

Arísia 1999



TOR

Congratulations

to Arisia '99

Guests of Honor

Patrick Nielsen Hayden

and

Teresa Nielsen Hayden



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Arisia '99



*January 8 - 10, 1999
The Westin Copley Place
Boston, Massachusetts*

*Writer Guest of Honor
Roger MacBride Allen
Artist Guest of Honor
Gary A. Lippincott
Fan Guests of Honor
Patrick and Teresa
Nielsen Hayden*

Arisia 1999 Convention Committee

Convention Chair: the incredibly cute Cris Shuldiner

Assistant ConChair & 2000 Convention Chair: the inescapably foolish Paul Selkirk

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Assistant GOH Liaison: Rich Moore

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Director of Protocol: the unfailingly polite Martha Stewoff

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Titanic Ball Coordinator: Angi Bowen

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Mystery Job Title: Riki Stein

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ConSuite Staff: Angi Bowen

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Green Room Staff: Michael Trachtenberg

Staff Den Department Head: Andy Kaufmann

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Registration Department Head: Bryttan Mae Bradley

Registration Staff: Tara Swiniarski

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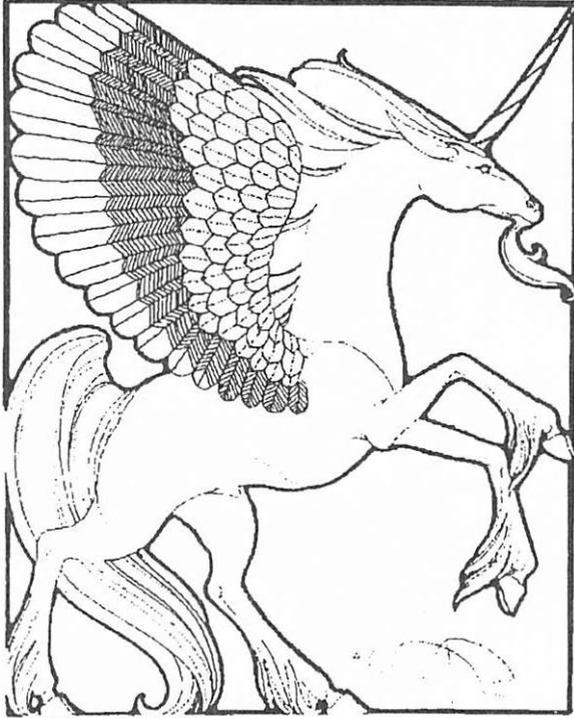
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Unsung Hero: Bryttan Mae Bradley

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Message from the Chairman

Cris Shuldiner

As I write this, it was a little over ten years ago that I was sitting in a kitchen with buckets of beer brewing all around me with three other members of BOF (Bunch Of Fans). This organization was a way of ex-UMSFS (UMass SF Society) members to keep getting together in a setting other than "the Club." It also served as a beer-brewing and rocket-launching society, but that was really before my time.

We made a fateful decision that day to start a new Science-Fiction Convention in Boston. We had no idea what we were doing or getting into, but as it turned out, this may have worked in our favor. Why do I say this? Well, in speaking with more knowledgeable convention runners (okay, drop the more) at the time, I got the feeling that they broke down into two groups: 1) those that laughed at us and said we would not last two years, and 2) those that wished us well and said we would not last two years. Had we known what we were doing, we would probably have listened to them and folded after Arisia '90.

We failed to heed them, though, and four years later, we stopped running losses and actually had a major convention on our hands. In any event, that meeting ten years ago started me down a road that has at long last led to my agreeing to chair a convention. Looking back over the past ten years, I have made a lot of great friends within this organization. Aside from my job, it has turned out to be the most important thing in my life. That is ultimately why, after years of running from the job, I finally agreed to take it.

We started Arisia with the spirit that there is no wrong kind of Science Fiction, and no wrong way to celebrate it. A previous ConChair once wrote of the first convention, "The program consisted of anyone with something interesting to say . . ." I would like to think that ten years later, this is still true. If anyone has a great idea and is willing to help pull it off, there should always be a place for it at Arisia. Arisia has evolved a lot, but I like to think that certain things about it have not changed.

One new thing we are going to try to pull off this year is a charity event of some sort. I am blatantly stealing this from other conventions, and yet, it is in the spirit of the original foundation of Arisia.

Somewhere else in this booklet, you will find a blurb on the Arisia Grant Fund. I urge you to check it out. Further, I urge you to check out the table of the Comic Book Legal Defense Fund.

In closing, please remember that Arisia is only as good as the people who help pull it off year after year. Some of these folks have worked every single year, some are brand new. They are all of equal importance. Please join us!

Now, let's party!





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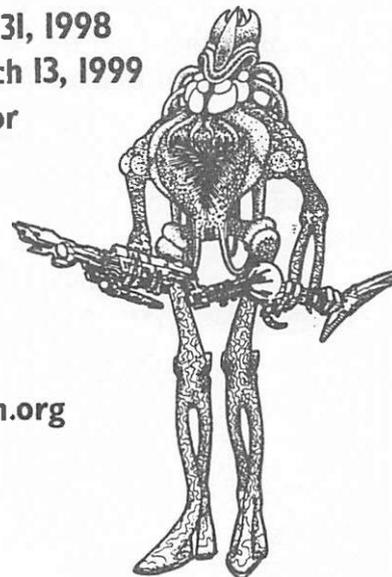
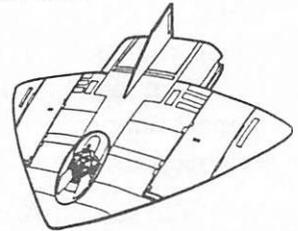
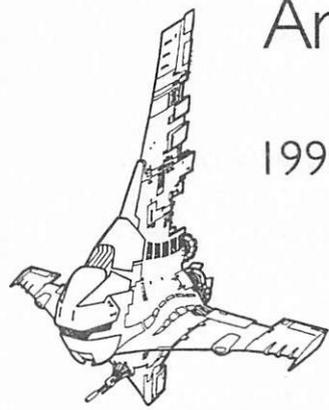
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Message from the President

Elka Tovah Menkes

Welcome to Arisia '99! As Corporate President, it is my duty and pleasure to say I hope you all have a fabulous weekend. I would also like to thank the committee members who have done their best to provide you with one.

Panels throughout the weekend, on a wide range of topics in both "real" science and science fiction/fantasy, will provide you with an opportunity to hear interesting questions discussed by interesting people. Participants include our illustrious Guests of Honor: author Roger MacBride Allen, artist Gary Lippincott, and fans (and editors) Patrick and Teresa Nielsen Hayden. Among the scheduled events are the ever-popular Masquerade, a Titanic dance, a Camarilla dance, a filk concert (including a performance by "Dr. SETI"), and a costumer's swap meet. Buy that book or thing you haven't been able to find -- or didn't realize you needed -- in the Dealers' Room or Dealers' Row. The Art Show will provide you with more opportunities to spend money, or just to enjoy and admire. Round-the-clock movies go on (and on) in the Video Room, and are complemented by the culturally enriching fare in the Anime Room. When you're ready to relax, go up to the Con Suite to munch and mingle.

Not enough? You still have a few minutes lying heavily on your hands? We can help! Become a member of Team Arisia! Learn how the convention is run behind the scenes, and meet the volunteers who make it happen. Any and all skills are welcome, as is a simple desire to help. Working 10 hours or more earns you a fashionable and exclusive Team Arisia T-shirt, and if you work 18 hours or more, you can earn a free membership to Arisia '00. All this, and free snacks, too! Go down to the Gopher Hole to sign up and get your beautiful volunteer ribbon.

If you see something that could be improved, or would like to have a say in how the convention is run, join ARISIA, Incorporated. The Corporation is the force behind the convention, and makes policy decisions which affect everyone who attends. We will be having a meeting here at the con on Sunday afternoon, and everyone is welcome to attend, and to join us on our great adventure. Check your pocket program for time and location.

Now that you know all the ways in which you can enjoy your time here at the con -- why are you standing there reading the souvenir book? (*Just be sure to read it later!* -- Ed.)



Roger MacBride Allen

Writer Guest of Honor

Roger MacBride Allen is the author of seventeen science-fiction novels, fifteen published and two forthcoming. Among his most recent works are a trilogy of Star Wars novels -- *Ambush at Corellia*, *Assault at Selonia*, and *Showdown at Centerpoint* -- and a trilogy of Asimovian Robot novels -- *Caliban*, *Inferno*, and *Utopia*. Two of his most popular stand-alone novels are *The Ring of Charon* and *The Shattered Sphere*. He has completed two books which are awaiting publication: the first volume of a new trilogy for Bantam Books, entitled *The Ocean of Years*, and a young adult novel for Avon's new *Out of Time* series.

Allen was born in Bridgeport, Connecticut, on September 26, 1957, the youngest of three children. His family moved to Bethesda, Maryland when he was nine years old. He grew up in the Washington area, attending Walt Whitman High School. Allen went to Boston University, and graduated with a degree in journalism in 1979. He then returned to the Washington area to take on a series of jobs to support himself while he tried to finish his first novel. He worked as a waiter, a typewriter salesman, a telephone answering-service operator, a bookstore clerk, and at a series of unintentionally hilarious temp jobs.

Then, more or less accidentally, he landed a job in the publications department of the Association of Governing Boards of Universities and Colleges. This small association, better known as AGB, was dedicated to the idea of helping college and university trustees do their jobs better. While at AGB, Roger sold his first novel, *The Torch of Honor*, to Baen Books, and then sold his second, *Rogue Powers*, on the basis of an outline. He quit AGB, having learned a great deal about layout, design, editing, and production, but still not quite sure what the job of a trustee was. It was the first and last nine-to-five job he ever held.



Roger settled down to write full-time, and he has produced roughly a book a year from that time to this.

In 1992, at a science-fiction convention in New York, Roger met Eleanore Fox, who was then working as a literary agent. While it might not have been causally related to meeting the author, she immediately joined the Foreign Service and left the country. Her first post took her to London, England. Roger, still living in Washington, proceeded to commute relentlessly back and forth across the Atlantic in order to see her. At last, her resistance was worn down. They were married, in California, on July 10, 1994. Shortly after their wedding, Eleanore left the country once again, this time heading for Brasilia, Brazil. This time, however, the author followed.

After two-and-a-half-years in that remarkably dull tropical capital, they returned to the Washington area, bringing their three-legged Brazilian cat, The Woozle, with them. They have settled into a house twice as old as Brasilia in the city of Takoma Park, Maryland, and have spent a large part of the last year undoing what the previous owner did to the house. They recently hired an assistant kitten, named Mina (after the heroine of *Dracula*), to aid The Woozle in the complex task of overseeing these repairs.

