

BOSKONE XX



B O S K O N E X X

18-20 February 1983, Boston, Massachusetts

Guest of Honor - Mack Reynolds

Official Artist - Wendy Pini

Science Speaker - Jeff Hecht

C O N T E N T S

2	Welcome to Boskone XX - Chairman's Greeting
2	Boskone XX Committee List
4	Weapons Policy
6	Guest of Honor - Mack Reynolds
8	Mack Reynolds Bibliography
22	Official Artist - Wendy Pini
24	Science Speaker - Jeff Hecht
26	Program
26	Films
27	Art Show
30	NESFA Sales Table
32	Hucksters' Room
33	Filksing
33	Filksing Contest
33	Story Contest
34	Information Desk
34	A Neo's Guide to Boskone
35	Newsletter - <u>Helmuth, Speaking for Boskone</u>
36	Masquerade Party
38	Hall Costumes
38	Regency Ball
39	Con Suite
39	Parties
39	Punday Night
40	Boskone XX Quiz
40	Dragonslair
40	Discussion and Special Interest Groups
41	Babysitting
41	Registration
42	People Mover
42	Games
43	Hotel Information
43	Skylark Award
44	NESFA
45	Fellowship of NESFA
46	Boskone Life Members
48	Boskone History
50	NESFA Relaxacons

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W E L C O M E T O B O S K O N E X X

As you read your program book and as you attend the twentieth Boskone, I hope you will enjoy both our official and unofficial themes.

Our official theme, the one on which our program is based, is "Life in the Year 2000." While not far away in actual years, the year 2000 is still magically distant in meaning. What will be find when we reach that mystical year? We hope to present ideas and concepts to spark your imagination.

Our unofficial theme is "Fans are Friends." We will be trying to make this convention an especially friendly one. In this, we need your help. Remember the other fellow -- say hello. Everyone was new once -- remember? If any problems arise, please let a committee member know immediately. We will do all we can to help make this a friendly and enjoyable time for everyone.

This year we are very pleased to have Mack Reynolds as our Guest of Honor. Mack has been writing speculative fiction since the early 40's with special emphasis on the socio-political possibilities of the year 2000. We have lured him away from warm and sunny Mexico for "cold"; but fannishly warm, and hopefully sunny, Boston.

The beautiful artwork on all our flyers, progress report, program book, and Boskone Book was done by our Official Artist, Wendy Pini. Wendy is probably currently best known for herr creation of the "Elfquest" comics. However, as you can see, she does much more. We are happy to welcome her and her lovely artwork back to Boston.

Our guest Science Speaker is our own Jeff Hecht. Jeff, who has been an SF fan for years, has been working on laser technology and willbe giving us ideas on how this will impact life in the year 2000.

As chairman, I want to extend my warmest thanks to these three special people for sharing their thoughts and work with us, and to the many other fascinating people who will be on our panels and presentations. Special thanks also to those who have worked so hard to make Boskone XX an enjoyable experience for all of us and to those of you who have volunteered your time and effort to help out.

Again, welcome, we're glad you came. -- Pat Vandenberg, FN, Chairman of Boskone XX.

B O S K O N E X X C O M M I T T E E M E M B E R S

CHAIRMAN - Pat Vandenberg, FN
Left Hand - Deryl Humphrey
Right Hand - Ann McCutchen, FN
Special Assistant - Bill Perkins

