop

Techniques for beginners including seed beads, bugle beads, and edge beading.

BellyBration: Love Your Body through Belly Dance

Express yourself, explore your physical creativity, and celebrate your wonderful body through Belly Dance. This workshop is specifically geared towards acknowledgment and acceptance of the beauty of our many sizes, ages and body types. Join us for BellyBration (celebration of the goddess-sized), free movement to exotic and enchanting music, instruction in American belly dance moves, and a chance to exchange information, resources, and ideas. Dress to move! Tie up your tee shirt, scoot your skirt down to your hips and get ready to liberate your beautiful mind and body! ALL ages, sizes, genders and shapes are encouraged to participate!

Beyond Monopoly: Family RPGs

Gaming in a group of adults and children can be a challenge. Can a game keep the attention of players of all ages?

Blatant Wish Fulfillment

What are the things that you've put in your own work that was blatant wish fulfillment for you?

Books into Movies

Is this a good idea? What books have made good movies, and which are an hour and a half of your life you will never get back? Do the movies spoil our imagined stories or enhance them?

Borrowed Worlds: Writing Fanfiction

Fanfic has been around since the days of Kirk-slash-Spock. Thanks to our friend the Internet, it's become more popular than ever. What's it all about, anyway? How do you get started writing fanfic, and how can you connect with others in your fandom-of-choice?

But is it Just Porn? Sex Scenes in SF

Do sexy SF books sell better? Or is it all for the sake of character development? When writers first started to include sex in SF stories many reacted with horror; have the barriers to including sex in SF completely melted away or is there still resistance?

Bringing Anime to Television

"The Simpsons" and other shows have demonstrated that adult audiences will watch well-written animated sitcoms. But attempts to move Anime beyond the Cartoon Network or kiddie timeslots haven't worked. What will it take to do a serious animated drama that will make mainstream audiences tune (or toon) in?

Buffy/Angel: Surviving the Split?

She never writes, she never calls. Coming back from the dead on a new network has put the Slayer and her great vampire love on separate tracks for good. Are they thriving or showing their age? Fans and fanatics weigh in.

The Business of Live Action RPGs

What does it take to put on a successful - both for entertainment and for profit - LARP? Is it possible to make a living from your hobby this way?

Cats, Dogs and Fire Lizards: Quirky Pet Stories

Writers, artists and fans of all flavors are owned by companion animals. Some of these creatures play a major part in stimulating our creativity and maintaining our sanity. Come hear and tell favorite anecdotes about our best friends.

Collaborations

How authors work together on new

or established worlds to create stories. How editors maintain continuity when multiple authors work in the same story universe.

Comics and Women

Akiko. Bone. Strangers in Paradise. There are great independent comics around that count women and girls in their audience at least equal to men. But does the mainstream have a clue how to reach these readers?

Copyright and Other Intellectual Property Issues

Are there legal risks in putting a fanfic on the Web? When do I need to use a copyright notice? Can I be sued for filking a hit song? Find out from people who know.

Creating Science Fiction Movies for the Internet

Technology is advancing so now we can make movies on the computer. Is this a good idea? Do SF themes adapt well to the Internet?

Cyberstalking and Internet Harassment

Cyberstalking, pedophiles and predatory marketers all exist. How big a threat are they? Is there any technology that can help? Are children more at risk on line or at the playground?

Dances for Katherine Kurtz's Deryni Universe

Learn about and how to do some of the earliest dances known in our world, which might also be danced by the characters in the Deryni novels. Easy, no experience necessary!

Defense of Marriage Act

Massachusetts is debating a ballot question that would amend the MA constitution to forbid recognition

of gay and lesbian marriages. Should homosexual couples be allowed to get married? What is marriage from a social, religious and legal point of view?

The Difference between NPCs and PCs

A what and a what? This panel will let you know what an NPC and PC is, and then discuss in what ways they should be played differently.

Didjeridu for Beginners

Use didjeridus to explore the ways music can connect physics and spirituality, math and magick. Introduces musical acoustics, and the basic didjeridu technique.d

Discovering Fandom

Are you new to SF conventions? Does it feel like coming home, or just a strange dream? Here you will meet people who get your jokes, share your interests and speak your language. Why are Earth Girls NOT Easy? Come hear about the interesting social psychology of fandom, and its dangers and opportunities.

Does Gender Exist?

Are there clear genders or is the concept an artificial one? As we enter the 21st century are the lines blurring?

Dr. Who

Who was your favorite Dr. Who? Why has the long scarf become such a trademark of the show when not all the Who's wore it? Come discuss this long lasting British comedy.

Effects of Society on Technology

Technological change is not inevitable. People and societies choose to accept technical change. What makes this seem inevitable in our society, and how could or should we be choosing the

technologies we live by?

Enterprise: Success or One Trek Too Many?

This time they've gone back in time for the whole series and not for just one story. Is it working? What does it do to the Trek timeline (and does it really matter)? Is the doctor going to be the first character shoved out the airlock? A midseason assessment.

Fan politics: Getting Out Alive

Sometimes we don't and we GAFIATe (Go Away For an Indefinite Amount of Time). What makes running cons difficult? Merely ego, territory, ideals and pet projects. Often, we are saved by our sense of humor. Courtesy helps. Keeping things in perspective makes all the difference. Come share your survival strategies and help others heal their wounds. You are not alone!

Fanzines and the Internet

The Internet has enabled fanzines to expand both in readers and writers. What positive and negative changes has the Internet brought to the Fanzine? Are we losing something when we abandon the paper approach?

Farscape- Why Does It Appeal (to Women)?

SciFi.com recently renewed its flagship series for two more seasons, noting that two-thirds of the viewers added since the premiere are women. What makes this show so appealing, particularly to female viewers? (It's the characters, my dear!)

Favorite Underappreciated Books and Writers

The market is crowded and people turn to the familiar. What are we missing?

Have you read Donald Kingsbury? Suzette Haden Elgin? Who do we pass over for the big names?

Finder

This is a remarkable comic. A complex story in a distinctive setting, it has been receiving rave reviews. Yet it is still relatively little known.

Come find out more.

Finding a Needle in the World Wide Haystack or Researching on the Internet

If it's out there, it's out there! That's likely true, but the librarians have not yet gotten control of the Web so how do you find anything? What are the best research methods for the Net?

Finding People to Game With

It is not easy getting a group together to game with. What are some good tips and tricks to achieve this?

Fragmentation of the Comics Industry through Imprinting

As comics separate into imprinting are readers focusing only on their favorites and leaving the rest behind? Is this hurting comics as a genre?

Freedom vs Safety

"Necessity is the plea for every infringement of human freedom." Pitt. After the terrorist attacks is it necessary to limit certain freedom to make our country safer, or is this against everything America stands for?

Future Faith

What happens to religion in a new millennium? Is there room for God in the future? If so, why do so many genre works depict a future without it or with it on the sidelines? Can

the genre of science and change coexist with faith?

Gaming in the World of Darkness

White Wolf's Storyteller system encourages deep, in-character role playing with mature themes. What should players know about folklore, myth or sociology to better enjoy the setting? Or is hack-n-slash fine?

Genre Movies as Medium for Morals

Everything I know I learned from *Godzilla*... Are SF/F movies junk food or can they be effective in delivering serious messages and making audiences think?

Genres - Ghettos or Protection?

Is readership limited by marketing? Is marketing limited by readership? How do we feel about mainstream authors working in the genre? How would we feel about SF being shelved with general fiction?

Gestalt of Group Costumes

Group costumes can be the most fun to make and experience. How to make them work from decision of what to create to planning the presentation.

Getting Inside a Character's Head- Especially One from a Different Time Period

How can we tell what our characters think? How do authors change their thinking and writing to accurately reflect another time period, gender, or species?

Goth Makeover

Come and learn how to do your make-up for the dance or just for partying. A fun time will be had by all.

History of the Penny

A perverse approach to history,

starting at the present to the English penny and back to the last of the large pennies. From there, it is a short hop to the first pennies of George III and beyond.

Historical Branch Points

If you were going to change history, what moment would you choose? Panelists present their choice of critical moments.

How Beginning Writers Can Break In

What are publishers looking for? What types of stories sell, how should they be formatted? What are the publishers and magazines are the most open to new writers?

How Hard Is It to Change History?

Would the past have to be radically different to make an impact on the future? Or is it merely a butterfly's wing that could change everything?

How large Should Arisia Get?

Arisia is currently at an attendance of about 2100. Should we keep growing with all the problems and advantages that come with a larger con, or are we happy with the current situation? What lessons can we learn from other cons that chose to grow or cap their attendance?

How Scientifically Accurate is SF?

Some authors work diligently to make sure that their science is accurate; others make it up as they go along. How accurate is SF? Does it matter if the science is made up or does it need to have biases in reality? Does inaccurate science take away from your enjoyment of the story?

How to Break into Small Press Publishing

So you want to be a publisher? Breaking in without losing everything, the joys and pitfalls of small press publishing.