Bibliography

by Roger MacBride Allen

The books are presented with related books grouped together, rather than in order of their publication. Most of these books have been published overseas as well. For the sake of not having this page buried in italics, with one or two exceptions, I have listed only the first U.S. edition.

Forthcoming Titles

The Ocean of Years

The Ocean of Years is the first book of a projected trilogy, *The Chronicles of Solace*. The second and third volumes are to be entitled *The Depths of Time* and *The Shores of Tomorrow*. (All titles are provisional.) *The Ocean of Years* explores a future where interstellar travel is possible, if costly and difficult, and the terraforming of planets is routine. Admiral Anton Koffield discovers a dangerous if hidden flaw in the techniques then being used to terraform the planet Solace. He rushes there with a warning -- but is delayed in transit for over a century, to find a world still unaware of the disaster that is about to overtake it. (Scheduled for publication by Bantam books. Current plans are for a December 1999 or January 2000 release.)

The Lost Colony (working title)

This book is part of David Brin's new young adult series, *Out of Time*. In the series, young time travelers from the present and the past are recruited to help save the future. In *The Lost Colony*, three time travelers are forced to take the place of Human diplomats during the first face-to-face meeting with a dangerous alien race. (To be published by Avon Books. Publication date not yet established.)

Current Titles

Isaac Asimov's Utopia

Third book in the *Caliban* trilogy. A young scientist proposes a daring plan to revitalize the dying world of Inferno, but the robots of Inferno are determined to prevent all risk, all danger -- even if the risk might save the world. (Ace Books, November 1996)

Star Wars -- The Corellian Trilogy

These are *Ambush at Corellia*, *Assault at Selonia*, and *Showdown at Centerpoint*. Han Solo takes his wife Leia Organo Solo, Chewbacca, and his three children to visit his home world of Corellia. It is supposed to be nothing more than a family vacation, with a little politicking thrown in on the side. Instead, Han and his family stumble into the middle of a dangerous rebellion -- one that could cause the New Republic itself to fall. (Bantam Books, paperback, 1995)

Allies & Aliens

A revised and updated edition of my first two books, *The Torch of Honor* and *Rogue Powers*. These two books tell the story of the first interstellar war, a war interrupted by the First Contact with a

friendly -- and very dangerous -- species of aliens, who just happen to be occupying the battlefield. (Baen Books, paperback, June, 1995)

Previous Titles

Orphan of Creation

The bones of an australopithicine -- a form of pre-human thought to be extinct for millenia -- are found in Mississippi, and seem to date from the period just before the Civil War. As the evidence mounts that australopithicines are alive in the present day, a question that no one ever thought to ask before suddenly becomes more urgent: what, exactly, is a human being? (Baen Books, paperback, 1988)

Farside Cannon

Scientists working in the high arctic wastes of Iceland discover proof that an asteroid strike killed the dinosaurs. But their evidence is less than welcome to the people planning to move the asteroid Cornucopia into Earth orbit. There seems to be only one way to stop the asteroid -- and the only place to do it from is the lunar Farside. (Baen Books, paperback, 1989)

This book takes place in the same universe as the *Hunted Earth* series, about a hundred years prior to *The Ring of Charon*.

The Ring of Charon

The first book of *The Hunted Earth*. An incredibly powerful group of aliens, the Charonians, steal the planet Earth, removing it completely from the Solar System. (Tor Books, paperback, December 1990)

The Shattered Sphere

The second book of *The Hunted Earth*. In this second volume, something so powerful it can threaten the Charonians has broken loose in the universe. But how can humanity defeat the Adversary without so much as knowing what it is? (Tor Books, hardcover, July, 1994; paperback, September 1995)

Isaac Asimov's Caliban

In this first book of a three-book series of Robot mysteries, an eminent roboticist is savagely attacked, and all the evidence points to something impossible: that a robot attacked her. But Sheriff Alvar Kresh soon learns, much to his horror, that, all of a sudden, such a thing is possible -- because the scientist who was attacked had made some changes in the Three Laws. (Ace Books, trade paperback, 1993)

Isaac Asimov's Inferno

A political assassination throws the planet Inferno into chaos just as draconian measures to rescue the planetary climate are going into effect. But, as soon becomes apparent, solving the case could easily wreck the delicate political structure of the re-terraforming project. (Ace Books, trade paperback, 1994)

Isaac Asimov's Utopia

The third and final book of the series, *Utopia* was published by Ace in 1996. See above for details.

The Modular Man

In a world where the line between man and machine has become increasingly blurred, a robotic household maintenance unit is arrested for murder, and the dead man's widow decides to defend the machine herself. For the case is not just about murder. The prosecution wants the court to rule that no machine can stand trial, because no machine has rights under the law. Except there are very good reasons to argue this one does -- because the prosecution believes the dead man is very much alive, his mind stored inside the robot. In effect, the victim has been arrested for murdering himself. (Bantam Books, paperback, 1992)

Supernova

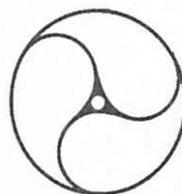
with Eric Kotani

As the twentieth century draws to its close, a young scientist discovers evidence that Sirius B, one of the closest stars to Earth, is about to undergo a Supernova explosion. Indeed, it may have already exploded, with the explosion shockwave already on its way to Earth. At first, it seems just a scientific curiosity, but even from a distance of many lightyears, a supernova explosion can have strange -- and disastrous -- consequences. (Avon, 1991)

The War Machine

with David Drake

The Pact, the despotic and corrupt system that has held all the worlds and star systems together for so long, is finally starting to unravel. But as bad as it is, the chaos and upheaval that will come in the wake of the Pact's collapse can only be worse. A young officer, his marriage wrecked for the momentary advantage of one political faction over another, is forced to do battle against an unseen enemy in the name of the Pact. (Baen Books, paperback, 1989)



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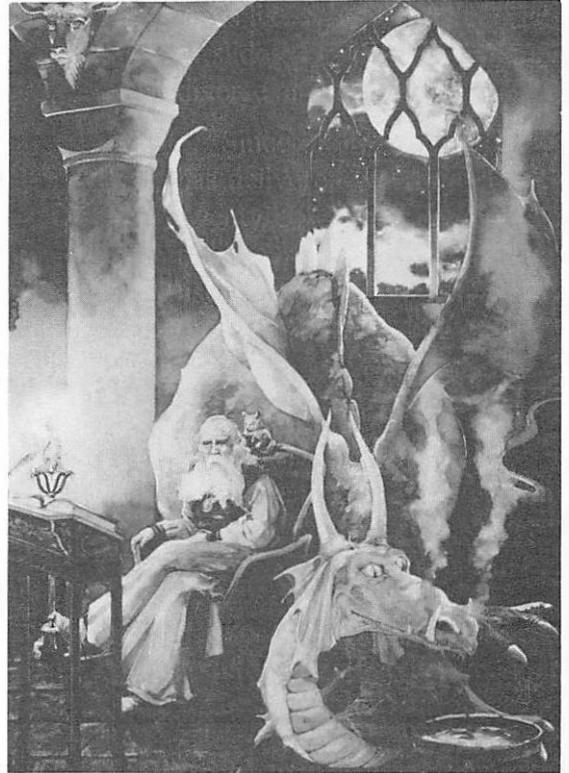
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Gary A. Lippincott

Artist Guest of Honor

Having always been fascinated with the magical worlds of fantasy and imagination, Gary can't remember a time when he wasn't attempting to bring some of his dreams back to so-called reality. At a young age, he started "conjuring up" images of faeries, gnomes, wizards, dragons, giants, monsters, and all the wonderful places they inhabit. Through his creative talents, Gary has attempted to capture the viewer of his art with the notion that the worlds of imagination and reality are not that far apart. Very recognizable landscapes become populated with wee folk . . . a "real" stone castle houses dragons and sorcerors . . . and beneath the leaves and vines of the underbrush live creatures that are rarely encountered.

Shortly after receiving his BFA degree from the Maryland Institute College of Art, Gary began a career as a freelance illustrator. Although he had painted primarily in oils during his years in art school, Gary began teaching himself how to control the more difficult medium of watercolors. He wanted to stay away from the more "slick" techniques being used so much in science-fiction and fantasy art to date. Gary developed a feel of "old-world craftsmanship" in his art that separates it from most of the rest. He hopes to evoke a feeling in his art that lends itself to the whimsical fairy-tale-like themes he loves to paint.



Although he specializes in fantasy art, Gary has done a lot of illustration along other themes. His artwork appears in children's books, text books, and encyclopedias, and on magazine covers, greeting cards, prints, posters, book jackets, and even jigsaw puzzles. He has received numerous awards for his artwork at science-fiction and fantasy conventions. His work is now being bought by collectors worldwide. Ed McMahon (of *Tonight Show* fame) is even an owner of a Lippincott original.

A member of the Western Massachusetts Illustrators Guild, Gary has taught Fantasy Art and Imaginative Drawing at the Worcester Art Museum. He has exhibited at ARTs Worcester, University of Massachusetts Medical, Bush Galleries, Cambridge Gallery, Southbridge Center for the Arts, Spencer Art Center, Northampton Center for the Arts, and the Words and Pictures Museum. Books he has illustrated include *The Bookstore Mouse*, *Jennifer Murdley's Toad*, *With Love at Christmas*, *On the Frontier with Mr. Audubon*, *Ancient Egypt*, *The Skull of Truth*, *The Vampire's Beautiful Daughter*, *The Fisherman and His Wife*, and *Jeremy Thatcher, Dragon Hatcher*.

Gary lives in Spencer, Massachusetts, with his wife, Wendy, and their two children, Ian and Aja. They own and operate Seven Springs Farm, a 128-acre horse farm that offers boarding, lessons, and training. When he's not painting or repairing fencing on the farm, Gary can be found playing piano, practicing magic, searching for gnomes and fairies in the woods, or dreaming . . . again.

NESFA Press

salutes Arisia 1999 Guest of Honor

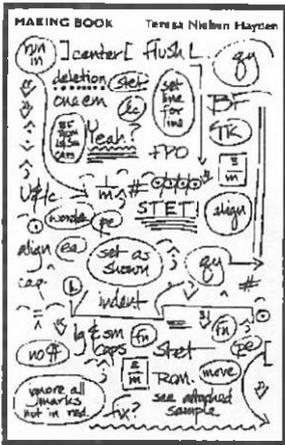
Teresa Nielsen Hayden

author of

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"Teresa Nielsen Hayden is a bloody good writer." -- David Langford, multiple Best Fan Writer Hugo winner.