ART SHOW - Wendy Glasser, FN
 Special Assistants - Claire Anderson; Dave Anderson, FN
 Records - Linda Roth
 Set-up/Tear-down - Al Kent
 Sales - Mark Olson
 Auction - Suford Lewis, FN; Greg Thokar
 Auctioneers - Tony Lewis, FN; jan finder
 Judging - Suford Lewis, FN; Greg Thokar
 Staff - Kath Horne, FN; Krissy, FN; Selina Lovett, FN; Sue Champeny
 Gail Hormats; Dave Vogel; George Flynn, FN
 AWARDS - Laurie Mann
 BABYSITTING - Lois Hecht
 C & C - Anton Chernoff
 Assistants - Bob Spence, FN; Jim Burrows
 Staff - James Turner; Alan Axelrod; Glenn Axelrod; Jim Sulzen;
 Seth Breidbart; Dave Broadbent; Tom Galloway; Alexis Layton;
 Ann McCutchen, FN; John Noun; Ben Yalow
 CON SUITE - Jim Mann
 Staff - Shira Ordower
 DEN - Skia Hurst
 Assistant - Mike Moyle
 DRAGONSLAIR - Lois Hecht
 FAN RELATIONS - Mike DiGenio
 Information - Becky Kaplowitz; Janet C. Johnston
 Signs - Stan Rabinowitz; Liz Zitzow; Stephanie Slayton
 At-Con Staff - Deirdre King
 FILKSINGS & FILKSONG CONTEST - J. Spencer Love
 FILMS - Bill Carton, FN
 Staff - Bird Sappington; Nick Nussbaum; Skip Morris
 FLYERS - Jim Hudson, FN; Chip Hitchcock, FN
 GAMES (COMPUTER) - Marty Gentry
 GAMES (NON-COMPUTER) - Peter Olatka
 HOTEL LIAISON - Rick Katze, FN
 At Con - Don Eastlake III, FN
 HUCKSTERS' ROOM - Jodi Hitchcock
 Staff - Ira Kaplowitz & Bob Knowlden
 INSURANCE - Bill Perkins
 LOGISTICS - Bob Beecher
 Staff - Beth MacLellan; Paula Lieberman; Andy Robinson
 MAILROOM - Claire Anderson; Dave Anderson, FN
 MASQUERADE - Pat Kennedy; Peggy Kennedy
 Assistant - Pam Mallory-Ricker
 Announcer - jan howard finder
 MIMEOGRAPHY - Claire Anderson
 MURAL - Chip Hitchcock, FN
 NEWSLETTER - Jim Hudson, FN
 Staff - Claire Anderson; Leslie Turek, FN
 PEOPLE MOVER - Sue Hammond
 Staff - Dave Salter
 PRESS RELATIONS - Diana Koretsky
 PROGRAM - Mark Chilenskaskas; Shava Nerad
 Staff - Rich Moore; Ada Franklin; Frank Richards
 Discussion & Special Interest Groups - Dave Broadbent
 PROGRAM BOOK & POCKET PROGRAM - Tony Lewis, FN
 PROGRESS REPORT - Dave Anderson, FN & Claire Anderson
 PUNDAY NIGHT - Wendy Lindboe
 Bartender - jan howard finder

QUIZ - Selina Lovett, FN
RECON-1 - Walt Freitag
REGENCY BALL - Suford Lewis, FN
 Dancing Master - Patri Pugliese
REGISTRATION, AT-CON - Ken Knabbe
 Assistant - Laurie Mann
 Staff - Jim Scheff; Sharon Sbarsky
REGISTRATION, PRE-CON - Debbie King, FN
 Data Entry - Dave Anderson, FN
RIBBONS - Claire Anderson
SKYLARK - Laurie Mann
TECHNICAL - Chip Hitchcock, FN
 Pre-con - Alexis Layton
 Sound & Tape Recording - Bob Spence, FN
 Staff - Chris Buck; Monty Wells
TREASURER - Dave Cantor
 Assistant Treasurer - Joe Rico

Activities at Boskone which are not organizationally nor
fiscally part of the structure

BOSKONE BOOK - Greg Thokar; Chip Hitchcock, FN; Krissy, FN
NESEA SALES TABLE - Debbie King, FN
STORY CONTEST - Frank Richards
T-SHIRTS - Rick Katze; Anna Pierce

W E A P O N S P O L I C Y

The Boskone flyer contained a brief statement of our weapons policy;
here is a fuller version.

1. Pistols and other weaponry restricted by Massachusetts law are absolutely prohibited. The Massachusetts General Laws, Chapter 269, Section 10(b), in part say:

Whoever, except as provided by law, carries on his person, or carries on his person or under his control in a vehicle, any stiletto, dagger, dirk knife, any knife having a double-edged blade, or a switch knife, or any knife having an automatic spring release device by which the blade is released from the handle, having a blade of over one and one-half inches, or a slung shot, blackjack, metallic knuckles or knuckles of any substance which could be put to the same use with the same or similiar effect as metallic knuckles, nunchaku, zoobow, also known as klackers or kung fu sticks, or any similiar weapon consisting of two sticks of wood, plastic or metal connected at one end by a length of rope, chain, wire or leather, a shuriken or any similiar pointed starlike object intended to injure a person when thrown, or a manrikigusari or similiar length of chain having weighted ends; ... shall be punished by imprisonment for not less than two and one-half years nor more than five years in the state prison, or for not less than six months nor more than two and one-half years in a

jail or house of correction, except that, if the court finds that the defendant has not been previously convicted of a felony, he may be punished by a fine of not more than fifty dollars or by imprisonment for not more than two and one-half years in a jail or house of correction.