How to Bid at an Art Show

So you found something bright and shiny (or dark and prickly) in the Art Show that you absolutely MUST have. Now what? You'll find out how the auction works and some basic strategies for winning when others want

How to Make a Character You Are Comfortable Playing in a LARP

Don't know exactly how to pull off a transvestite troll thief with a foot fetish? Then maybe that's not the character you should be playing. This panel will help you decide what types of characters you feel comfortable playing in various genres of LARPs.

How Terrorism Will Affect SF Books

September 11 changed our outlook of the world. What impact will this have on SF books? Will terrorism be portrayed more, or less often? Will we look to SF for escape from reality or to reassure us that there are solutions?

Humorous RPGs

"Acting is easy; comedy, that's hard." (!) This is even truer for gaming (unless the players are all talented comedians). How does comedy work best in RPGs?

Immortality in SF

In many books the characters will live forever. What is the draw of immortality? Is it just that humans are looking for the fountain of youth or is there a specific reason that immortality has a place in SF?

International Conventions

People who have been around North American fandom for a little while know there is a certain pattern to what one can expect at a North American con. Do these patterns change once you leave the mainland? What are the cultural nuances and implications?

Is a Roman Setting a Plausible One for Fantasies?

We have gladiator movies, why not Roman fantasy? Are all the necessary components present? How would the fantasy change if it were set in Roman times?

Killing Player Characters

Death, a major factor in real life, is dealt with differently when gaming. When PCs die, how should players and referees deal with it? What effect does resurrection have on a campaign?

Introduction to LARP-ing

Never heard of a LARP before? Have no idea how to get involved in one? This panel will help you get started.

Last and First Men: Where is Humanity Going and How Fast?

Where is humanity going and how fast? Is the end coming soon or do we have some breathing space? What are we looking at for in the evolution of the human species and how soon do we expect this to happen?

Libertarian SF

Many SF stories have a libertarian tone. Is there something special about SF that lends itself to libertarianism or is just the type of writers and readers?

Life of a Freelancer

How to sell yourself and your work. What are the tricks of the trade that will keep you writing so you

can quit your day job?

Life, the Uterus and Everything: Reproductive Issues in SF

As technology races into the processes of conception and birth, SF authors were often there first to explore the social and ethical issues. What are some of the challenges posed by genetic engineering, human cloning, and other technologies that daily become more like news and less like fiction?

Magic and SF

Does SF, as a genre needs magic? Or is magic better used in fantasy books? Where do SF and magic meet and how do they impact each other?

Marvel Comics as a Company During a Major Turnaround

What has Marvel Comics left behind and where are they going? What is the outcome of this turnaround?

Media Tie-in Writing

What are the best media tie ins? How do you write books based on movies, or TV keeping the original flavor but expanding the characters?

Medieval History

Readers and writers are drawn to this time period. Come discuss the real history and the romantic notions that we have imposed on the time period.

Mechanics of Writing Alternative History

What makes writing alternative history different from standard science fiction or fantasy? The conventions of alternate history and the mechanics of building an alternate history that works are open for discussion.

Morris Dancing for All Ages

Come learn how to dance some of the fun and energetic dances and imagine it's May Day.

Movies: Year in Review (our continuing discussion)

A fast paced review of the year in SF/F film. Panelists will have seen much of what was out in 2001, with time for everyone to put in their two cents by the end. In a year dominated by anticipation for Harry Potter and "Lord of the Rings," was there anything worth seeing?

Mystery and SF

The mystery SF crossover continues to be extremely popular. Are mysteries in space saying something new or is it the same old mystery in a novel setting?

Myths and SF

How have traditional myths shaped speculative fiction? What myths are so important to us that they continue to shape our art?

NERO

Always what to beat up your friends and neighbors with plumbing supplies while wearing a chain mail suit? Come try it out and meet a bunch of odd balls who do exactly that on a regular basis at this Demo from the folks at NERO Mass/Ravenholt, the founding chapter of one of the country's longest running Live Action Role Playing Games.

Next Wave Computers: Quantum, Nano, Tiny, Everywhere

The desktop PC is not so much obsolete as it is about to be subsumed in a swarm of smart devices, qubits, molecular bonds and organic bodies. What will that world look like?

Odyssey Writing Workshop Presentation

Director Jeanne Cavelos describes the working of Odyssey, an intensive six-week workshop for F/SF/H writers held each summer at Southern New Hampshire University. Guest lecturers have included Harlan Ellison, Jane Yolen, Ben Bova, Terry Brooks and Dan Simmons. In its six years of operation, Odyssey has gained a reputation as one of the best workshops in the country for speculative fiction writers.

Oiling the Wheel: General Poetry Workshop

Feeling stuck? Looking for some feedback? This workshop will focus on freeing up writer's block and polishing pieces that are near completion. No need to presubmit for review. Multiple copies preferred but not necessary.

OK, I Got a Costume, What Do I Do Now?

How to present your costume. Walking, turning, music, just what to do to make it look good.

Old TV Shows

What are the classic TV shows that every SF fan ought to know? With home video, DVDs, and the SciFi Channel - among other sources - is there any reason for fans to remain ignorant of their TV heritage. After classic "Trek" and "The Twilight Zone" what ELSE ought you to see?

On Line Communities

What is different and the same about communities on line and more traditional ones? When did on line communities begin? What qualifies as a community?

On Line Games

From MUDs to Massive Multiplayers, lots of people all over the world use the Internet to game together. How does this compare to other role-playing experiences, like LARPs or play-by-mail?

Outliving the Future: What Does SF Mean in 2002

Has reality become so grim and forbidding that writers cannot see past the next decade? When technology is so advanced that anything seems possible, how can we be delighted? Does the ending of "AI" give us a sense of dread that it really has given away THE ending? If SF is about imagination, what can we hope for? Where can we go from here?

Plague and Armageddon

The Brain Plague, Doomsday Book, On the Beach... Why do so many SF books focus on illness and the end of the world? What are your favorite books on these topics and is the medical/social response credible?

Playing Your Song and Singing Your Game

As all who play them know, role-playing games take enormous amounts of time and use an amount of creativity comparable to writing a series of novels. Yet when the game is done we are left with no finished piece, and only a small group of people to remember it. This panel will explore the potential for RPGs as a source of material for song and verse.

Police in RPGs

Law enforcement often plays a part (from ally to adversary) in RPGs. How realistic should your campaign's police be? What do you need to know about "due process"

for a more enjoyable game?

Polyamory- Advanced

Past the concepts, how do polyamorous people handle communication, scheduling, jealousy, coming out and dealing with the monogamous world?

Predicting the Future - How Do We Extrapolate Realistically?

How can we write accurate near futures? What clues can we pull from here and now to write about the future? Do authors have the best chance of predicting the future? What happens when we get it all wrong?

Prolonged Adolescence in SF

Why are so many characters in SF/F teenagers and how do they manage to stay teens for entire series? Is there something magical or important about adolescence that draws authors to it? What things can you have a teen do that don't make sense at another age?

Real World Criminal Justice

How does the criminal justice system work in real life and how does it differ from the media?

Religion in SF

How is portrayed? How is this concept changing? Does SF need religion? What are the different ways that religion is used in the genre? In the Narnia series the Christian religion was the backdrop of the plot, in other books a new religion is developed. What needs does this fill?

Rewriting Fairy Tales

Archetypal themes emerge again and again in fantasy. Why are we so drawn to these stories, and how do some people succeed in writing beyond the cliches while other

efforts just collapse?

Romance in SF

Romance is often found in SF, does the romance dilute the SF or strengthen it? How important is romance in SF? Is there a difference between romance in SF and SF in Romance?

Running Small Cons

Some of the most interesting cons are smaller. How do you run such a thing? Even better, where do you start? For the intrepid souls interested in running a small con, this is for you.

Selling Your Work

What are the tricks and the pitfalls for trying to make money from your creative side? Does artwork sell? What kind of art sells best?

Serotonin and Her Friends: How Brain Chemistry Creates Personality

Learn about the brain's five major neurotransmitters, their pragmatic roles in cognition and how they map fundamental personality traits. Which exiting personality system pretty much gets it right, and why does it get no respect. A greatly expanded presentation.

Smallville: The Dark Side of Superboy?

What do you think about this new show? Will it live up to the hype or sink into the morass of bad SF shows?

SF and Ethics

Why are there few books about moral evolution? Why do the characters in far future cultures act just like us? Do we have a clear enough sense of our own ethics to project what a more "advanced" species might consider ethical?

Must moral or spiritual progress go with scientific and technical development? Or how can we avoid self-destruction?

SF and SM

Why is SM a part of SF? Is it because SF attempts to go further than other genres or is it just because the readers are more liberal? Does the use of SM in SF limit those who are interested in reading SF or does it expand the readers?

Sculpting Demo

A demonstration of polymer clay sculpting.

State of Publishing

We keep hearing that the state of SF publishing is bad. IS it? Is it timed to change genres or is that overreacting? What are publishers looking for and what books are getting published?

Staying a Gamer

Gaming is fun, but as life intrudes, it gets more difficult to find the time. How do gamers deal with scheduling issues?