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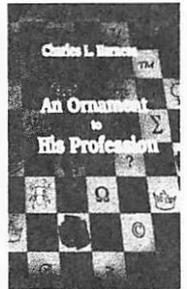


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First Contacts: the Essential Murray Leinster

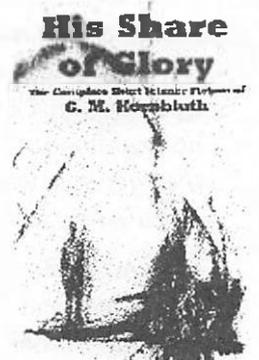
Our seventh book in the NESFA's Choice series, *First Contacts: the Essential Murray Leinster* includes "A Logic Named Joe," "First Contact," "Sidewise in Time," the Hugo-winning "Exploration Team," and twenty other stories, including two never before published. Hardbound, 464 acid-free pages, with full-color cover art by Hannibal King and introduction by Hal Clement; price, \$25.00.

His Share of Glory

The Complete Short Science Fiction of C.M. Kornbluth

His Share of Glory contains **all** the short science fiction written solely by Cyril M. Kornbluth. Many of the stories are SF "classics," such as "The Little Black Bag," "Two Dooms," "Gomez," "Thirteen O'Clock," "Shark Ship," and, of course, "That Share of Glory." There are fifty-six works of short SF, with original bibliographic details including pseudonymous by-line. The introduction is by Frederik Pohl, noted SF writer and life-long friend and collaborator of C.M. Kornbluth. Hardbound, 670+xxiv acid-free pages, with full-color cover art by Richard Powers, price \$27.

"For brilliant conceptions and literate use of words, for exciting imagination and characters to make it real, the science fiction field is fortunate in many talented writers—but *none* better than he [C.M. Kornbluth]."—Frederik Pohl



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Patrick Nielsen Hayden and Teresa Nielsen Hayden

Fan Guests of Honor

Patrick and Teresa Nielsen Hayden have been science fiction fans, writers, and editors for over two decades. Together they helped run the 1978 World Science Fiction Convention, and went on to publish various well-known fanzines including *Telos*, *Zed*, and the award-winning *Izzard*. They jointly won TAFF in 1985 and administered the fund for two years after that. In the late 1980s they helped found *The New York Review of Science Fiction*, in the early 1990s they were involved with Minneapolis's "Fourth Street Fantasy Convention," and more recently they have served on the central committee for Minicon, the Minneapolis regional convention. They live in Brooklyn, New York.

They have both worked for Tor Books for over ten years; today Patrick is a senior editor and the manager of the SF line there, and Teresa is a consulting editor. Together they also manage Tor's web page. Authors edited for Tor by Patrick, Teresa, or the two of them together include or have included: Poul Anderson, John Barnes, Greg Bear, Ben Bova, Steven Brust, Emma Bull, Raphael Carter, Glen Cook, Avram Davidson, Charles de Lint, Gordon R. Dickson, Jack Dann and Jack C. Haldeman II, Harry Harrison, Debra Doyle and James D. Macdonald, Damon Knight, Ellen Kushner, Fritz Leiber, Jonathan Lethem, Shariann Lewitt, Ken MacLeod, Maureen F. McHugh, Laura J. Mixon, Rebecca Ore, Susan Palwick, Christopher Priest, Madeleine Robins, Geoff Ryman, Harry Turtledove, Lawrence Watt-Evans, James White, Robert Charles Wilson, Terri Windling, Jane Yolen, and Jack Womack.

Patrick also edits *Starlight*, an original science fiction and fantasy anthology series published by Tor. *Starlight 1* appeared in 1996 and won the World Fantasy Award for Best Anthology, and *Starlight 2* appeared in November 1998. A third volume will appear in 2000.

Teresa is the author of *Making Book*, a collection of essays (many of which originally appeared in fanzines or online) published by NESFA Press in 1994. It was shortlisted for the Hugo Award for Best Non-fiction Book.

Their fanzine *Izzard* was a finalist for the Hugo in 1984, and Teresa was nominated for the Best Fanwriter Hugo in 1984 and 1991. Patrick was nominated in the Best Fanwriter category in 1986 and 1987. They shared *The New York Review of Science Fiction's* nomination in the Best Semiprozine category in 1989, and Patrick was nominated for Best Professional Editor in 1997. Their fanzine *Izzard* also won the Science Fiction Chronicle Award for Best Fanzine in 1997. In 1998 they were made Fellows of NESFA.

In addition to science fiction, they have also edited literary criticism, book club mailings, comic books, instruction manuals for punchcard systems, prurient novels, bibliographic lists, and official publications of the Province of Ontario.



Arisia Policies

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

General Behavior

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

Parties in Guest Rooms

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

Smoking in Hotel and Convention Areas

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

Weapons Policy

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

Children as Fans and Companions

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

Press Policy

The following guidelines are in place to protect our members:

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

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

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

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A Brief History of Arisia*

Cris Shuldiner

It is not often in our lives that we get the chance to write history. So, when I was presented with this opportunity last year, I jumped at it. Okay, so I was jumping at the window to escape, but they caught me. Imagine my surprise when they offered me a shot (the sort you can't refuse) at RE-writing history.

Arisia started out as a joke in the dim, dark ages of the prehistoric time known as the 80s. Late in 1988, five members of a small fan organization out in Western Massachusetts, having previously heard this joke, took it seriously and started down the road towards holding a convention. You would think they would know better, having been involved to one degree or another with the creation of another convention. They spoke with the Park Plaza Hotel and Towers about bringing a convention to this venue. The hotel was excited about the idea of hosting this brand-new convention.

In January of 1989, our intrepid band of conventioners announced to the world their intention to hold a convention in Boston over the 1990 President's Day weekend. This was a traditional convention date in Boston which happened to have been left vacant. After this announcement was made, the catering department at the Park Plaza decided they were excited about the idea of holding a wedding that weekend and NOT about the idea of hosting Arisia. After looking high and low for another hotel, Arisia ended up in The Lafayette Swiss Hotel.

The arrangements with the Lafayette caused one well known fan (my lips are sealed out of deference to him) to say that we would never make it past our second year. He mentioned something about bankruptcy. We thought he was talking morally and so did not pay attention.

Arisia '90 had as Guests of Honor:

Writer Guest of Honor: Richard Bowker

Artist Guest of Honor: A.C. Farley

Fan Guest of Honor: Spike McPhee

Arisia had more time to look for a hotel for the 1991 convention and was able to make a better selection than was made for Arisia '90. This hotel was the Royal Sonesta Hotel in Cambridge. They were excited about the idea of hosting our young convention. We announced where it would be to the world. We then discovered that they did not realize that when we said we needed all of their space, we meant ALL of their space. And darned if half of it was not permanently signed out to Lotus. After looking high and low for another hotel, Arisia ended up in The Vista Hotel Waltham. The home of static. The convention also moved back a couple of weeks to accommodate the return to Boston and President's Day weekend of the venerable Boskone convention.

Arisia '91 had as Guests of Honor:

Guest of Honor: Jack L. Chalker

Artist Guest of Honor: Bob Walters

Fan Guests of Honor: Richard Hill and Laurel Cunningham

The name of the ConChair for those two years has been lost to time (okay, I do know and may even tell you if you get me drunk enough [yes, I realize this is a shameless attempt to get free booze]).

What is known from reliable sources is that he was in fact a minion from hell, if not the devil himself, just ask the people who worked for him. This was proven when he emerged unscathed from the fierce conflagration that occurred when his car was struck by a peach truck. You may even be able to find Satanic phrases buried in the Arisia '90 and '91 Program Books when you read them backwards. His precise whereabouts are not known, but at the last reliable sighting, his hairline was receding, and he seemed to bear an uncanny resemblance to Dilbert's boss.

Arisia had more time to look for a hotel for the 1992 convention and was able to make a better selection than was made for Arisia '91. This hotel was the Park Plaza Hotel and Towers. They were excited about the idea of hosting our young convention. We announced to the world where we would be. SURPRISE! We actually held the 1992 convention there. We were shocked, but we recovered. We even managed to hold the Carmen Miranda Silly Hat Contest that year. However, we did have to move Arisia backwards a full month this time.

Arisia '92 had as Guests of Honor and ConChair:

Guest of Honor: Craig Shaw Gardner

Artist Guest of Honor: Robin Wood

Chair: Kim van Auken

After that, Arisia settled into the Park Plaza for several years. We stopped losing lots of money, thus causing the prediction of our demise to come to naught. The 1993 ConChair tried a new method for making free time to run the convention: unemployment. As a note to anyone who might try to follow in our footsteps, the above method is not recommended. However, if you know someone in that state, they may make an excellent choice for ConChair

Arisia '93 had as Guests of Honor and ConChair:

Guest of Honor: Ellen Kushner

Artist Guests of Honor: Charles Lang and Wendy Snow Lang

Fan Guest of Honor: Monty Wells

Chair: Rob Bazemore

Then there was 1994. That was the year that in its wisdom the catering department at the Park Plaza again decided that it wanted a wedding the same weekend as Arisia. So, the hotel offered up the Castle, which is across the street from the hotel, for our big events. It was REALLY cold that year. This was a big mistake. For future reference, order warm weather.

Arisia '94 had as Guests of Honor and ConChair:

Guests of Honor: Spider Robinson and Jeanne Robinson

Artist Guest of Honor: Michael Whelan

Fan Guest of Honor: David Kyle

Chair: Jim Belfiore

My biggest memory of Arisia '95 was that was the year that I started my tradition of throwing mega-bashes on Saturday night. I am sure something else must have happened, but I just can't remember. Must have been something I drank.

Arisia '95 had as Guests of Honor and ConChair:

Guest of Honor: C.J. Cherryh

Artist Guest of Honor: Jael

Fan Guest of Honor: Walter Kahn

Chair: Sheila Oranch

The next really big event in Arisia's history occurred in 1996. After having problems several times with weddings, Arisia decided to stage a pre-emptive strike. We held a wedding at Arisia. Our fan GOH got married in the main ballroom. It worked quite well. At least the hotel did not schedule another wedding that weekend. Yes, they actually agreed to get married at Arisia. Hey, how often do you get the chance to hold your wedding in the Imperial Ballroom of the Park Plaza? Also, we had the band Boiled in Lead shake the house . . . literally.