This provision will be strictly enforced. If you violate this rule, be prepared to be asked to leave the convention without any refund of your membership and to be denied admittance to future Boskones.

2. Costume weaponry, such as zap guns, swords, etc., which are not in violation of Massachusetts General Laws, Chapter 269, Section 10(b), may be worn only at the masquerade including a period from one-half hour before until one-half hour after the masquerade. If you draw, flourish, or demonstrate your weapon or act unsociably, the privilege of wearing the weapon will be withdrawn. We also reserve the right to void your Boskone membership without refund and to deny you admittance to future Boskones.

We do not intend to justify the first provision. It is the law and we are all bound by it.

Concerning the second provision, we are a large convention held in the City of Boston at a hotel which has non-convention guests. Because a small minority has abused its privileges, we have been forced to restrict these privileges for the common benefit. Even weapons swinging from a belt can injure people in a crowded, confined area. In order that we can keep the masquerade exception, we ask you to follow these rules and not try to split hairs. It is our intent to honor the spirit of these rules and we will take little notice of hair-splitting.

Please remember, if in doubt ASK. We hope that you will have a good time. (Any thoughts or comments on these rules are always welcome.)
— Rick Katze

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Mack Reynolds is my personal nomination for the greatest undiscovered science-fiction writer of the twentieth century. I use the word "undiscovered" a little loosely, maybe -- after all, he has published literally hundreds of stories and was a mainstay of, among other things, John Campbell's Analog in its golden days. But as far as I know he has never received either a Hugo or a Nebula, nobody is doing a Ph.D. dissertation on his work, he does not have his coterie audience or personal fan club and I have yet to hear of any college course in science fiction that acknowledges his existence at all.

This, I submit, is a crying shame. He deserves more. I happen to know he deserves more, because it was brought to my attention, twice, in ways that I could not overlook.

The first episode came about some years ago, when I was doing a lot of lecturing to non-science-fiction readers. For reasons not worth the trouble of going into, a lot of management groups signed me up as lecturer or consultant to tell them about the sort of things I thought might come about in the future that weren't covered in their standard Business Week and Barron's projections. So I would tell them about the Minimum Basic Allowance, whereby every citizen automatically drew a fair amount of subsistence income whether he worked or not; and the possible mobile cities that would roam tomorrow's highways, and how things were likely to go in Africa, and all sorts of other interesting sociological and economic speculations. I knew that none of them were my own idea; but it took some time for me to realize that a solid chunk of them came from the science-fiction stories of a single writer, and that writer was Mack Reynolds.

And then, when I was editing Galaxy, it occurred to me that it was a worthwhile project to try to find out what the cash customers thought of the stories. You can tell something from awards, of course, but I wanted harder evidence than the Hugos and Nebulas. So with the help of Lester del Rey I polled a sizeable chunk of the subscribers to Galaxy and If in as close to a statistically valid sampling as the two of us could manage. We discovered some interesting things. I had published some pretty good stuff, by almost every good science-fiction writer operating in those years. Quite a few of them had won awards and been selected for best-of-the-year collections and so on. The first surprising thing was that some of the ones that had been nominated for awards finished quite low in the readers' polls. The second surprise was that the top ten per cent, according to the poll, was dominated by the work of a single writer --- and again, that writer was Mack Reynolds.

That's Mack Reynolds the writer, but that does not exhaust the things worth remembering about this guy. He has been leading a pretty interesting life. The first time I met him, in London a couple of decades ago, he had just come back from the Soviet Union. Well, that's nothing special --- lots of people go to the U.S.S.R. --- but how many do it by road, in a camper, wandering where they will? When Mack writes about the Soviet Union, or Africa, or Sri Lanka, or almost any

other place you can think of, you can trust what he says because he's been there and seen it for himself.

Of course, Mack wasn't really wandering at random. What he was doing was looking for the perfect spot, the Shangri-la, the paradise on earth that every writer wants and hardly anyone finds. Evidently he found it at last, because for the past dozen years and more he has been firmly fixed in San Miguel de Allende, where he is not only a well-known local citizen but the next best thing to a tourist attraction.