The Stuff in Between – Books That Mix SF and Fantasy

The dragons of Pern turned out to be bioengineered. After how many books that we took as top-flight fantasy? “The Awakeners” were revealed as a desperate species. “Infinity Concerto” inhabited the sharp edge between fantasy and horror. Is it important that we maintain boundaries between genres? Or is that only for the convenience of publishers’ marketing and distribution channels? Do readers really care if the story is great?

Time Travel: from H.G. Wells to Rotating Black Holes

Relativity does not exactly forbid time travel; it just makes it very, very hard. Can we do it? Would we? Or is it just a cute literary gimmick?

Tools for the Costumer

What are the necessary tools? What are the nice to have and the costumer’s dream list?

Traditional Poetic Forms

Often a treatment of classical, mythical, or fantasy elements will be strengthened by the use of the literary forms that were popular in the time period that the piece tries to emulate. This session will cover several of the popular verse forms from different times in history.

Two Handed Sword and Rapier Demonstration (Higgins Armory)

The Higgins Armory Historical Combat group recreated the martial arts of the Middle Ages and the Renaissance based on original combat manuals of the period, focusing on the “hand and a half sword” and the rapier.

Villains

From Rotwang (“Metropolis”) to Dr. Evil (“Austin Powers”) it’s the villains who can help make SF media memorable. The panel coolly explores the great bad guys and why they made their mark. As Khan (“Star Trek”) said, “Revenge is a dish best served cold.”

Watching and Creating SF Movies on the Internet

Learn where to go on the net to watch SF films. Also learn what kind of equipment you need to build a home movie studio and get your own SF films on line.

Weight Lifting with Words: Poetry Writing (no specific poetic

form)

Looking to flex some muscle or tone your terminology? Want to see what others do to keep in shape? Come share some inspiration and perspiration.

What Makes an Interesting Plot?

What makes some plots memorable when hundreds of others are forgotten? Are there some common traits that our favorite stories have?

What Would People Like to See in a Boston WorldCon?

So the smoke has cleared and WorldCon will be in Boston for 2004. What do you want to see? Who would you like to see? What cool things can Boston offer?

Where Has All the One Shot Fiction Gone?

Why are most of the current SF books series? Is this the preference of the author, publisher or audience? Is it worth picking the second or third book up if you haven't read the others? Is the quality of the writing consistent over the series? Is there a limit to how many books should be in a series or is it okay as long as they are interesting?

When Good LARPs (and LARP-ers) Go Bad and How You Can Do Something About It.

Everything in your LARP is running smoothly, and then one player starts bringing down your entire game. How do you handle it with as little pain and anger as possible? This panel will give you some tips on how to do just that.

Where Will Gay Culture Go in the Future?

Over the last few decades, gay culture has been defined by the

closet, then the fight for civil rights, and finally the battle against AIDS. What will be the defining elements of "gay culture" in the future? Will it become part of the mainstream or will there always be some unique elements?

Which Is Better to Write: Near Future or Far Future?

The near future may be more marketable in the short term, but it can also go stale quicker. The far future may be more flexible to write about, but how can we really relate to it?

Why Did Harry Potter Win the Hugo?

Harry Potter is a plausible boy finding his way in an implausible world. Who among us does not identify with his existential dilemma? When truly heroic protagonists are few and far between, a child shall lead the way. And besides, Harry's books are fun. If you are not yet a fan, come hear why some diehard SF readers are.

Why Are So Many Strong Female Roles on TV in SF/F Shows?

Does suspending the laws of nature or science give writers leave to throw out gender stereotypes as well? Where once women in SF screamed and awaited rescue, now they're doing the rescuing themselves. *Have* we come a long way?

Why Can't Hollywood Make Good SF Films?

The perennial debate continues. Why is written SF a literature of ideas while cinematic SF is a collection of special effects? Must it be this way? Are there exceptions that show other possibilities?

Why is Fantasy Stuck on Medieval - Renaissance Setting?

Does fantasy only work in these settings? What are the elements in these settings that make them particularly suited for fantasy? Are there other settings that would work better or just as well? Is it just that fantasy doesn't work in a democracy?

Women in Combat

David Weber writes about Honor Harrington. Mike Moscoe marches women warriors off to war in the distant past and far future. Elizabeth Moon weaves intricate political and social relations into military maneuvers conducted by female officers and marines. With or without battle armor, women hold their own. How does SF stack up against reality?

Women and Gaming

Is gaming still a man's world? This panel will discuss how (and if) games should be geared more towards women players, or if women should gear themselves more towards gaming.

Women in the Gaming Industry

Clearly the gaming industry (at least at Arisia) is no longer an all boys club, but are there different styles of games that women create? What unique talents do women bring to this industry?

Writer workshops: How to Run Them and Are They for You?

How do you run a good workshop for writing? What are the necessary components? Do you even want to run one and what are the benefits?

Writing Action Scenes

How to write a realistic sword-fighting scene or other high drama scene.

Writing Characters with Mental Illness

What can characters with a mental illness bring to a story? How do you write a believable character with a real mental illness? Where do writers go wrong?

Writing in more than one genre

Do you write in 2 or more genres? Do you act/write /talk differently depending on which you're working in? Are you a different "person" when you write SF vs Romance?

Fast Track

(Children's Programming)

Arts and Crafts

We have bits, beads, and baubles. We have papers, pens, markers and glue. Bring your imagination and take away a masterpiece.

Belly Dancing

A basic class in belly dancing techniques for children.

Costuming for Kids

The title says it all! Come make a costume for yourself or others. Big Kids welcome too.

Decorating Scarves

Decorate your own scarf for juggling, belly dancing or for...

Dreamcatchers and Stories

Make your own dream catchers and stories to go with them.

Fuzzy Heroes

A role playing game with stuffed animals designed especially for children. Bring your own stuffed animal or use one of ours.

Juggling

Always wonder how those performers kept all those balls in the air? This is your chance to learn.

Morris Dancing for All Ages

Come learn how to dance some of the fun and energetic dances and imagine it's May Day.

Riddles in the Dark

Are you scared in the dark? Come listen to the spooky and silly stories of Wombat.

Singalong

Come sing your favorites with Gunter and learn some new songs.

Smellovision

What is it? What does it smell like? Come find out!

Storytelling Games

Calling children 5, 15, 55, or 105. We will play with our voices, our imagination and each other. Games you can take home and play with your friends.

Writing Workshop

We've got pictures of monsters - need junior writers to supply their stories. Don't leave these poor guys without adventurous lives. If you are 6-13 just bring your imagination and we'll work our own magic.



Film Program

The Dish (1 hr. 41 min.)

This Australian movie tells the story of the first moon landing from the viewpoint of the crew at one of the tracking stations in the Australian outback. Written by Cliff Buxton, who was there, this film takes a humorous look at American and Australian culture both, while presenting a bit of history that isn't often seen. In Australian with English subtitles.

Tampopo (1 hr. 54 min.)

This is a movie about noodles, a movie about sex, a movie about gangsters and fast food. David Christhilf says, "It's like what would happen if insane Japanese chefs made Brazil." Andrew Mossberg says, "Food is the theme throughout this movie and it includes novel use of food as an erotic toy." Mere words cannot describe it. Bring your own sushi.

Repo Man (1 hr. 32 min.)

Most men spend their lives getting out of trouble. Repo Man spends his getting into it. There isn't much that can be said about this movie without giving something away, except to say that repossessing a car

from aliens is probably a bad idea. It's got Emilio Estevez in it. What more do you need? If you have never seen this movie, you must come and see it. If you have already seen this movie, you know you need to see it again.

Creator (1 hr. 47 min.)

Peter O'Toole plays Dr. Harry Wolper in this romantic campus comedy. Except that one of the parties in one of the romances is dead, so modern cloning technology must come to the rescue. But in addition to being a fine comedy, a fine romance, and a fine SF film, it's worth watching because many of the cast members later appeared in various episodes of Star Trek, including Madsen, Stiers, Tigar, and the late Ian Wolfe who played Mr. Atoz.

The Hunchback of Notre Dame (2 hr. 13 min.)

Lon Chaney's finest film, this 1923 classic based on the Victor Hugo novel is still scary today. Live organ accompaniment is provided with this silent film. The plot is more twisted than an opera, more twisted than Quasimodo himself, and I won't give away any of it except to say that it holds up brilliantly today.

Planet of the Apes 1968 (1 hr. 52 min.)

The original Planet of the Apes film was stylized and abstract and a brilliant bit of social commentary, with Roddy McDowall and Charlton Heston. It was unique and spawned many imitations.

Planet of the Apes 2001 (1 hr. 59 min.)

The new Planet of the Apes film is much more true to the original Pierre Boulle novel, but while it gains believability and plot detail over the 1968 film, it loses much of the style that made the original interesting. It is a good film by itself, but for totally different reasons. If you don't believe this, watch it to see Kris Kristofferson trying to act anyway.

Shrek (1 hr. 30 min.)