Arisia '96 had as Guests of Honor and ConChair:

Guests of Honor: Emma Bull and Will Shetterly

Artist Guest of Honor: Lissanne Lake

Fan Guest of Honor: Rob Bazemore

Chair: Nicholas Sheckman

In 1997, the convention Chairman decided to recall the Founding Fathers, er, Scoundrels back to the scene of their crimes. He was going to have them all hung, or something like that. However, his plans came to naught when a Revolution broke out that weekend. At the end of the weekend, we discovered it was he who had lost and was now in chains. Okay, so it was not that exciting, but it makes really good copy.

Arisia '97 had as Guests of Honor and ConChair:

Guest of Honor: R.A. Salvatore

Artist Guest of Honor: Bob Eggleton

Fan Guests of Honor: The Gang of Five (Arisia's Founders)

Chair: Pat McCormack

This year started out in a very interesting fashion. After finally promoting a member of the resistance from 1997 to the post of ConChair, he got all corporate on us and tried to rename all of the positions within the ConCom. He mumbled something about making us respectable. HAH! We humored him, knowing that the very next year, we would be back to our scruffy old selves.

Arisia '98 had as Guests of Honor and ConChair:

Guest of Honor: James P. Hogan

Artist Guest of Honor: Cortney Skinner

Fan Guest of Honor: Marty ^^ Gear

Chair: Glen Goodwin

Well, there you have it. Arisia's history in a nutshell . . . at least, according to me; and since I was the one asked to re-write this history, you have no choice but to believe me . . . or, at least, you have no way to find out the truth.

* I wanted to call this a Brief History of Time, but everyone assured me that we would get sued and be forced to hold the convention in England if I did that.

Member Services

Member Services, as you might expect, is here to serve convention members! We sign you in at Registration, tell you what's going on and how to get to it at the Info Desk, provide snack food and relaxation for you in the Con Suite, and take care of your kids at Babysitting. We also have a Green Room where program participants can eat meals and relax away from the hustle and bustle of the con, a Staff Den where our dedicated staff can fuel up and be mothered (Eat! Eat! You look thin!), and Fan Tables available free of charge to other SF organizations.

Our Con Suite this year will be absolutely *fahbulous!* Once again, we'll have lots of snack food and drinks, both healthy and junky (including morning coffee and juice), and lots of couches and games. We're also hoping to repeat last year's shamanic drumming session after the masquerade! Look for the Con Suite on the same floor as Dealers' Row. If you're running a registered party, come here to register your party and to pick up your Party Seed.

Regretfully, due to the amount of planning needed, Babysitting is only available to those people who have pre-registered for it. If you're interested for next year, either mention it when you pre-register here at the con or ask for more information when you pre-register later. Babysitting information will also be posted at <http://www.arisia.org> well in advance of next year's convention.

For questions about anything official at the con (and anything else we happen to know), stop by the Info Desk in the third floor lobby. We'll have up-to-date program changes, restaurant recommendations, and lots and lots of other things to overload you with -- er, to keep you informed.

Have fun, and we'll see you in the Con Suite!



We Want to Give You Money!

Glen R. Goodwin

As it has been stated year and year again, the purpose of ARISIA, Incorporated is not solely defined by putting on a great convention, but, rather, by a much more sweeping ideal. Our formal Articles of Organization state that the purpose of Arisia is to promote the enhancement and furtherance of science fiction, fantasy, and related subjects in all media existing now or in the future. One such way we strive to achieve our purpose is by making grants to deserving organizations.

Each year the ARISIA Grant Committee, chaired by the devilishly handsome Vice President this year (and equally handsome ones in past years)¹, is responsible for reviewing requests for Grants and grantsubmitting qualified applicants to the Executive Board for approval. In addition, ARISIA, Incorporated has designated that the Grant Committee should make a greater effort to communicate the availability of grants to the community. And that, my friends, is where this little speech is headed.

FREE MONEY!

Yes, that's right, free. Of course, there are conditions on obtaining the money and what it can be used for, but that's not the point. The point is that ARISIA, Incorporated is looking to expand its grant-giving opportunities. However, this can only occur if other organizations apply for a grant.

So, you are probably asking yourself: How do I go about applying to the wonderful Arisia people for a grant? It's amazingly easy. All you have to do is follow the simple instructions at

<http://www.arisia.org/grants/>

Or, if you're not Web-enabled, just send a letter requesting materials to:

Grant Committee
c/o ARISIA, Incorporated
1 Kendall Square, Suite 322
Cambridge, MA 02139

Email: grants@arisia.org

Or, if you have more questions, you can seek out the Vice President at the convention and ask him. It's quite easy to do this, just go to the Operations Desk and ask them to page the Vice President.



Now, hopefully you just thought to yourself that you'd like to apply for a grant, or you know somebody who'd like to apply for a grant. So. Go do it. We'd love to hear from you.

¹ The opinions expressed in this sentence are not necessarily representative of the opinions of the Arisia Executive Board or ARISIA, Incorporated, and are definitely not the opinions of the incredibly cute 1999 Convention Chair.

Arisia Raffle Underwriters

Arisia would like to thank the following organizations for their donations of items for the raffle. Without their gracious contributions, none of this would be possible.

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Develops and publishes interactive entertainment software for personal computers, the Internet, PlayStation, and Nintendo 64: www.3do.com.

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Publishing entertainment software for PC, including *F-16 Multirole Fighter*, *MiG 29 Fulcrum*, *Delta Force*, *F22 Raptor*, and "The Art of War" brand. www.novalogic.com -- (800) 858-1322.

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Perseus Press

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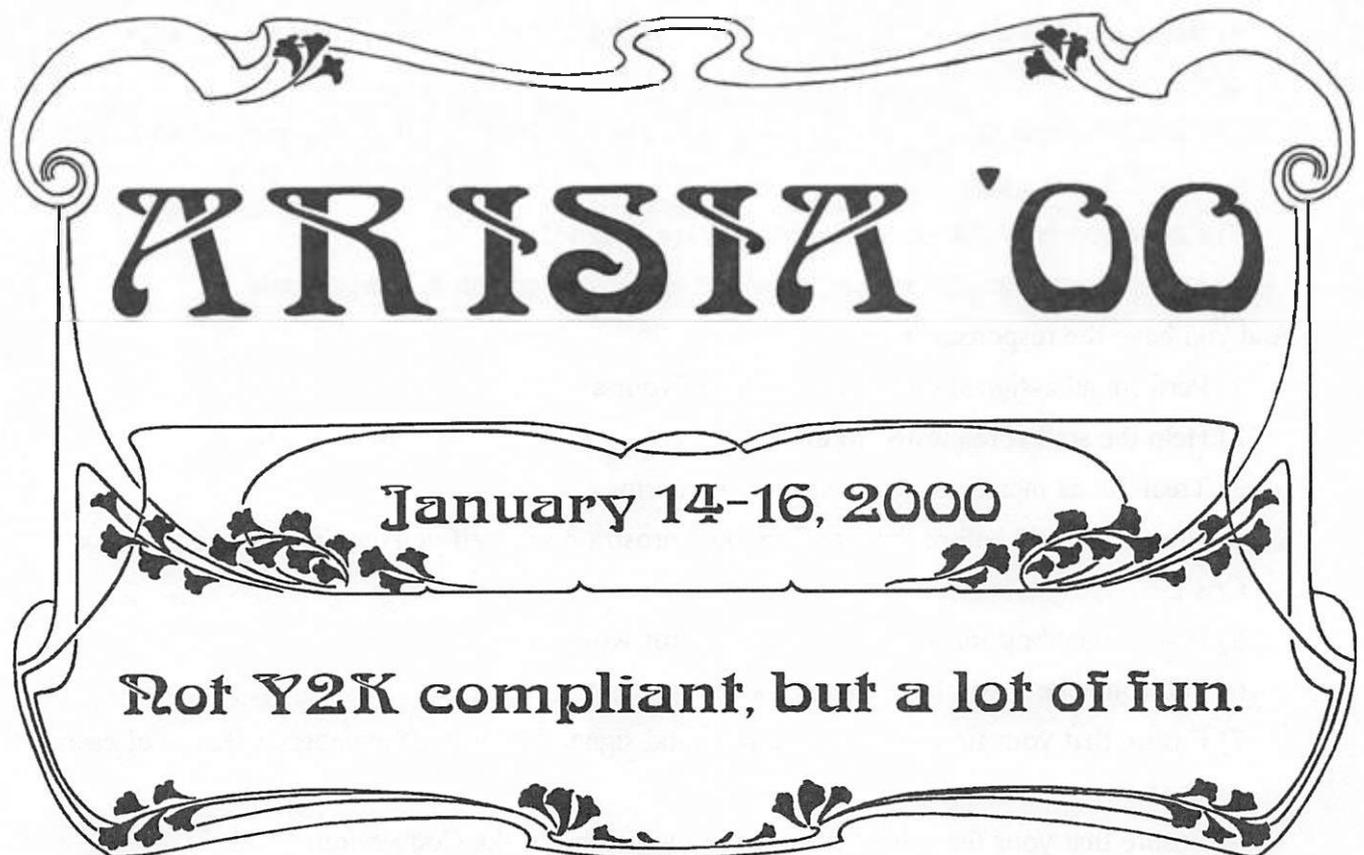
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Proceeds from the raffle go to the Arisia Grant Fund, for the furtherance of activities like libraries, conferences, speakers series, and publications in and around New England. For more information, go to <http://www.arisia.org/corp/grants.html>

Tickets can be purchased at the Arisia sales table, and a free ticket is given when you turn in a completed Arisia survey. (Limit 1 per member)



So You Want to Be a Gopher

or

How I Learned to Start Helping and Love the Conspiracy™

Welcome to the service of the Secret Masters! You will be asked to do many strange and terrible things over the course of this weekend, and we in the propaganda department decided to put this information together so that **you** (the new gopher) understand your place in the Secret Masters' great plan!

First of all, we congratulate you on your decision to serve the Secret Masters. With your help, we will soon crush all of fandom beneath our tyrannical heel, and you foot soldiers will be vastly rewarded for your service (you might even get a t-shirt), but for now . . .

As a gopher you have the right to:

- 1) Wear a ribbon advertising your progra . . . err, your independence in deciding to volunteer.
- 2) Roam around the con looking important pretending to be on "official business."
- 3) Steal food and drink from the G.U.I.L.T. (Grand Universal Imperial Lodge of Turtles) and hang out there unless we send you away.
- 4) Be treated like a worthless drone . . . err, with all the respect and courtesy due any member of the con.
- 5) Request certain tasks and hours, subject to the scheduling needs of the various departments.
- 6) Have all hours signed for.
- 7) Know who is in charge of the area you are assigned to.
- 8) Leave when your shift is over, provided you let the person in charge know.