It is a credit to the Boskone con committee that they managed to pry him loose long enough to be seen in God's country. Take advantage of the opportunity --- get him to tell you about his merry adventures with the Russian police and explain how you work the toilets on African airlines --- because his like will not soon pass this way again!



Photograph copyright © 1983 by Mack Reynolds

MACK REYNOLDS BIBLIOGRAPHY

Compiled by George Flynn, FN

This bibliography is far from complete. In particular, the short-fiction listing attempts to cover only science fiction, and even with this limitation may have missed some; however, we believe it includes all stories published in English-language SF magazines and anthologies, or reprinted in Reynolds' own collections. Not included are his mystery or other stories outside the SF field, nor any of his many articles. The listing of books is as complete as we have been able to manage. Special thanks go to the M.I.T. Science Fiction Society, whose library contained about 90% of the items listed here; and to Kenneth R. Johnson, who uncovered most of the remainder.

SHORT FICTION - Chronological order

The title given first is that of original publication, with any later retitlings following in brackets. Stories later included in Reynolds' collections, or rewritten into parts of novels, have the book in question indicated by an abbreviation of the form (XYZ) at the end of the line; these abbreviations are given immediately after the titles in the book listings.

"Isolationist", Fantastic Adventures, Apr 50; reprint, Fantastic, Oct 69

"He Took It With Him" [as "Clark Collins"], Fantastic Adventures, Apr 50; reprint, Amazing, Dec 66

"United We Stand", Amazing, May 50; reprint, Most Thrilling SF, Dec 71

"Fido", Fantastic Adventures, May 50; reprint, Science Fantasy Yearbook, Fall 70

"Luvver", Fantastic Adventures, Jun 50; reprint, Amazing, Dec 67

"Precognition", Thrilling Wonder Stories, Jun 50

"The Man in the Moon", Amazing, Jul 50; reprint, Amazing, Mar 69

"The Discord Makers", Out of This World Adventures, Jul 50

"Down the River", Startling Stories, Sep 50 (BMR)

"The Word From the Void", Super Science Stories, Sep 50

"You Might Say Virginia Dared" [as "Dallas Ross"], Amazing, Sep 50

"Give the Devil His Due" [as "Dallas Ross"], Fantastic Adventures, Oct 50 (CI)

"One of Our Planets Is Missing", Amazing, Nov 50; reprint, Space Adventures, Spring 71

"Tall Tale", Startling Stories, Nov 50

"Long Beer -- Short Horn", Fantastic Adventures, Nov 50

"The Devil Finds Work", Fantastic Adventures, Dec 50

"Tourists to Terra", Imagination, Dec 50

"The Spark", Thrilling Wonder Stories, Dec 50

"Six-Legged Svengali" [with Fredric Brown], Worlds Beyond, Dec 50

"Ask Me No Questions", Amazing, Jan 51; reprint, Most Thrilling SF, Spring 71

"Troubadour" ["Troubadour" on title page and table of contents], Other Worlds, Jan 51

"Dark Interlude" [with Fredric Brown], Galaxy, Jan 51

"The Switcheroo" [with Fredric Brown], Other Worlds, Mar 51

"Overtime", Thrilling Wonder Stories, Apr 51

"I'm a Stranger, Myself" [as "Dallas Ross"], Thrilling Wonder Stories, Apr 51

"Not in the Rules", Imagination, Apr 51

"Second Advent", Marvel Science Stories, May 51 [different from 1974 story with same title]

"Garrigan's Bems" ["Cartoonist"] [with Fredric Brown], Planet Stories, May 51

"The Martians and the Coys", Imagination, Jun 51

"Mercy Flight", Planet Stories, Jul 51 [essentially rewritten as "Come In, Spaceport", 1974]

"With This Ring..." [as "Dallas Ross"], Fantastic Adventures, Aug 51

"Displaced Person", Fantastic Story Magazine, Fall 51

"Ultimate Answer" [as "Dallas Ross"], Thrilling Wonder Stories, Oct 51

"He Knew All the Answers" [as "Dallas Ross"], Fantastic Adventures, Nov 51; reprint, Science Fantasy (American), Spring 71

"Chowhound", Marvel Science Fiction, Nov 51

"Halftripper", Planet Stories, Nov 51

"The Gamblers" [with Fredric Brown], Startling Stories, Nov 51

"The Hatchetman" [with Fredric Brown], Amazing, Dec 51 [different from 1966 story "Hatchetman"]