Shrek has been called the greatest fairy story ever told. Whether it lives up to this billing I can't say, but you've seen all the trailers already.

Program Participants

Dan Abraham lives and runs in the Boston area with his wife, Vivian. He assists in moderating BOSTONGAMERS, a group of over 300 local gamers at groups.yahoo.com/group/bostongamers. Last year, he barely lost an epic Iron Chief battle against his wife, 304 to 308.

Anita Allen is a small press writer and editor (Mythic Delirium and Dreams of Decadence, DNA Publications). She is also a craftsman level costume designer who has occasionally helped local stage companies. In her spare time she's known to cook for medieval re-enactments and do varying forms of artwork. Professionally she is a Horticulturist with the Roanoke Country Club.

Mike Allen's first poetry collection, *defacing the Moon*, made the preliminary ballot for the 2001 Bram Stoker Award. He's editor of the poetry journal *Mythic Delirium*. He's had short stories in *Altair*, *Flesh and Blood* and *The Bible of Hell*. He recently edited *The Lexicographer's Love Song*, the first poetry collection by A.I. *Artificial*

Intelligence screenwriter Ian Watson.

Michael Anderson is a union-side labor lawyer. He specializes in First Amendment defense of anti-corporate speech. He is a veteran of the San Francisco Spoken Word Scene. He thinks that there's no such thing as free speech if you don't use it.

Lisa Ashton is a Physician Assistant in Emergency Medicine. She is known as a SF costumer and was one of the creators of last year's "The Standing Stone". In her spare time she has two teenagers - Tommy and Celia, likes to bead, quilt, hunt deer, and go whitewater rafting.

John Bacon has been involved in more LARPS and RPG's than he can remember since the 1980s. One of the original designers of the NERO rules, John is currently enjoying fatherhood and family life with his wife, Mary, and son, Kyle.

Holly Black is the author of *Tithe: A Modern Faerie Tale*, a young adult suburban faerie fantasy novel scheduled for release in fall 2002

from Simon and Schuster. She also has a series of books for younger readers scheduled for release in 2003. Her specialty is bringing folklore into the present and infusing it with the filth and grit of the modern day. Her work has been called edgy and controversial.

John Black is the movie reviewer for *Boston Metro*, as well as a freelance writer for several publications. Relatively new to the world of Science Fiction, he is quickly becoming a devoted fan. Any suggestions you can give him on writers to read or artists to follow are greatly appreciated.

James Blanchette is manager of the undisputed 14th largest comic/coffee shop in the world. Blah, Blah, Blah. Former professional film critic. Yadda, Yadda, Yadda. Still incapable of writing these damnable mini-bios.

John Bowker, a long time SF fan and a passionate cook and eater, writes fiction and creative non-fiction about food, technology, and the magic in the modern landscape for an audience of "several hundred" readers online. Subscriptions to his mailing list are available at Creation-request@apocalypse.org

Sherry Briggs has been a member or Hal's Pals since 1982, has seen her work published in *Analog* and *The Physics Teacher*, and is active in numismatics, viewing coins as a tangible piece of history. She also keeps busy working at Boston Latin, and lives in Needham with her husband, her daughter and of course three cats.

Charlene Brusso is a former physicist and scientific

programmer, now a full time writer of science fiction, book reviews, articles on science and gaming, and sundry literary projects. Her short stories have been recommended for Nebula Awards.

Kristin Burger is particularly scattered this year and is lucky that she remembers her name. She's been recently introduced to Dr. Who, bringing her club memberships up to seven including Fort Weyr, Northern Lights, MassFen, Haven Weyr, Friends of Lulu, and the Knights of the White Guardian.

Michael A. Burstein is an award winning author and the Science Coordinator for Rashi School. He maintains a webpage at www.mabfan.com. He lives in Brookline with his wife, Nomi.

Nomi Burstein is a technical writer and freelance editor. She is the wife of Michael A. Burstein. She lives in Brookline, MA where she and her husband collaborate on their bios. Nomi's webpage is at www.nomiburstein.com.

Stephanie Carrigg - Regan is newly married (9/01) and competes at the master level. Her interests include beads, of which she has too many, historical and Fantasy costumes.

Elizabeth Carey has been reading SF and fantasy since her father got her hooked on the stuff when she was about 2. Her fannish career has included running programming for Boskone and Readercon, and she is currently a member of the Noreascon 4 committee.

Mary Catelli is a short story writer of fantasy and science fiction whose

work has appeared in Swords and Sorceress anthology and various magazines. She works as a computer programmer.

Jeanne Cavelos has gone from NASA astrophysicist to senior editor at Bantam Doubleday Dell, to author. She's written the best selling Babylon 5 trilogy The Passing of the Techno-Mages, The Science of Star Wars, and The Science of the X-Files. Jeanne serves as the director of Odyssey, a six-week workshop for F/SF/H writers held at Southern New Hampshire University. www.sff.net/people/jcavelos

Ian Clark's first book, entitled *Prophecy of Shadows*, was just released. It is book one of a two part dark fantasy series. He works as a sports writer and lives in Southern New Hampshire. His website is home.att.net/~imclark/index.html and he can be reached at imclark@att.net.

Stephanie Clarkson is a wanderer, of sorts, who has in the last 10 years lived in Waterloo and Toronto (in Ontario), DC, Boston, Raleigh and now Atlanta. She's moving back to Toronto. Her cats are not thrilled about the moving, and friends who haven't seen her in a while greet her with 'where do you live now?'

Byron Connell, a long time SF fan, is a historian by training. He likes to help at masquerades and usually helps run the Arisia Masquerade. He is a member of the Sick Pups, the New Jersey-New York Costumers Guild. He likes hard SF, alternate history, alternate worlds and fantasy.

Tina Connell has been an avid SF/F reader since early youth, but

didn't attend her first con till after age 30. She and her husband are currently being squeezed out of their house by their ever expanding SF collection. She occasionally costumes, but is usually found backstage at the Masquerade running the repair table, helping contestants keep their costumes intact long enough to make it across the stage.

Jerome C. Conner, by day is god's gift to copier. By night he's the founder of two SF book clubs. He spends his weekends pursuing other fannish interests, reading, watching movies, and collecting comics or playing D&D. He is also the former Captain of a Star Trek club.

Susan Hanniford Crowley, a member of SFWA, a published poet and non-fiction author, is best known for her fantasy short stories that have appeared in anthologies edited by Marion Zimmer Bradley: "Ladyknight" in Spells of Wonder, "Piper" in Sword & Sorceress IX, "Cecropia" in Sword & Sorceress XV, and "Heartleaf" in MZBFM F11 '91.

Laurel Cunningham-Hill is a Master Costumer with credits in film and theatre. She specializes in theatre and special effects make up and working with unusual materials in costuming. Her most recognized costumes are the Gargoyle and Nightmare. Her greatest fans are husband, Richard, and son Zachary who are also costumers.

Charlene Taylor D'Alessio has been painting and exhibiting in the Fantasy and Science Fiction field and exhibiting at convention art shows for 30 years. As a full time freelance professional illustrator she does portraits and SF/F

commissioned pieces, private art instruction, and is a children's book illustrator. Ask her about her teddy bear collection that spans 50 years!

Dennis Danvers is the author of six SF novels: *Wilderness*, *Time and Time Again*, *Circuit of Heaven*, *End of Days*, *The Fourth World*, and *The Watch*. He holds a Ph.D. in literature and an MFA in fiction. He teaches literature and creative writing at Virginia Commonwealth University in Richmond, Virginia.

Solomon Davidoff holds a Ph.D. in American Culture Studies and has researched filking, Narnia, comic strips, and fringe culture. To ensure a smooth entry into the Boston fan community he got engaged to Elka Tovah Menkes, last year's conchair, last Arisia and then he moved to Boston.

Keith R.A. DeCandido knows all and sees all. He has written and edited many, many, many books. Go to his website DeCandido.net. Ask him about Imaginings.

Susan de Guardiola is a compulsive reader and fan. In 20 years in fandom she has worked on numerous conventions, and has been a costumer, dealer, filker, and panelist. Her current obsession is researching and reconstructing historic dance.

Seth Deitch lives and writes in Cambridge, MA. His work has appeared in *The Mondo 2000*, *Three Twisted Tales*, *Buzz* and he has published himself and others in "GaStupid" Magazine.

Paul DiGennaro is a NYS law enforcement officer who just happens to co-own a production

company- SEER Productions, specializing in *White Wolf's World* of darkness- with his slightly psychotic wife. He likes to escape reality as much as possible by RP'ing quite often.

Debra Doyle was born in Florida and educated in Florida, Texas, Arkansas, and (eventually) Philadelphia where she earned a degree in English from the University of Pennsylvania. She married James McDonald and spent 10 years as a Navy wife before moving with him to New Hampshire, where they write SF and Fantasy for children, teenagers and adults.

Jill Eastlake has been a SF fan for over 30 years. Besides reading and watching the stuff, she has helped run many regional and world conventions and she is a quilt artist as well as a costumer.