And you have the responsibility to:

- 1) Perform all assigned duties to the best of your ability.
- 2) Help the staff if requested to do so.
- 3) Treat Arisia members with respect and courtesy.
- 4) Grovel abjectly before the ConCom, and prostrate yourself worshipfully before Emperor Cris I.
- 5) If you signed up for work . . . Show up for work.
- 6) Tell someone if you have to leave an assignment.
- 7) Ensure that your time sheet is accurate, and signed by the staff member in charge of each work shift.
- 8) Ensure that your time sheet is turned in by the end of the Convention.

If you perform your tasks well, there are some rewards for your faithful service:

8 hours - A free T-Shirt

18 1/2 hours - A free membership to Arisia Y2K

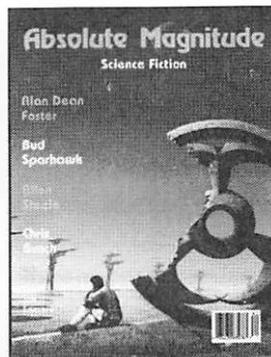
There may be additional rewards given at the discretion of Emperor Cris or the Gopher King.

If you have a personal dispute with another gopher, staff person, or other member, and you cannot resolve it by yourself, please let the Gopher King or the nearest Security person know, and we will try to help you resolve it.

Four Great Magazines



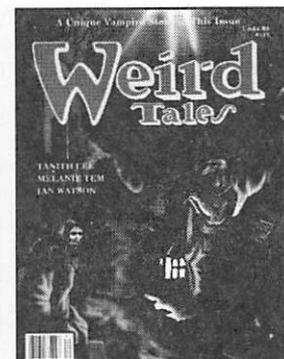
Aboriginal Science Fiction



Absolute Magnitude



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Dealers

This list was accurate at the time of publication

Dealers' Room

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Arisia Raffle	Raffle to raise money for the Grants Fund
Arisia Sales	T-shirts, memberships, badges
Craig Bakke	Used and collectable books, magazines, and games
Chimera Publishing	Fantasy art prints
Cloak and Dagger Creations	Cloaks, gowns, shirts, pants, trim, and chain-mail
Darlene P. Coltrain	Jewelry and greeting cards
Crystal Connection	Jewelry, gems, interesting rocks, holograms, and used books
DNA Publications	<i>Absolute Magnitude, Dreams of Decadence</i>
Dragon's Hoard	Jewelry, puppets, stuffed animals, and books
Dragon's Lair	T-shirts, sculpture, pewter, calendars
Eldrytch Armouree	Leathersmiths
Ferrara Contemporary Apparel	Metal mesh clothing and accessories
Joseph Fleischmann	Science Fiction and Fantasy Books Used and collectable books
Fo' Paws Productions	T-shirts, polo shirts, puppets, and buttons
Honeck Sculpture Studio	Bronze sculptures
The House of Caliban	T-shirts, wall clocks, postcards, posters, prints, and ceramic plates
J&D Enterprises	Jewelry
Hrana Janto Illustration and Illumination	"The Goddess Oracle," a deck of Fantasy and Goddess prints
Shana Kochavi	Sterling and epoxy-enamel jewelry
Leopard's Leap	Masks and headpieces
Mardigan's Maile	Chain mail
Marrus Art	Art prints, original art, jewelry, original comic book pages, and face painting
Offworld Design	Air-brushed T-shirts
Poison Pen Press	Fanzines, cookbooks, specialty books
Rainbow Traders	Collectible cards, booster packs, and other fun stuff
Kimball M. Rudeew	Books
Science Fiction Continuum	Video tapes and laser disks
Silvershell Musical Instruments	Early musical instruments
Larry Smith, Bookseller	New books
Sunspot Designs	Jewelry

Craig Swanson Enterprises	Cartoon t-shirts, calendars, and cards
Terra Incognita	Hair sticks
Timeless Textiles	Wools, brocades, linens, cotton fabrics
Ziggy's	Ceremonial, costume, and collectable knives and things

Dealers' Row

Angelwear Creations	Precious stone and metal jewelry and related services
Anime Pavilion	Anime
Another Grungy Hole In The Wall Bookstore	Used and collectable books
Calligraphic Buttons	Buttons
Cards 4 U Inc.	Trading, playing, and collectable cards
Clan Pharlain Creations/ Secrets of the Seagasages	Candles, pouches, and ceramic figures
Dancing Wolf Studio	Screen-printed T-shirts and art prints
Kevin Davis Books	Books of special interest, comic books, costumes, T-shirts
Dragonspawn Crofthall, Ltd.	Original mythical, fantastical, historical, and oftimes wearable art
The Essence	Hair wraps and wire worked jewelry
Evolution Comics	Independent comics publisher and Celtic stuff
Fabric Dragon	Fabric, trim, leather belts and pouches
Flying Coyote	Carven boxes, books on canids
Fresh Ink	<i>Tyro</i> magazine
From Deep in the Closet	Costumer supplies, clothing, jewelry, wings
Grand Opening!	Sex toys, sex comics, and zines
Graven Images	Vampire fangs, costumes
Ground Zero Games	Gaming supplies, strategy card games, RPGs
Hydra Designs	Costumes, clothing, paintings, ceramic gargoyles, etc.
Instant Attitudes	Buttons, bumper stickers, shirts
Kit's Works	Jewelry
Leather by Danny	Leather toys, clothing, and custom fashion accessories
NERO Costumes	Cloaks, armor, a few whips 'n cuffs
Rivets and Thread	Handmade period clothing
Sleeping Dragon	Dragons
STUFF, Inc.	Comic books, action figures, videos . . .
Tales from the White Hart	New books
Tokyo Kid	Japanese Anime
Undiscovered Treasures	Jewelry – necklaces, pendants, earrings
Robin Wood Enterprises	Paintings, prints, and fonts

Video Schedule

Friday

2:05 pm	<i>Attack of the Killer Tomatoes</i>
3:57 pm	<i>The Adventures of Captain Zoom in Outer Space</i>
5:32 pm	<i>Jason and the Argonauts</i>
7:21 pm	<i>Mighty Joe Young</i>
9:00 pm	<i>Red Dwarf</i>
9:35 pm	<i>Heroic Trio</i> (first of trilogy)
11:07 pm	<i>A Chinese Ghost Story</i> (subtitled)

Saturday

12:45 am	<i>The Avengers</i>
1:50 am	<i>Space 1999</i>
2:55 am	<i>The Monster</i>
4:12 am	<i>The Eliminators</i>
5:52 am	<i>The Dunwich Horror</i>
7:27 am	Cartoons
8:30 am	Closed
9:00 am	Breakfast Serials
12:00 pm	Closed
12:30 pm	Creature Double Feature
4:15 pm	Laura's Choice
6:20 pm	<i>Crack in the World</i>
8:05 pm	Amateur Video Showcase
9:10 pm	<i>City of Lost Children</i>
11:07 pm	Trailers

Sunday

12:00 am	Midnight Mystery Movie
2:11 am	<i>Mystery Science Theater 3000</i>
4:00 am	<i>Black Scorpion</i> (second of trilogy)
5:37 am	<i>StarCrash</i>
7:14 am	<i>The Three Stooges in Orbit</i>
9:00 am	Closed

9:30 am Breakfast serials
 11:30 am Closed
 12:00 pm *Dr. Who - Battlefield*
 1:35 pm *Gattaca*
 3:40 pm *Vampirella* (third in trilogy)
 5:30 pm Closed for 1999

*Due to events beyond our control, there may be some changes to the above schedule.
 Check Video Room for a current listing.*



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Masquerade

The Masquerade will be held Saturday night in the America Ballroom, center/south section. It will be run according to the guidelines established by the International Costumer's Guild.

To compete, you must pre-register at the Masquerade registration table before 3 pm on Saturday.

The competition will be run under the skill divisions system of Young Fan, Novice, Journeyman, and Craftsman/Master. Ribbons and certificates will be awarded.

- * The **YOUNG FAN** division is for those under the age of twelve.
- * Entrants in the **NOVICE** division have won no presentation awards at a major masquerade.
- * Entrants in the **JOURNEYMAN** division have won fewer than three awards in the Journeyman division at a major masquerade, or qualify as a Novice and want to enter as a Journeyman.
- * Entrants in the **CRAFTSMAN/MASTER** division have won a Best in Show in a major masquerade or have won an award at Master Level in a major masquerade, or just want to compete at Master Level.
- * Professional costumers **must** compete at Master Level.

Workmanship awards will also be awarded.

This year's Emcees will be Susan deGuardiola and Marty Gear.

The MOTley Morris Dance Team will provide the entertainment during intermission.

The Masquerade will be broadcast live on ArisiaTV, as well as rebroadcast approximately one hour following the conclusion of the awards ceremony.

Masquerade Staff

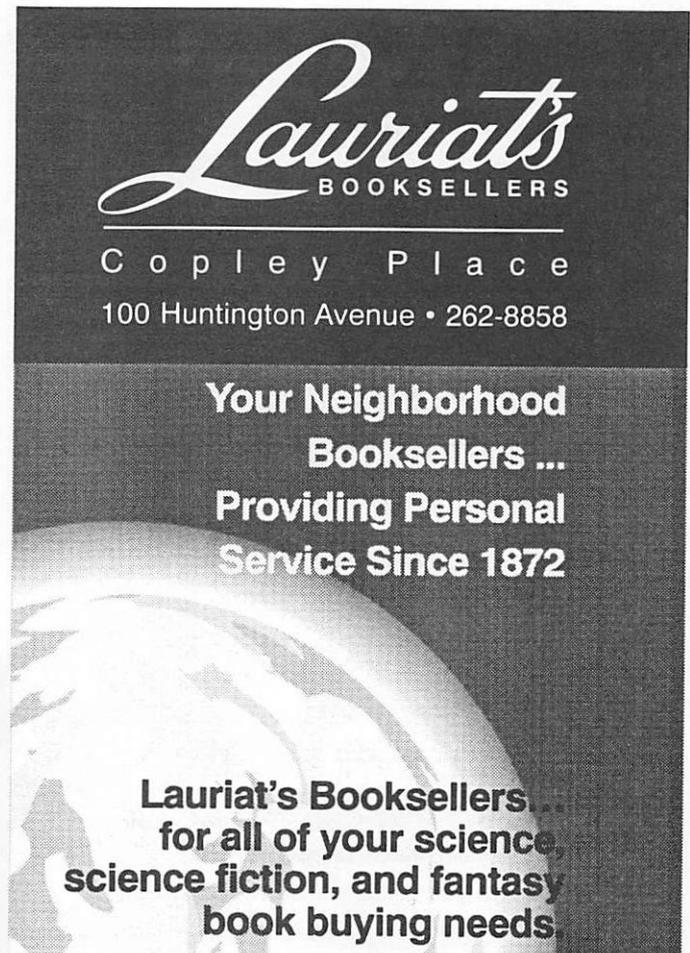
Donna M. Dube Masquerade Director
Gunther Anderson Assistant Masquerade Director
Marty Gear, Susan deGuardiola Emcees
Byron Connell, Tina Connell Green Room Co-Coordiators
Lisa Ashton Hall Costume Judge
Ann Catelli Ninja Wrangler
Carol Salemi Photo/Video Liaison
Rae Bradbury-Enslin Masquerade Workmanship Judge
Richard Hill, Andrew Bergstrom Masquerade Presentation Judges
Vicki Warren, Ken Warren, Joni Brill Dashoff Masquerade Staff
The MOTley Morris Dance Team Intermission Entertainment

Costumer's Swap Meet

A two-hour event happening Sunday morning, check your pocket program for exact time and location.