"How Green Was My Martian", Startling Stories, Jan 52

"Four-Legged Hotfoot" ["Doctor's Orders"], Fantastic Adventures, Winter 52 (CI)

"Your Soul Comes C.O.D.", Fantastic Adventures, Mar 52; reprint, Fantastic, Mar 66 (BMR)

"Final Appraisal", Other Worlds, Mar 52

"The Business, As Usual", Fantasy and Science Fiction, Jun 52 (BMR)

"The Cosmic Bluff", Imagination, Oct 52

"Alternate Universe", Other Worlds, Nov 52

"Me and Flapjack and the Martians" [with Fredric Brown], Astounding, Dec 52 [some elements included in "Buck and the Gents From Space", 1974]

"Stowaway", Universe SF, Jun 53

"Dogfight -- 1973", Imagination, Jul 53

"The Adventure of the Snitch in Time" [with August Derleth], Fantasy and Science Fiction, Jul 53 (CI)

"Advice From Tomorrow", SF Quarterly, Aug 53

"Please to Remember", Future SF, Sep 53

"No Return From Elba", Fantastic, Sep/Oct 53 (BMR)

"D.P. From Tomorrow", Orbit SF #1, '53

"Potential Enemy", Orbit SF #2, '53

"Optical Illusion", Science Stories, Dec 53

"Off Course", If, Jan 54

"A Zloor for Your Trouble!", Imagination, Jan 54

"The Other Alternative", Fantasy and Science Fiction, Feb 54

"The Galactic Ghost" ["The Last Warning"], Planet Stories, Mar 54 (CI)

"And Thou Beside Me", Fantasy and Science Fiction, Apr 54

"Paradox Gained...", Orbit SF, Jul/Aug 54

"Husbands, Care and Feeding of", SF Stories #2, '54

"Prone", Fantasy and Science Fiction, Sep 54 (BMR)

"A Dream...Dying", Thrilling Wonder Stories, Fall 54

"Desperate Remedy", SF Quarterly, Nov 54

"The Expert", Fantasy and Science Fiction, Jan 55 (DoB)

"The Long Way Home", Imagination, Mar 55

"All the World Loves a Luvver", Fantasy and Science Fiction, Apr 55

"Albatross", Imagination, Apr 55 (BMR)

"The Adventure of the Ball of Nostradamus" [with August Derleth],
Fantasy and Science Fiction, Jun 55

"Space Gamble", Imagination, Jul 55

"Operation Triplan", Fantastic Universe, Aug 55

"Buck and the Space War", Imaginative Tales, Sep 55 [some elements
included in "Buck and the Gents From Space", 1974]

"Completed Angler", Startling Stories, Fall 55 (CI)

"Meddler's World" [with Theodore Cogswell], SF Quarterly, Nov 55

"Burnt Toast" ["Martinis: 12 to 1"], Playboy, Nov 55; reprint,
Fantasy and Science Fiction, Jul 56 (BMR)

"The Triangulated Isaak Walton", Fantastic Universe, Jun 56

"After Some Tomorrow", If, Jun 56 [unrelated to novel of same title]

"Fair Exchange", Fantastic Universe, Aug 56

"Compounded Interest", Fantasy and Science Fiction, Aug 56 (BMR, CI)

"Case Rests", SF Quarterly, Aug 56

"Dog Star", SF Quarterly, Nov 56

"Obedience Guaranteed", Space Science Fiction, Spring 57

"Posted" [as "Mark Mallory"], Space SF, Spring 57

"Devil to Pay", Good Humor, (issue not known) 57

"Slow Djinn", Space SF, Aug 57

"Dead End", Tales of the Frightened, Aug 57

"The Man Who Stole His Body" [as "Mark Mallory"], Tales of the
Frightened, Aug 57