Tom Easton is a long time SF writer who has been the *Analog* book columnist for over 20 years. He is also a theoretical biologist and Professor of Science at Thomas College in Waterville, ME.

Jeanie Faries is a master costumer and lighting designer, most recently winning best in class for her workmanship at MilPhil, as well as a presentation award. To keep herself in fabric and beads she works as the head-marketing weasel for a technology testing company.

Harold Feld is a long time filker, fan and lawyer specializing in telecom, intellectual property, cyberlaw and the First Amendment.

Terry Franklin writes science fact and science fiction (of the "hard" variety). He is also a Libertarian

political activist from Western Mass.

Nancy C. Frey has done costuming for Diane Purdy's Children's Theater Workshop of Quincy, MA for many years. She enjoys creating costuming, and also acting in plays. (NO singing or dancing please!) She also enjoys other aspects of the theater. Halloween is her favorite holiday and she is a regular performer at Castle Blood in Beallsville, PA.

Gaylean Froese is an independent recording artist from Edmonton, Canada, who draws inspiration from TV, books, comics, RPGs, and her own twisted imagination.

Ken Gale has produced and hosts a talk show on WBAI-FM in New York on comics-nuffsaid.net. He is editor and co-publisher of *Dangerous Times* and *New Frontiers* for Evolution Comics, comics for intelligent fans. He wrote "Miranda" an X-rated comic strip for Puritan, math textbooks for Holt-Rinehart and for Warren, DC Comics, Defiant, and various newspapers. By the way "Reanimator" fans, he also is the nephew of actor David Gale.

Dr. Charles E. Gannon is a professor of American Literature at St. Bonaventure U. Past publications range from novellas in Baen's *War World* series to mainstream poetry and documentaries for the UN. Major upcoming book *Rumors of War and Infernal Machines: Techno Military Agenda Setting in American and British SF* (Liverpool U. Press) was written while a Fulbright fellow in the UK.

Deb Geisler teaches

communication, journalism, Internet, and law courses at Suffolk University in Boston. She is the chairperson of Noreascon 4, the 62nd Worldcon, scheduled for September 2-6, 2004 in Boston. She doesn't collect anything interesting.

Scott C. Green is active as a poet in the SF/F/H genres and is the current president of Science Fiction Poetry Association. He writes market columns for the web page of the National Writers Union, UAW #1981 and for STAR*LINE the newsletter of the Science Fiction Poetry Association.

Bob Greenberger serves as Marvel Comics' Director and Publisher of Operations bringing order to the chaos of producing over 50 titles a month. He also writes on the side mostly in the ST Universe. He lives in CT with wife Deb, and kids Kate and Robbie.

Hal Haag is a con-running fan from the Baltimore area that is known for being the "strange card game player". He can usually be found in or near the art show or the all night gaming area teaching the finer points of FLUXX or social class or whatever strange game he is into at the moment. Ask him for the truth behind the '95 and '98 NASFIC bid.

Buzz Harris is a long time fan and member of the Arisia concomm. In real life he is a progressive gay activist and the Regional Development Director at Gay and Lesbian Advocates and Defenders (GLAD). He also serves on the board of directors of the Bisexual Resource Center in Boston.

Jeff Hecht is a free-lance science

and technology writer and correspondent for *New Scientist* magazine and *Laser Focus World*. His short fiction has appeared in *Analog*, *Asimov's*, *Interzone*, *Odyssey*, *Twilight Zone* and the anthology *Great American Ghost Stories*. His recent books include *Understanding Fiber Optics* from Prentice Hall and the *City of Light: The Story of Fiber Optics*, from Oxford University Press. His web site is www.sff.net/people/jeff.hecht.

Karl Heinemann has long standing interests in the fields of polyamory and strategic role playing games. He has participated in many polyamory presentations over the past 5 years and is living in a successful open marriage. His interest in games has led him to work professionally as a simulation and modeling engineer.

Rick Heller (www.neurosf.com) has published stories in *Fantasy and Science Fiction* and completed a novel about genetic engineering of intelligence. As a computer programmer, he is currently at work making the historical archive of the *Times* of London available on the Internet.

The **Higgins Armory Historic Combat Group** recreates the martial arts of the Middle Ages and Renaissance based on original combat manuals of the period focusing on the "hand-and-a-half" sword and the rapier.

Heidi Hooper has a Master's degree in Metal Smithing and a Bachelors in sculpture. Her art as well as her costuming has won many awards. She is also one of the founders of the NERO LARP and is the vice-president of the NERO alliance.

Her web page is www.heidihooper.com.

Mike Horne is a former Triumvir of the Boston Japanimation Society. He is a has-been game writer, ex-columnist for *Future Imperfect Magazine* and is currently (still) a janitor/manager at the Complete Strategist (a local game shop). He is a featured reviewer at www.animejump.com and dislikes referring to himself in the third person only slightly less than not being listed in the program.

Wil Howitt is a doctor of computer science, electrical engineering, physical acoustics and psychoacoustics. He also spends lots of time drumming, dancing, and playing didjerido and other rhythmic instruments, and singing, survivalism, BDSM, and poetry optional.

Walter Hunt is a professional technical writer with a background in software development. He has a degree in European History from Boudoin College and has wide interests in history, gaming and languages. Married 20 years to his best friend, he has one daughter, Aline, and one published novel so far, *The Dark Wing*, Tor 2001.

Sandra Hutchinson is currently working as a proofreader supervisor for a large textbook publisher, before that she was a SF bookseller at Borders, and a police administrator. She's published in the small press and elsewhere, and wrote numerous articles for the *Official Star Trek Fact Files*. She also is a sister in the Ecumenical Franciscan Community.

Alex Irvine's first novel, *A Scattering of Jades*, will appear in

July from Tor. He has published short fiction in *F&SF*, *Starlight 3*, *Hitcock's*, and *Lady Churchill's Rosebud Wristlet*. Last summer he was part of the writing team that created the AI online intensive mystery game.

Elaine Isaak writes fantasy fiction and mainstream poetry and is the co-founder of the Poets Unbound Workshop. She owns Curious Characters a soft sculpture business, as well as creating metal sculptures, and wearable art. She has won awards for costuming, fiction, poetry, wearable art and wolf howling.

Michael M. Jones is a writer, editor and reviewer. He wears many hats for many different groups, including acting as Contributing Editor for *Absolute Magnitude*, a DNA Publication, and Managing Editor for *Green Man Review*, an online Fantasy Review community. When not busy at his keyboard, he's usually buried in a Book.

Sam Jones is a single white male seeking anything that moves. Enjoys candlelit dinners, comic books, custom action figures, and long walks on the beach, working at supposedly the 14th largest comic store in the country, chick films, and Rocky Horror. Contact at buckmiaster@penguin-x.com Ask him about his traumatic childhood.

Muriel W. Kanter graduated from a classical high school, but her undergraduate and graduate education has been in chemistry. Her work experience has been in science and allied health education, and in clinical laboratories. She is also interested in the interface between science and religion.

Aline Boucher Kaplan, a high-tech lifer, is currently Director of Corporate Communications for Net Scout Systems. She has written four SF/F novels including; *Khyren* (1988), *World Sprites* (1992) *Master of the Wind* and *Crossing the Line* (unpublished). Aline lives in Sudbury, MA, with her husband, Seth, and cats Spooky and Mystique.

Herb Kauderer, a retired Teamster, is currently an English Professor. He is the author of 20+ small press short stories. 700+ poems(3 nominated for Rhysling) and 4 poetry chapbooks, one of which was reviewed in *Asimov's*. A fifth chapbook, primarily SF&F, is due in March.

Alexx Kay is a professional computer game designer, long time comic book fan, and is active in the SCA in the Storytellers Guild of Carolingia, as Baronial Historian/ Librarian.

Beth Kelly is an avid SCAdian, Hindu mythology lover and general geek. She also loves music and is a sucker for magical music or beautiful Indian women. Ask her about classic Indian or Middle Eastern Dance and she will talk your ear off. By day she is a software geek in a digital security company.

Terry Kepner is the author of several computer books, the former publisher of 3 computer magazines, and has assisted in the launch of several small press SF magazines as well as DNA Publications' *Absolute Magnitude*. He has also published several SF short stories and self published the reference book "Proximity Zero, A Writer's Guide to All the Stars 25 Light-years of the

Earth".

Daniel M. Kimmel is a past president of the Boston Society of Film Critics and writes for the Worcester Telegraph and Gazette. He writes the film column for *Artemis* magazine and teaches at Suffolk University.

Kurt Lancaster is the creator of the video streaming web narrative, *LettersfromtheOnion.com* and the co-author of *Building a Home Movie Studio*, and *Getting Your Films Online* (Billboard Books, 2001). He is also the author of *Interacting with Babylon 5: Fan Performances in a Media Universe* (University of Texas Press, 2000)

Eleanor Lang has spent the last decade working in F&SF, comics, and games primarily in a public relations and marketing capacity. She lives in NYC with her sweetie, Greg Costikyan.