Costumers will be bringing costuming supplies they no longer need to trade, sell, or just give away. No pre-registration is required, just show up with your stuff and we will find you a table. You don't have to bring stuff to take stuff home. Some costumers give the stuff away, and some even take cash.

Open to all convention members.



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2001: the spatial edition

by Bonnie J. Kenderdine



Arisia is proud to bring you the premiere of 2001: the spatial edition, presented by the Dead Wood Society. This live-on-stage comedy is a parody of the film classic 2001: a space odyssey. Using simple sets, props, and costumes, the Dead Wood Society pokes fun at the movie, as well as the sixties, other science-fiction shows, and more.

2001: the spatial edition was written by the Dead Wood Society's J. Clinton Alvord, Jr. Clint also wrote Two Times Trek (the first play ever performed at Arisia), and has written or co-written five other comedies performed at conventions.

Although this is the first play they have performed as the Dead Wood Society, this is an experienced group of SF thespians. The members have been involved with seven live comedies at conventions, including (while they were still members of a local Star Trek club) Two Times Trek at Arisia '90. A program for 2001: the spatial edition, with a complete cast and crew listing, will be given out at the performance.

Dead Wood Society members have participated at Arisia since it began. They have been involved with five costumes (including 1997 Best Recreation in Journeyman Division winner "A Date With Destiny" and 1995 Best in Show winner "Steam Trek"), game shows, and numerous panels.

2001: the spatial edition is a wacky, uninhibited 45-minute trip. Check your pocket program for day, time, and location. Enjoy!



The cast and crew of Two Times Trek, a play presented at Arisia '90 and BASH '90. Captain Kirk's holographic image goads the *Next Generation* crew.



"Steam Trek: The First Generation." Best of Show masquerade winner at both Arisia '95 and Toronto Trek 9. *Star Trek: The Next Generation* in the Jules Verne universe.

"A Date With Destiny," a masquerade award-winner at Arisia '97 and Buccaneer - the 1998 Worldcon. *Babylon 5* meets a famous game show.



ArisiaTV

This year, Arisia's in-room video will feature not only live broadcast of the Masquerade and tape delay of other large Arisia events, we are also providing a variety of original programming created by Arisia volunteers for your enjoyment.

Our original programming will include:

Spotlight on Roger MacBride Allen

From the producers of DC's well-known "Fast Forward" cable program comes this half-hour special interview, featuring our Writer Guest of Honor.

Spotlight on Gary Lippincott

ArisiaTV visited our Artist Guest of Honor at his horse ranch in Spencer, MA. Host John Bowker chats with Gary in his studio, surrounded by the works of art we know so well.

Spotlight on Patrick and Teresa Nielsen Hayden

Our Fan Guests of Honor paused in their busy schedule at the Buccaneer Worldcon to sit down with ArisiaTV. With host Kriss Barnhart, they discuss their introduction to fandom, SF greats they have known, and the issues of modern conventions.

Meet the Arisia Participants!

Between main programs, ArisiaTV will feature short subjects on the artists, panelists, and program organizers of Arisia '99.

Please check your pocket program for broadcast schedule, additional offerings, and channel information.

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Dr. SETI™ on Tour!

"Dr. SETI" is the name of the blatant exhibitionist who inhabits the body of noted author and educator Dr. H. Paul Shuch. It is said that Dr. SETI, a cross between Tom Lehrer and Carl Sagan, sings like Sagan and does science like Lehrer. Armed with nothing but an acoustical guitar and a stack of slides, Dr. SETI travels the world, making the search for life in space accessible to audiences as diverse as humanity itself.

Since the formation of the nonprofit, membership-supported SETI League in 1994, H. Paul Shuch has delivered well over 100 SETI presentations to thousands of enthusiasts in eight countries and twenty U.S. states. At college campuses, science centers, public lecture halls, and on television and radio, Dr. SETI's unique mix of science and song seeks to educate as well as entertain. He compels the listener to contemplate a fundamental question which has haunted humankind since first we realized that the points of light in the night sky are other suns:

Are we alone?

Filk Events

Concerts

- ◆ "Sing a Song of SETI," by Special Science Guest H. Paul Shuch ("Dr. SETI")!
- ◆ New England's own Mary Ellen Wessels and Ed Stauff!
- ◆ All the way from California, Barry and Lee Gold!
- ◆ Contest Concert: Original songs on the theme of "99"!
- ◆ One-shot performances
- ◆ More? Not yet settled at press time . . .

Filking Sessions

- ◆ Filking with the Oldies: "Banned from Argo" and other classics
- ◆ Group sing-along from the NESFA Hymnal (copies available for use)
- ◆ All-night filking
- ◆ Rounds
- ◆ Open filk rooms
- ◆ Miscellaneous (and, boy, do we ever get miscellaneous!)

Panelist Biographies

A Note from Programming

Due to the Great Database Crash, we were unable to solicit biographical information from a number of our guests in time to meet the publication deadline for the Souvenir Book. We humbly apologize to those guests who we couldn't include in this listing; however, we have acknowledged them in the Pocket Program.

Lisa A. Ashton is a costumer, quilter, and SF fan living in Maryland with her artist husband, Robert, and children Tommy and Celia. She recently won quilt awards in the County Fair, and, burned out by that, has turned back to beading for respite. She has also written for *CostumeAPA*, *Costumer's Quarterly*, and *The Mantle* (UK).

Andrew Bennett went from a life of goofing off and building submarines to a life of goofing off and playing with toys (he recommends this as a career choice). He lives in Cambridge with his wife and infant, er, son. When he isn't making toys for Disney, he builds space and science-fiction model kits or goes for rides on his BMW motorcycle.

Joanne Bertin is a new writer working on her second novel for Tor; the first is *The Last Dragonlord*. She says, "I still work a day job I'd love to leave behind, and I'm owned by ferrets."

Rae Bradbury-Enslin is a Master Costumer by hobby and a Muscular Therapist by profession. She lives in Amesbury, Massachusetts with her husband Craig. They have two dogs, three ferrets, numerous computers, and more costumes than can be counted. This would also be the reason that Rae and Craig have no children.

Sherry Briggs was born in 1945, and grew up in a house filled with science and speculation. For years she avoided science fiction, having encountered some of the gloomier works. This changed when David, her husband, introduced her to Asimov's fascinating, hopeful universe in 1977, shortly after their marriage. She read everything she could find, and soon was writing. In 1981, on David's urging, she became involved with a local writer's group including Hal Clement. The years that followed saw many short stories, but no publication. The *Analog* publication of "Fat Power" marked her debut, followed by "Artifact" in *Analog* the next year. She is currently working on two novels: *Seppuku*, adventurous science fiction, and *Dragon*, a fantasy. She lives in Needham with David, two children, three cats, and two mice.

Charlene Brusso has worked as an archaeologist, an astronomer, a baker, a museum curator's assistant, a janitor, a tutor, a writing teacher, a



physicist, and a scientific programmer. Her short story "The Salute" (*Aboriginal Science Fiction*, Spring '96) was recommended for a Nebula Award. She also reviews books and writes for the *Middlesex News* and *InQuest* magazines, and is a member of the Next Wave Writers Collaborative. She is currently finishing her first novel.

Kris Burger says, "I've survived one year of marriage - yay! I survived a year working at the Salvation Army - yay! I'm running out of things to read though. Can you recommend something good?"

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

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

Elisabeth Carey says, "I first discovered active fandom with Boskone 9. Gradually, I became involved with NESFA and eventually MCFI. In the last few years, my major fannish activities have been NESFA Press and the Boston-in-Orlando WorldCon bid."

Mary Catelli is a computer programmer moonlighting as a writer of short stories. Her work has appeared in *Sword and Sorceress* anthologies, *Tomorrow Speculative Fiction*, and *Marion Zimmer Bradley's Fantasy Magazine*. She hopes to cover the amount of money she has spent on postage one of these days.

Jeanne Cavelos is a writer, editor, scientist, and teacher. She began her professional life as an astrophysicist, working at NASA's Johnson Space Center. She moved into a career in publishing, becoming a senior editor at Dell Publishing, where she created the Abyss horror imprint, for which she won the World Fantasy Award, and ran the science-fiction/fantasy program. Jeanne then left New York and created Odyssey, a six-week fantasy/science-fiction/horror writing workshop held annually at New Hampshire College. She is the author of *The Science of the X-Files*, as well as the Babylon 5 novel *The Shadow Within*.

Hal Clement was born May 30, 1922. He sold his first story in 1941, married in 1952, and has three children and one grandson (warning: he carries pictures). His best known stories are probably *Needle* and *Mission of Gravity*. His current personal favorite is *Still River*. He is skeptical by nature, especially about creationism and UFOs.

Byron P. Connell, a long-time sf fan, is a historian by training. He likes to help at masquerades and usually can be found backstage or in the masquerade green room. He is currently president of the International Costumer's Guild. His literary interests encompass hard SF, alternate history, alternate

worlds, and fantasy.

Greg Costikyan is a game designer, science-fiction writer, and journalist. He has designed twenty-six commercially-published online, CD-ROM, board, and roleplaying games including *Fantasy War* (TheStation@Sony.Com), *Evolution* (Discovery Channel Multimedia), *Star Wars: The Roleplaying Game* (West End Games), *Paranoia* (West End Games), and *The Creature that Ate Sheboygan* (SPI). His three novels, all funny fantasy, have been published by Tor Books; his short stories have appeared in *Asimov's*, *Analog*, and other genre markets. He writes frequently for a variety of web and print publications including *Salon*, *Happy Puppy*, *Cybergamer*, and *The Cursor*. Costikyan teaches a course on the games industry for New York University's Center for Advanced Digital Applications. He lives in New York with a Gestetner, four computers, a guinea pig, three cats, two kids, and a redhead.