Toni Lay is a member of the International Costumers Guild and past president of the New Jersey-New York Costumers Guild AKA the Sick Pups. She is a member of the Society for Creative Anachronism. Toni is primarily a costumer, but her fannish likes include alternate history, Star Trek and British comedies.

Steve Lazarowitz is best known for his short stories and online fantasy serials. His anthology *A Creative Edge: Tales of Speculation* won the 2000 Dream Realm Award for best anthology and was an Eppie finalist.

Joseph Lazzaro is the director for Adaptive Technology Program at Mass Commission for the Blind. He is a freelance fact/fiction writer

and associate editor with *Absolute Magnitude* magazine. His Website is: www.joelazzaro.com.

Paul Levinson's *The Silk Code* won the 200 Locus Award for the Best First Novel. His eight nonfiction books, including *The Soft Edge* (1997) and *Digital McLuhan* (1999), have been the subject of major articles in *The New York Times*, *Newsweek*, and *WIRED*. He is a professor of Communication & Media Studies at Fordham University in New York City, Director of its Graduate Program in Communications, and President of the Science Fiction and Fantasy Writers of America.

Suford Lewis is a student of myth, the oral epic, and literature. Suford is a long time fan active in con running, NESFA press and costuming. She has been a Fanzine artist, a videotape editor, a performer in fannish musical plays and also runs art shows. She lives in Natick with 3 or 4 cats, an ex-Worldcon chair and an Anime fan. She works as a software engineer.

Sharrian Lewitt is the author of 15 books, mainly science fiction. Her latest is *Rebel Sutra*. She lives in a mixed avian-human flock in MA. If you don't already know about her personal life you probably don't want to know.

Gordon Linzner is editor/publisher of "Space and Time Magazine", author of three novels and dozens of short stories featured in *Twilight Zone Magazine*, and *F&SF*, as well as many others. He is a native New Yorker, licensed tour guide, and urban historical storyteller (known to scare small

children in Bronx woodlands). His most recent publication "Author, Author" is in the HWA anthology *The Museum of Horrors*.

Richard Lyons is a semi-retired mad scientist. With Andy Offutt, he wrote *Demon in the Mirror*, *Eyes of Sarsis*, *Web of the Spider* and *Rails across the Galaxy*. On his own he has done a lot of short fiction for *Analog* and other magazines.

Scott Macmillian is a hyphenate - writer-director-producer-army officer-cop-and herald of arms. Husband of Katherine Kurtz, he is often found napping in the library at Holybrooke Hall with his dog, Oswald.

Peter Maranci is the author and publisher of Pete's RuneQuest Page!, one of the oldest and more popular RPG web sites around. Founder of the Interregnum RPG APA, long time Arisia programming participant and involved with several award winning amateur SF videos. Sold a Dunsanian fantasy story several years ago, still waiting hopefully by the mailbox for the check.

Lynn Maroon got into writing because she thought it was a great way to little work and earn lots of money. She made her first professional sale to DC Comics. The following Science Fiction and Fantasy Sales showed her that there was lots of work and little money. Now having produced twin boys in 1999, writing in a small room (all by herself!) is ever so more appealing.

Elizabeth "Archangel Beth" McCoy is Nomine Line Editor, co-author of GURPS IOU and GURPS. In *Nomine*, author of

stories in *Paw Prints*; mother of the Princess of Cute (age 2). Alignment Chaotically Frazzled.

Terry McGarry is a freelance copy editor and Irish musician from NYC. Her short fiction has appeared in three dozen magazines and anthologies, and her genre poetry is collected in the chapbook *Imprinting*. Her fantasy novel *Illumination* is available from Tor and she has just finished a sequel, *The Binder's Room*.

Gary McGath is active in filk fandom. He has edited numerous songbooks, attended filk conventions in four countries and chaired ConCertino 99. He is a president of MASSFILC.

Mark G. McLaughlin is a full time free lance journalist, ghost witer, editor, author, and game designer who works in the fields of current events, military history, and science fiction. While most of Mark's journalistic work is produced as ghost writing for top level diplomatic clients, he has two books on military history, 12 games, and a score of articles on games, gaming and history published under his own name. About 30 of his current pieces can be seen on wargamer.com of which Mark is the history editor. Of his 12 published game designs, two are set in his *Princess Ryan's Star Marines Universe*. Michael Valentino of Cambridge Literary Associates is representing him for a novel of the same name.

Stu Mendelson specializes in folktales of love, peace, justice and the environment. He uses his tale spinning talent to bring alive multi-cultural stories to the delight of children and adults. His stories always include hefty doses of

adventure, magic, romance and barrels of laughter.
Stu.mendelson @mailexcite.com Associates.

Kiraless McCauley is an avid fan of tabletop RPGs, Science Fiction and Fantasy. She helped design several freely distributed RPGs. She is the former editor of *Interregnum A.P.A.*

John McDaid is a writer and media theorist from NYC. His hypertext SF novel "*Uncle Buddy's Phantom Funhouse*" was one of the first electronic novels reviewed in the *New York Times*. He won the 1996 Theodore Sturgeon Award for his short story "Jigoku no moko shiroku," MP3s of his new album, "Media Ecology Unplugged" are available at <http://www.infomonger.com/meunplug/>.

James Mc Donald has been a professional and semi-professional sysop since 1991, when he first took on the name and the role of "Yog Sysop" on GEnie's SFRT. By the end of his term there, the SFRT had grown over 300%, and 1,000 unique addresses per day were visiting with Yog. The SFRTs on GEnie in those days had about 40,000 unique visitors per year. There are still a goodly number of both fans and pros who know Macdonald only as "Yog." That's a name you'll find on his convention badges. You can learn more about Yog's life, and about his writing, at <http://www.sff.net/people/doylemacdonald/>

Walter Milliken is a play tester/author for Steve Jackson Games; co-author of the humorous wordbook *GURPS Illuminati University* (IOU) and *GURPS in Nomine*,

also the short adventure *Sagudese Fire Drill*, and various bits of the *In Nomine* game line. He still can't believe the Foglios illustrated *GURPS IOU*.

Rachel Morris is an efficiency expert and owner of MGCD. Consulting by day and owner of *NERO MA*, one of the US's longest running LARPS, by night and weekend. Visit her and her staff on Dealer's row or come to the *NERO* demo session.

Robert Newton is a movie critic from *Worcester Magazine*. He owns and operates *Starship Video*, he recorded "Monkey Bismuth" a comedy CD (2000) and is in production of his first feature "Remaking History: A Fictional Documentary".

Tope Oluwole is a Nigerian-American Literary Agent, Novelist and Screenwriter. He lives in Dorchester, Massachusetts.

Laura Packer is a storyteller, folklorist, dreamer, and coyote girl. Laura's stories for grown-ups are compelling, original, and unexpected. She can be reached at Laura.sereno@mindspring.com.

Misty Pendragon (AKA Gayle Rudolph) is a published Fan Fiction writer and a true Buffyholic. She has done programming representing the Fan boy and girl's point of view at such cons as *Lunacon*, *Arisia*, *Chicon* and *Balticon*.

Tonya Pierce is a long time fanfic writer who has two short stories sales to *Pocketbook's Strange New Worlds Vol. III* and *IV*. She lives in Franklin, MA, where she is working on short stories and her first novel.

Kimberly Pinto-DiGennaro is a very patient waiting to get published author who keeps the doldrums of Kingston, NY from driving her insane by running *SEER Productions*, a company that runs LARP Campaigns in the Hudson Valley area.
www.angelfire.com/games/seerinc

Karen Purcell is a veterinarian with a long time interest in Science Fiction. Mundanely, she graduated from Pace University with a BS in Biology and the College of Veterinary Medicine at Cornell with a Doctorate in Veterinary Medicine. In between she spent a year at Rensselaer Polytechnic active with the radio station and RPI players, occasionally attending class. As a fan, she's participated in *Pern Fandom*, *East Coast Art Shows*, and belly dancing. She is the author of a textbook on ferret medicine.

Eric Ren is a primarily self-taught freelance illustrator. He illustrates mainly for the gaming industry, but his work has also appeared in other publications. Games he has illustrated for include *Legend of the Five Rings*, *Warhammer*, *40,000 (the CCG)*, *GURPS*, *Firestorm*, *Doomtown*, and *Warlord*.

Maria Roberts is a professional storyteller from Medway, MA. Recently she has performed at 3 Apples Storytelling Festival in Harvard, MA. Besides performing folktales and sacred stories, Maria teaches storytelling at an after-school community center.

Nancy Rogers: An advocate of plus-size acceptance and fashion development for years, she's found

a home for her Burlesque queen alter-ego in the world of belly dance, where women are celebrated for the special gifts of movement, form, and spirituality with which they are blessed. Nancy's an amateur dancer with a helluvalot of enthusiasm for this ancient dance form; she'll embrace any opportunity to introduce others to this creative and unique venue for self-expression and communication.

Charles C. Ryan is the editor of *Aboriginal Science Fiction* (1986-present) and the editor and publisher of *First Books*. He and the magazine have been nominated for the Hugo three times. In the 1970's, he was the founding editor of the *Galileo* magazines. As an editor in the Science Fiction field he has helped start the careers of many authors and artists including *Connie Willis* and *John Kessel* to name a few. For ten years he was a reporter at a daily newspaper and for 13 years the managing editor. He won a number of journalism awards and was nominated once for the Pulitzer Prize for his coverage of the Woburn child leukemia story, now a major motion picture starring *John Travolta*.

Carol Salemi costumes at the Master level. She has been masquerade director for Costume Con 18 Historical and several past Arisias. Carol has been making costumes and competing for over 20 years and has judged many costume events including Costume Cons and Worldcons. She is a costumer for several community groups, Fiddlehead and makes elaborate headpieces for Yolanda's of Waltham. She is a massage therapist in her real life.

Steven Sawicki was born and

raised in Connecticut. Moved steadily West with the sense that by the year 2124 he would be in Eastern New York. He has, however, been forced East and therefor doesn't anticipate New York until sometime after 2150 now. He's been writing since 1987 and in any case, it was a dark and stormy night when he made the bold decision to quit his job and survive by his wits and writing skill. After starving for two years he realized that the plan needed some fine tuning and went back to the real world of work. Since that time he's written quite a bit (see reference points scattered about here) as well as the typical writers variety of jobs. He's also modeled, has worked for UPS, RGS, a tennis club, a book store and other places too painful to remember. He lives in a 150 year old haunted house, garden profusely, has one wife, two dogs and a cat, and is energetically continuing a twenty year love affair with auto racing (Formula 1, CART and NASCAR) and a thirty year hunt of wiley trout.

Diane Seiler is a fiber artist who graduated from the Art Center College of Design, where they do not teach fiber arts. She made her first Renaissance Costume in the 9th grade and several more since. (She'll get it right eventually!)

Lucy Cohen Schmeidler is a writer of fantasy and poetry, an Associate Editor (slush reader) for *Space & Time* and book review editor for the Australian magazine *Orb*.

Jason Schneiderman is editor of *Editorial Humor*, Boston's source for line-art political satire and part time game maven at Pandemonium Books and Games. His vices include coffee, gaming, punning,

and flirting. Not coincidentally this is John's 6th Arisia.

Amy Schoen lives in Somerville with her pet rat Hannah. In her spare time she dances Belly and Swing and reads. She is interested in fashion history because anachronisms are annoying.

Cindy Shettle (aka *Sky elf*) is an active member of the Peter Wingfield Fan Club and writes Highlander fan fiction. She role plays with the Western Street Irregulars and is a technical advisor for Comic Synchronicity and the financial officer of www.fantasylibrary.com.

Sarah Smith is the author of *The Vanished Child*, *The Knowledge Of Water* (both New York Times Notable Books), and *A Citizen Of The Country*. She is a co-author of *Future Boston* (ed. D. Alexander Smith) and author of hypertextual novels *Riders*, *Doll Street* and *King Of Space*. Her stories have appeared in *E&SF*, *Aboriginal*, and anthologies including *Best New Horror 5*. She has just finished a new novel, *Will Shakespeare*.

David Sklar is fascinated by the ways the creative impulse finds ways to express itself. He likes to explore this potential in dreams, role-playing, folklore, and ritual. His work has appeared in journals you have never heard of, received some not particularly spectacular awards, and delighted audiences whenever he finds time to give a reading.

Wen Spencer's first novel, *Alien Taste* (Roc) has been described as "Impossible to put down, this is the sort of plot that works when you read it, but try to explain the plot to your friends and even you will start

giggling." (August 2001, PSFS News)
The sequel, *Tainted Trail* will be out in August 2002.

Allen Steele is a SF writer whose works have won numerous awards including the Hugo. He has published nine novels and three collaborations of short fiction. His next novel, *Coyote*, will be published next November by Berkeley-Ace.

Lisa J. Steele is a criminal defense attorney and author based in Massachusetts. She has represented clients accused of crimes ranging from minor traffic offences to capital murder. She is the author of several legal articles about criminal defense. She is also the author of two White Rose Publishing source books: *Fief* (<http://www.io.com/~sjohn/fief.html>) and *Medieval France* (out of print) and *GURPS: Cops* (December 2000). She is working on a forthcoming project with White Wolf. Her interests range from science fiction to economics to medieval history to firearms.

Ian Randall Strook is the editor and publisher of *Artemis* magazine (<http://www.LRCpublications.com>) a writer of SF and nonfiction (and the winner of two AnLabs), a former associate editor of *Analog* and *Asimov's*, a former president of Greater New York Mensa, a former treasurer of SFWA, and one of the founders of Artemis Project ([Http://www.moonsociety.org](http://www.moonsociety.org)). He also likes writing run-on sentences (although he has trouble buying/editing/publishing them). His personal web page hangs out at www.LRCPublications.com/irs.html.

Cecilia Tan is the author of *THE VELDERET*, *BLACK FEATHERS*, and *TELEPATHS DON'T NEED*

SAFWORDS. Her short fiction has appeared in *Asimov's*, *Absolute Magnitude*, *Ms. magazine*, and *Best American Erotica*, among other places. She is founder and editor of Circlet Press. www.cecilian.com

Shane Tourtellotte appears regularly in *Analog*, where he debuted in 1998. His short stories earned him a 2000 Campbell Award nomination. He also writes humor for the rather deranged Grudge Match site at thefunnist.com.

Bonnie Turner is a tree steward and facilitator of the Environmental Justice Program at her church. She has been a high school biology teacher and research assistant in a biotech company and a veterinary technician. She has been a member of the SCA for many years.

James M. Turner is the manager of Black Bear Software, LLC, and specializes in Internet Software Development. He is also a freelance technology writer for publications such as *Wired* and has a forthcoming book on Java being published by SAMS. He also founded Genie SF&F Roundtable and was an active fan for many years.

Eric M. Van is a pre-doctorate student in psychology at Harvard University and has more often than not been the program chair of Readercon.

Mark L. Van Name's short fiction has appeared in such places as *Asimov's*, the original anthologies *Foreign Legions*, *Armageddon*, and *Full Spectrum* 3. He is also the author or co-author of over a thousand technology related articles.

Mercy Van Vlack has been a comics pro since 1980, writing in *Richie*

Rich; artist on *Green Ghost*, and *Lotus* in *New Frontiers* for Evolution Comics; artist on *Miranda* for *Leg Show* and *Puritan Magazine*; inker for DC, *Malibu*, and others. Illustrator for numerous Fanzines (*Batmania*, *The Heroine Addicts*, and *The Legion Outpost*), numerous APAs, anthropomorphics (for *Bunny Pages*, *Bundage*, etc.) and SF cons, and *Celtic Calendars*. She also draws for private collections from gaming characters to nudes.

Michael 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 a college professor. He has three cats.

Mark Waks (AKA Justin du Coeur) Justin du Coeur likes to keep his fingers in many pies at once, ranging from SCA to Freemasonry to his vast media addiction. Mark Waks is a lifelong computer polyglot.

Alan Wexalblat writes fiction and essays. His most recent appearance is in the recent reissue of *True Names*. His online column of polyamory discussions and questions can be found at <http://boston.polyamory.org/polycol>.

Michelle Wexalblat: I am I, and I wiggle my toes/ Wife, mother and writer of prose. / Words in my heart, pictures in my head / writing in my blood, parenting instead. / Began in New York and from there I did roam/ Boston is the place that I now call my home.

Andrew Wheeler has been the editor at The Science Fiction Book Club for more than 10 years and a SF reader since he could hold a book. He recently edited a

collection of H.P. Lovecraft's best short stories for SFBC under the title Black Seas of Infinity.

The Wombat, AKA **jan howard finder** has been reading SF for more than 50 years & active in SF circles for about 30. He chaired 2 Tolkien conf., 69 & 71. After finding fandom in 72 & cons in 73, in the UK, he ran 2 SF cons, 77 & 79. He came out of retirement in 96 to chair Albacon 96. Still brain dead, he successfully chaired SFRA 2001, an academic conf. on SF. He participates in, judges & emcee's masquerades. He is one of the best auctioneers found at cons. According to backs that know, he gives the best backrubs north of the South Pole. He put out an award winning Fanzine, *The Spang Blah*. He sold a short story in 81 & edited an SF anthology, *Alien Encounters*, in 82, & published his incredible *Finder's Guide to Australterrestrials*. He is a marsupial groupie. In 99 he attended A3, afterwards he drove about Oz looking for wombats. He puts out an irregular fanzine on Arthur Upfield, an Australian mystery writer.

Ramona Louise Wheeler published her first short stories in *Analog* in 1998, and soon became a member of the *Analog* mafia. Three volumes of her science fiction stories have been published by Wildside Press: *Have Starship-Will Travel*, *Starship for Hire*, and *Nanosity*. In addition to her SF writing, Ramona is known internationally for her nonfiction work on ancient Egyptian mythology, *Walk Like an Egyptian: A Modern Guide to the Religion and Philosophy of Ancient Egypt*, which has been published in both English and Chinese. She also does professional graphic design and page layout and has been married since 1977.

www.sff.net/people/rl-wheeler.