Laurel Cunningham Hill, Master Costumer, won the 1997 CostumeCon Best in Show for "Nightmare." She is best known for her aliens and gargoyle. She learned makeup from her talented husband Richard Hill. She is also the mother of Zachary Hill, who entered his first Masquerade at the age of six months and won two awards at the 1997 CostumeCon. Her commercial work includes assistant makeup and hair for the film *Killian's Chronicle*, a Viking/Native American Drama.

Charlene Taylor Dalessio has been a Science Fiction/Fantasy artist at conventions for many years. A frequent program participant, she has taught art for 29 years - this is her final year. She will then be a full-time freelance artist/illustrator. She is also working in the digital art field. Dalessio has become an authority on Australian Aboriginal art, and is also knowledgeable on Australian Aboriginal mythology. She is known for her creative painted neckties.

Susan deGuardiola has been involved in fandom since the tender age of thirteen. She collects vampire fiction, designs and makes fantastical and historical costumes, and enjoys nineteenth-century ballroom dancing. She has run and/or MC'd masquerades at many east coast conventions and last year's WorldCon. Currently she is on too many ConComs; please avoid asking her to volunteer. She knows nothing about sheep.

Kathryn A. Draves has been active in Costume fandom since the early 1990s, in both Fantasy and Historical costuming. She has, on occasion, been known to complete the *New York Times* Saturday crossword puzzle. Dr. Draves practices radiology to support her costuming habit.

Bob Eggleton, award-winning artist, has won the Hugo four times and the Chesley Award eight times. His latest book is *The Book of the Sea Monster*. His upcoming art book, *Greetings from Earth*, will be published in fall 1999.

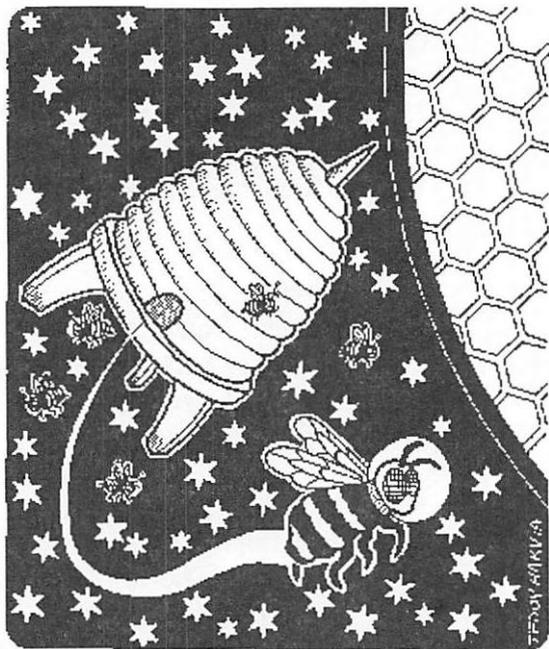
jan howard finder says, "I've been going to cons for over 25 years. I've run cons, been on programs, auctioned, MC'd and judged Masquerades, give great backrubs, am



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loquacious, edited an SF anthology and one on Australian critters, and sold pieces of SF. I like mysteries, aerobics, hiking, Pepsi and good food. I like intelligent folk. I wrote an award-winning fanzine and was honored as a WorldCon GOH in 1993 at ConFrancisco. Buy me a Pepsi and let me bash your ear."

Jeri Freedman is the coauthor, with J.F. Rivkin, of two fantasy novels, *Season of Shadows* and *Season of Storms*, forming *The Summerlands* series, published by DAW books. In the past she has had a number of works published and produced in a theatrical venue, including *Uncle Duncan's Delusion*, a science-fiction comedy, which will be performed November 6-28 at the Masque Theatre in Milford, MA. On the technical side, she has spent fifteen years working at companies devoted to the development of state-of-the-art medical technology and advanced high-energy-physics research.

Esther M. Friesner keeps her two Nebulas on the mantlepiece, her cats in hand, and her powder (and her martinis) dry. When not writing or editing, she does suburban stuff. She is glad that swing is making a comeback and wishes that Martha Stewart would go away. Buy her books.

Ken Gale was born in New York City, but grew up in rural New Jersey. He had a hard time choosing between science and writing. Since his science teachers were more encouraging than his English teachers, who were usually prejudiced against science fiction, he ended up at the Florida Institute of Technology. Of course, he became a writer and editor. He hosts a talk show on WBAI-FM in New York on comics, and is an editor and co-publisher of *Dangerous Times* and *New Frontiers* for Evolution Comics.

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

Jeff Hecht is a freelance science and technology writer and correspondent for the British weekly *New Scientist*. His short fiction has or will appear in *Analog*, *Asimov's*, *Interzone*, *Odyssey*, *Twilight Zone*, *Year's Best Horror Stories*, and other anthologies. His nonfiction has appeared in magazines including *Omni*, *Earth*, *Analog*, and *Laser Focus World*. This spring, Oxford University Press will publish his latest book, *City of Light: The Story of Fiber Optics*. Prentice Hall published the third edition of *Understanding Fiber Optics* last fall. He holds a B.S. in electrical engineering from the California Institute of Technology.

Kate Holly-Clark is a professional storyteller and performance poet who has been working all over New England for the last ten years. She has performed in inns, stores, fairs, coffeehouses, bars, schools, and retirement homes; her repertoire of stories, drawn from world mythology and folktale, ranges from *The*



Odyssey to Ray Bradbury, with frequent stops in between to Irish Faerie-Land, German folk tales, Korean creation stories, and medieval Japanese tales. Her passionate belief that the human voice still has the power to mesmerize and bespell has been proven out over and over again in stunned-silent audiences for herself and her students.

Heidi Hooper, artist, is one of the few women in America with a Master's degree in Metalsmithing. Her work has been seen in shows and galleries across the country. She is a Master Costumer who has won numerous awards, including a craftsmanship award at WorldCon. She is one of the founders of the New England Roleplaying Organization (NERO) and is Vice President of the NERO Alliance. She also owns the costume store The NERO Emporium.

Muriel W. Kanter was born, raised, and educated between Boston and Cambridge. She is a graduate and victim of a classical high school, and has a degree in Chemistry from Harvard-Radcliffe. Kanter has made her living from teaching math/science, and from medical laboratory work. She has tried to remedy some of the deficiencies in her classical education. Some of her reading has been in ancient history, especially Jewish history. Surprisingly enough, she is now an officer of a synagogue.

Daniel Kimmel is a professional media critic *and* an SF fan - is it possible? Yes, he's been both since 1983 (and a fan even longer). His work has appeared in *Variety* and *The Boston Herald*, and he is a regular film reviewer for the *Worcester Telegram and Gazette*. Of some fan interest, his book on the history of the Fox network will be out next year (i.e., 2000) from Renaissance Books.

Diane Kovalcin has won several Master awards in both the Science Fiction and Fantasy and Historical Masquerades. While her costumes range from the sublime to the ridiculous, she has many other interests, including painting, quilting, and her family (her daughters are her best work of art yet).

Toni Lay says, "I'm a New York City woman, born in Brooklyn and raised in the Bronx, where I still reside. I don't replace one fandom with another. I accumulate them. I'm a costumer, a SF/F reader, a con goer, a Trekker, lover of British television shows, Marcus Didius Falco and Brother Cadfael books, *X-Files*, *Babylon 5*, *MST3K*, alternate history books, and a member of the SCA. I'm a member and past president of the NJ-NY Costumer's Guild, a chapter of the International Costumer's Guild. I was the Historical Masquerade Director for CostumeCon in 1998."

Fred Lerner was born in 1945, and has been active in fandom since 1963. He has been especially interested in the bibliography and history of science fiction, and was one of the founders of the Science Fiction Research Association. He graduated from Columbia College in 1966, and received the D.L.'s degree from Columbia University's School of Library Service in 1981. A revised version of his dissertation was published as *Modern Science Fiction and the American Literary Community* (Scarecrow Press, 1988), an informal guide to the writings of John Myers. A collection of his essays on science fiction and related topics, *A Bookman's Fantasy* (NESFA Press, 1995), was published in connection with his appearance as Special Guest at Boskone 33. His latest book, *The Story of Libraries: From the Invention of Writing to the Computer Age*, was published in November 1998 by Continuum. He is collaborating with Frederik Poul on a book about science fiction in the McCarthy years. Fred lives with his wife Sheryl and daughter Elizabeth in White River Junction, Vermont, where he is information scientist at the National Center for Post-Traumatic Stress Disorder.

Ben Llewellyn is a fictional character who creates other fictional characters. The author of ten LARPs so far (including *Appalachian Wedding*, which ran at Arisia 1996), with another four in progress, Ben is a firm believer that life without deadlines would be . . . well, a nice change of pace, sometimes. In his spare time, which occurs between the hours of nine and five every weekday, he is a technical writer.

Lynn Marron's writing career is actually a lot longer than the age she admits to. When she was eight, she started writing rip-offs of *The Black Stallion* books - unfortunately she didn't start selling until much, much later. From her first mystery/horror sale to DC Comics, she branched out into science-fiction short stories, television scripts, and radio scripts, then to novels and computer articles. Her sf work shows a definite anti-human bias, but we have been told that if we feed her enough onion dip at Arisia, she will become (semi-)non-hostile.

Michael McAfee is involved in LARPs (designed and ran three games, played in many more), filk (published three songs, active at filksings), costuming (craftsman level), and the SCA (very active, member of I Sebastianni, "the greatest commedia dell'arte troupe in the entire world").

Gary McGath has been involved in filk since 1989. He has published a tape, *Shrink Wrap Blues*, and *The Mad Scientist's Songbook*. He is the chair of the upcoming ConCertino 99.

Laura S. Packer is a storyteller and a folklorist, with a B.A. in folklore and mythology. She has been reading, writing, and telling SF and fantasy stories professionally for years. She can be bribed with backrubs, dim sum, and good tales.

Bill Pomeroy, a long-time poet and avid reader, has been working in the computer industry for over two years. He is currently working for VIP Calling as a network support engineer. He has several poems that he is trying to publish. Visit his web page for more information: www.greyrose.com. He is also in love with a beautiful young lady named Jessica "Tempest" Ball.

Patri J. Pugliese has been reconstructing historical dances from written sources for nearly twenty years. He is the artistic director for the nineteenth century for The Commonwealth Vintage Dancers, a Boston-based performing troupe specializing in social dances of the nineteenth and early twentieth centuries. In the past several years, he has taught workshops, led outdoor dances, and prompted at formal balls for the Vintage Dance and Civil War Reenactment communities in New England and across the country.