Stephen R. Willk has long been interested in the offbeat. He has worked on laser propulsion on space vehicles, the physics of karate, colonial history, and mythology. He is a director of technology at a Massachusetts company and a visiting scientist at MIT.

Jonathan Woodward is a freelance role-playing game writer. His credits include *GURPS Ogre*, *GURPS Transhuman Space: In the Well* (coming soon), and *GURPS Magic Items 3* (coming out this summer) for Steve Jackson games. He is also co-author of several books for White Wolf's *Trinity* science fiction game. He is a fan of giant robot Anime and classic film noir and lives in Massachusetts.

Deb Wunder is active in the New York area as both a fan and a pro writer. She has written both professionally and in fanfiction. When not writing or working she can be found in chat rooms, filk circles, and handcraft rooms.

Julian Yap is a published poet and has a graduate degree in folklore. He recently moved to Boston where all the cool people are, and continues to work on his writing. His current goal to read Tolkien out loud before the movie comes out. In his spare time he watches movies, plays Playstation, and fetches food for the programming staff.

William "Crash" Yerazunis is a professional mad scientist, known for strange inventions and useful gadgets. He recently appeared on *Junkyard Wars* (a cross between *Survivor*, *Iron Chef*, and *Mad Max*).

James Zavaglia has worked with the

media since the age of 15. He currently works at a local university as a media specialist. He also has helped on political campaigns since age 9 and has worked on everything from ward councilor to president.

Lest We Forget September 11, 2001

Date	Venue	Guilty Parties: ConChair & Arisia, Inc. Officers	Guests of Honor other Special Guests	Theme	Registration
Arisia '90 Feb 23-25, 1990	Lafayette Swissotel Boston, MA	Chair: Mathew Saroff (1) Pres.: Mary Robinson Treas.: Tom Fish VP: Kim Van Auken Secretary: Adria Crum	WGoH: Richard Bowker AGoH: A.C. Farley		~900
Arisia '91 Feb 1-3, 1991	Waltham Vista (2)	Chair: Matthey Saroff Pres: Mary Robinson Treasurer: Marshall Ellis VP: Robert Bazemore Clerk: A. Joseph Ross	WGoH: Jack L. Chalker Fan GoH's: Richard Hill & Laurel Cunningham Media GoH: Larry Ross WGoH: Craig Shaw Gardner AGoH: Bob Walters		~1050
Arisia '92 Jan 3-5, 1992	Boston Park Plaza & Towers	Chair: Kimberly S. Van Auken Pres: Patrick McCormack Treas: Marshall Ellis VP: Jeffrey Jordan Clerk: A. Joseph Ross	Filk Guest: T.J. Bumside Clapp Guest Editor: Ginjer Buchanan (3) Tech Guest: Alex Latzko Guest Editor: Shoshanna Green (3)		~1200
Arisia '93 Jan 15-17, 1993	Boston Park Plaza & Towers	Chair: Robert "Insanity" Bazemore Pres: A. Joseph Ross Treas: Allan Kent VP: Heather Coon Clerk: Mark Dulcey	WGoH: Ellen Kushner Fan GoH: Monty Wells AGoH's: Charles Lang & Wendy Snow-Lang Tech GoH: Carl Zwanzig		1670
Arisia '94 Jan 21-23, 1994	Boston Park Plaza & Towers	Chair: James S. Belfiore, Jr. Pres: A. Joseph Ross Treas: Allan Kent VP: Nicholas "phi" Sheckman Secretary: Edward Dooley (5)	WGoH's: Spider and Jeanne Robinson Fan GoH: Dave Kyle (4) AGoH: Michael Whelan		1513
Arisia '95 Jan 13-15, 1995	Boston Park Plaza & Towers	Chair: Sheila Oranch (6)	WGoH: C. J. Cherryh Fan GoH: Walter Kahn Filk Guest: Michael Longcor WGoHs: Emma Bull and Will Shetterly Fan GoH: Rob Bazemore (aka Insanity*3) (7)	AGoH: Jael Tech GoH: Deryl Burr AGoH: Lissanne Lake	1810
Arisia '96 Jan 12-14, 1996	Boston Park Plaza & Hotel	Chair: Nicholas "phi" Sheckman Pres: Cris Shuldiner Treas: Randall Cohen Dictator: Pat McCormack (6)	VP: Walter Kahn Clerk: Robert Fairburn IV	AGoH: Bob Eggleton <i>Exploring Tyranny In Our Literature and In Our Lives</i>	1826
Arisia '97 Jan 10-12, 1997	Boston Park Plaza & Hotel	Exec Director: Glenn R. Goodwin Pres: Jeffrey L. "Hunter" Jordan Treas: Skip Morris Chair: Cris Shuldiner Pres: Elka Tovah Menkes Treas: Skip Morris VP: Glen R. Goodwin Clerk: Rachel Silverman	VP: Brendan Quinn Clerk: Paul Selkirk	AGoH: Cortney Skinner <i>Freedom: Stories of The Revolution!</i>	1874
Arisia '98 Jan 16-18, 1998	Westin Hotel Waltham, MA	VP: Brendan Quinn Clerk: Tom "Merv" Murphy	AGoH: Tom Kidd	1538 (13)	
Arisia '99 Jan 8-10, 1999	Westin Copley Place, Boston	VP: Nicholas "phi" Sheckman Clerk: Tom "Merv" Murphy	WGoH: Roger MacBride Allen Fan GoH's: Patrick and Teresa Nielsen Hayden Science Guest: H. Paul Shurch Aka "Dr. SETI" WGoH: Jane Yolen Fan GoH: Sharon Shbarsky	AGoH: Gary A. Lippincott I	1672
Arisia '00 Jan 14-16, 1900	Boston Park Plaza & Towers	VP: Cris Shuldiner (10) Clerk: Tom "Merv" Murphy	WGoH: Lois McMaster Bujold Fan GoH: Jan Howard Finder aka "Wombat" <i>Looking Back on the Future</i>	AGoH: Wojtek Siudmak	1965
Arisia '01 Jan 11-15, 2001	Boston Park Plaza & Towers	VP: Cris Shuldiner (10) Clerk: Tom "Merv" Murphy	WGoH: Katherine Kurtz Fan GoH: Eugene Heller	AGoH: Tristan Alexander <i>So long and thanks for all the fish.</i>	2082
Arisia '02 Jan 18-20, 2002	Boston Park Plaza & Towers	VP: Colette Fozard Clerk: Paul Selkirk	WGoH: Harry Turtledove? Fan GoH: Anthony R. Lewis, FN	AGoH: TBD <i>Alternate Realities</i>	2537 est.
Arisia '03 Jan 17-19, 2003	Boston Park Plaza & Towers	Chair: Skip Morris			???

- Notes:
- Matt's name was misspelled in the Program Book, and so must be continued in the history.
 - Nineteen-ninety was Arisia's second year of existence. Officers from the first year were President: Cris Shuldiner, VP: Mary Robinson, Treas: Tom Fish, Clerk: Brian Cooper
 - The "Boston Vista Waltham" is now the "Waltham Westin" hotel.
 - No theme, but there was a "Carmen Miranda Silly Hat Contest".
 - Ginjer and Shoshanna were each listed as "Special Guest Editor" in different sections of the Program Book
 - Arisia's '90-'92, '94 & '95 were each officially a "Speculative Media Conference", however the inside cover of A'94 was the first to call Arisia a "Science Fiction Convention". Arisias '93, '96 & '97 called it a "Convention". Arisia '98 went both ways. Arisia '99, '00 & '01 said "Science Fiction Convention". (Warning - this is a religious issue among Arisia Die-Hards).
 - The "Park Plaza Castle" (formally the Armory for the 1st Corps of Cadets National Guard Unit) was used for the Masquerade and several other events due to an outside wedding being scheduled in the hotel main ballroom.
 - Arisia '96 was the last year under the old family-owned Park Plaza management. The hotel sale closed the Monday after the convention.
 - At A'97 our Fan Guest of Honor got married in the hotel ballroom as his "GoH Event".
 - There is no mention in the A'95 Program Book of Arisia Corporate or it's officers. They apparently didn't exist, since we had a "Dictator". (For the record, they were President: Cris Shuldiner, VP: Brendan Quinn, Treas. Mark Ellis, Clerk: Glenn Goodwin)
 - The "Gang of Five" were Arisia's Founders: Brian Cooper, Tom Fish, Mary Robinson, Matthew Saroff, Cris Shuldiner.
 - Theme aka "The Iron Boot of Tyranny".
 - Arisia '98 had a strict attendance cap of 1550 due to hotel function space limitations.
 - Chair was originally Randall S. Cohen, replaced by Glenn Goodwin during the Summer of '98.
 - Arisia '00 was officially NOT Y2K compliant, so the date was printed as 1900 as an "in joke".



**HARRY TURTLEDOVE
ANTHONY R. LEWIS, FN
& ARTIST TBD**

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**JANUARY 18-20, 2003
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