Barnaby Rapoport is best known for publishing such controversial zines as *Sadie mae Glutz*, *Snarkin' Surfari*, and *Zina*. His writing has also appeared in *Science Fiction Review*, *Blat!*, and two best-of-the-year fanthologies. He was Guest of Honor at Corflu 7. He attended



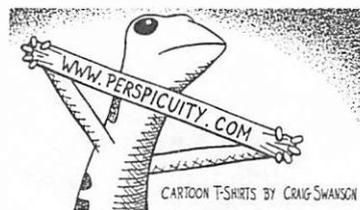
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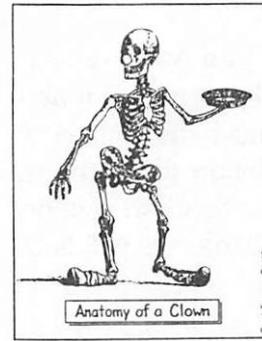
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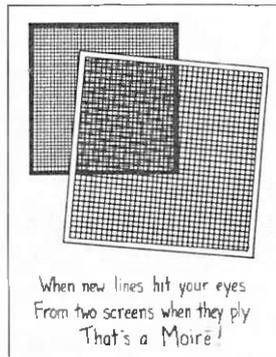
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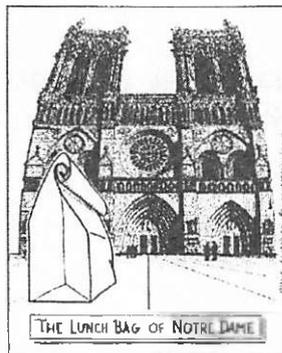
A Brush with Death



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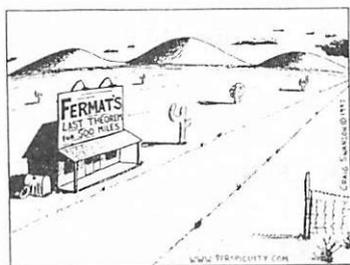
Lunch Bag of Notre Dame



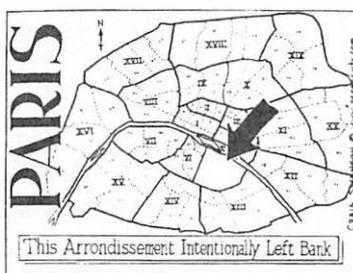
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the 1996 Odyssey writing workshop.

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

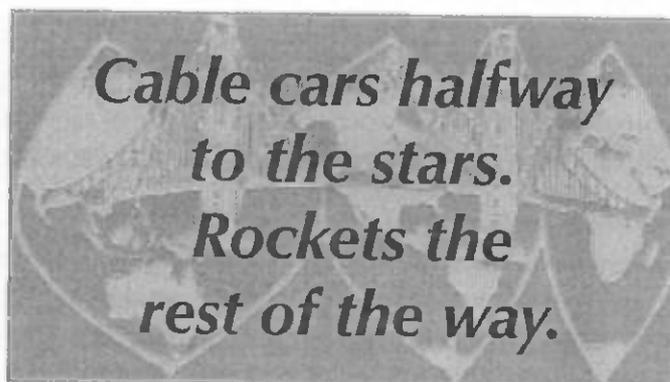
J.F. Rivkin is the shared pseudonym of two writers who live on opposite sides of the United States. They co-authored the first two books of the *Silverglass* series, *Silverglass* and *Web of Wind*. The next two volumes, *Witch of Phostshyl* and *Mistress of Ambiguities*, were written by the East Coast J.F. Rivkin (who is at Arisia), while the West Coast J.F. (who isn't) is the author of the third volume of the *RuneSword* series, *The Dreamstone*, and the first volume of the *Age of Dinosaurs* series, *Tyrannosaurus Rex*. J.F. Rivkin East and Jeri Freedman, known collectively as Ellen Foxxe, collaborated on the *Summerlands* books, *Season of Shadows* and *Season of Storms*. Is that clear?

Charles C. Ryan is the editor of *Aboriginal Science Fiction* and *First Books*. He was the editor of *Galileo* magazine in the mid-1970s. He and the magazine have been nominated for a Hugo three times. In the real or mundane world, he is an award-winning journalist and former reporter, and newspaper editor for twenty-four years.

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

Carol Salemi has been involved in costuming for over twenty-five years. She competes at the master level and has won awards in both the US and Canada. Carol has judged many costume events, including CostumeCons and WorldCons, and was Arisia's Masquerade director for the last five years. She is also a resident costumer and makeup and hair designer for Fiddlehead Theatre, makes elaborate headpieces for Yolanda's of Waltham, works on haunted houses, and is a massage therapist in her real life.

Rich Staats comes to Arisia with a varied gaming and professional background. He is a four-time Arisia panelist. Rich graduated from West Point (BS- 1984) and MIT (PhD - 1994). He currently lives in Washington, DC, where he advises senior decision-makers in the US government on gaming, simulation, and information technology. Rich has been an active GM since 1979, and has numerous gaming, fiction, and technical publications, ranging from articles in *Shadis* to a book on artificial



intelligence. He is the single father of three gaming children who keep him focused. Come to his panels for the great handouts!

Edward Stauff is by day a computer programmer, by night a musician who plays everything from pipe organ to hammered dulcimer, guitar to tuba. His choral arrangements of classic folk songs are becoming an often-requested feature at cons. Ed lives in New Hampshire with his wife and musical partner, Mary Ellen Wessels, and three pesky daughters, and countless musical instruments, including a harpsichord that he built himself from scratch.

Ian Randal Strock is the editor of *Artemis Magazine* (a bi-monthly magazine of science and science fiction), and the president of its parent company, LRC Publications. He is also a contributing editor with *Absolute Magnitude*. Ian is VP of the Lunar Resource Company, a director of the Artemis Society International, the Treasurer of the Science Fiction and Fantasy Writers of America, and one of the co-editors of *Writing Science Fiction and Fantasy* (St. Martin's, 1991, 1997). His writing has appeared in *Analog*, *Absolute Magnitude*, *The Daily Free Press*, *Games*, *Science News*, and *The New York Times*. He has won *Analog* AnLab Awards for Best Short Story and Best Fact Article. Ian is also a professional photographer.

Mercy van Vlack has had art in zillions of fanzines, anthropomorphic publications, and SF cons, as well as the Celtic Language League American Branch's 1990, 1991, 1995, and 1996 Celtic Calendars, and internationally-syndicated cartoons in *Wit of the World* and *Wit of Women* from the Cartoonist and Writers Syndicate. She has done custom drawings for gamers, specializing in anthropomorphic, women warrior, and Celtic designs. She's inked for DC and Malibu Comics, is creative director/co-publisher of *Evolution Comics*, and is a former writer for *Richie Rich*.

Michael A. Ventrella is one of the founders of the New England Roleplaying Organization (NERO), and currently runs the NERO Alliance, an affiliation of NERO campaigns dedicated to customer service. He is an attorney who also teaches political science courses at a local college. Ventrella is also the founder of *Animato* magazine, and his words have been read in *Dragon*, *Entertainment Weekly*, *d8*, and *Metagame* magazines. He also runs the NERO web page, <http://nerohq.com>

Eric Walker ("Modemac") is a practicing SubGenius minister, movie buff, and Emerson College student. When he's not busy watching movies and designing Web pages, he participates in free speech activism in defense of the Internet, as a designated member of S.P.U.T.U.M. - the SubGenius Police, Usenet Tactical Unit (Mobile). He maintains the popular Web site *2001 and Beyond the Infinite*.

Victoria Warren is a costumer who started by thinking, "gee - that stuff on stage isn't more complicated than my re-enactment garb". . . She pays for her hobby by doing risk analysis of nuclear plants - and, yes, it is more dangerous to fly in a plane.

Mary Ellen Wessels - "mew" - when she isn't teaching voice lessons, singing, or answering phones, goes to as many cons as her schedule (and budget) permits. Her CD *Current Obsessions* has received airplay around New England. She lives in New Hampshire with her husband and musical partner Ed Stauff, three fannish daughters, a cat, lots of books, and countless musical instruments, including a

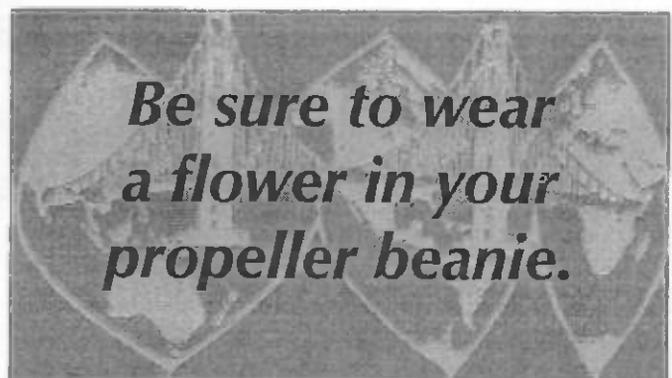
bodhran and a berimbau.

Andrew Wheeler is the seventh son of a seventh son, and, thus, is empowered to lie outrageously about everything. After an uneventful childhood, mostly spent in lovely New Jersey, our Mr. Wheeler got his B.A. in English from "No - it's Co-Ed Now!" Vassar College. Upon graduation, he apprenticed himself to legendary editor (twenty-six years and counting) Ellen Asher at the Science Fiction Book Club. The traditional seven years later (about a year ago), he was raised to the hallowed level of Editor himself.

Jonathan Woodward is a professional RPG author, an amateur cartoon historian, and a ruthless comic-book annotator. Much of his work is for the *Trinity* RPG from White Wolf. If brevity is the soul of wit, he must be very witty.

Deborah J. Wunder likes cats, writing, and music, in no particular order. She also makes and sells beaded jewelry. She hopes to be totally supporting herself by writing (both fiction and non-fiction) and jewelry-making in about three years. When not busy with the above, she can be found on-line, teaching journal-keeping or writing basics.

James Zavaglia has worked with media since the age of nine. He has a BGS degree from Salem State College, with a concentration in Photography and Video, and an AA degree from North Shore Community College. After college, he began working at the Gloucester Public Library as an AV Librarian. He does freelance photography and video, as well as working part-time for MassAV in Burlington. He does media consulting, specializing in political campaigns. Zavaglia started working in politics at age nine, by holding signs, and has worked on various elections, from City Councillor to President. He has been the media planner for two campaigns and media consultant for a third. He was founder and president of the SSC Science Fiction Society. He has worked on an independent movie, and helped the Astronomy professor at SSC by planning a weekly "Open House" in the Observatory.



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