"Happy Ending" [with Fredric Brown], Fantastic Universe, Sep 57

"Snafu on the New Taos", Venture, Sep 57

"Of Pot and Potter", Fantastic Universe, Jan 58

"Sin Planet", Amazing, Mar 58; reprint, Great SF #5, '66

"The Truth and the Image" [as "Mark Mallory"], Amazing, Mar 58

"Gladiator", Fantasy and Science Fiction, Mar 58

"Alternatives, Inc.", Amazing, May 58; reprint, Most Thrilling SF #3, '66

"Pieces of the Game", Astounding, Dec 58

"War Path", Short Story, ? 59; reprint, Bakka Magazine, Fall 77

"Unborn Tomorrow", Astounding, Jun 59

"Torol", Fantastic, Sep 59; reprints, Great SF #4, '66; Amazing, May 79

"The Hunted Ones", SF Stories, Nov 59

"The Good Seed" [as "Mark Mallory"], If, Jan 60

"Summit", Astounding/Analog, Feb 60

"Revolution", Astounding/Analog, May 60 (BMR)

"Adaptation", Astounding/Analog, Aug 60 [expanded as The Rival Rigelians]

"Combat", Analog, Oct 60

"Medal of Honor", Amazing, Nov 60; reprint, Most Thrilling SF #5, '67 [expanded as Galactic Medal of Honor]

"Russkies, Go Home!", Fantasy and Science Fiction, Nov 60 [expanded as Tomorrow Might Be Different]

"I'm a Stranger Here Myself", Amazing, Dec 60

"Gun for Hire", Analog, Dec 60

"Freedom", Analog, Feb 61 (BMR)

"Ultima Thule", Analog, Mar 61 (PAX)

"I.Q.", Fantastic, Jun 61

"Farmer", Galaxy, Jun 61

"Status Quo", Analog, Oct 61 [expanded as Day After Tomorrow] [this was Reynolds' only story to make the final Hugo ballot]

"Black Man's Burden", Analog, Dec 61-Jan 62 [book version as Blackman's Burden]

"Mercenary", Analog, Apr 62 [expanded as Mercenary From Tomorrow]

"Border, Breed Nor Birth", Analog, Jul 62-Aug 62 [book version with same title]

"Earthlings, Go Home!", Rogue, Aug 62 (BMR)

"Good Indian", Analog, Sep 62 (BMR, CI)

"Subversive", Analog, Dec 62 (BMR)

"The Common Man" [as "Guy McCord"], Analog, Jan 63

"Speakeasy", Fantasy and Science Fiction, Jan 63 [expanded as The Cosmic Eye]

"Frigid Fracas", Analog, Mar 63-Apr 63 [book version as The Earth War]

"Expediter", Analog, May 63 (DoB)

"Spaceman on a Spree", Worlds of Tomorrow, Jun 63 (BMR)

"Pacifist", Fantasy and Science Fiction, Jan 64 (BMR, CI)

"Genus Traitor", Analog, Aug 64

"Sweet Dreams, Sweet Princes", Analog, Oct 64-Dec 64 [book version as Time Gladiator]

"Photojournalist", Analog, Feb 65

"Fad", Analog, Apr 65 (DoB, BMR)

"The Adventure of the Extraterrestrial", Analog, Jul 65 (BMR)

"Of Godlike Power", Worlds of Tomorrow, Jul 65-Sep 65 [book version as Of Godlike Power or Earth Unaware]

"By the Same Door", New Worlds #153, Aug 65

"Space Pioneer", Analog, Sep 65-Nov 65 [book version with same title]

"A Leader for Yesteryear", If, Oct 65

"Time of War" ["Retaliation"], If, Nov 65

"Last of a Noble Breed", Worlds of Tomorrow, Nov 65

"Beehive", Analog, Dec 65-Jan 66 [book version as Dawnman Planet]

"The Switcheroo Revisited", Analog, Feb 66

"Hatchetman" ["Pistolero"], Impulse, Jun 66 [different from 1951 story "The Hatchetman"] (PAX)

"Survivor", Analog, Jul 66 (BMR)

"Arena", If, Sep 66

"Romp", Analog, Oct 66 (PP2)

"Amazon Planet", Analog, Dec 66-Feb 67 [book version with same title]

"Radical Center", Analog, Mar 67

"Relic", Fantasy and Science Fiction, Mar 67

"The Enemy Within", Analog, Apr 67 (BMR)

"The Throwaway Age", Worlds of Tomorrow, May 67

"Computer War", Analog, Jun 67-Jul 67 [book version with same title]

"Depression or Bust", Analog, Aug 67 (DoB,CI)

"Fiesta Brava", Analog, Sep 67 (SGUP)

"Coup" [as "Guy McCord"], Analog, Nov 67 (TSB)

"Psi Assassin", Analog, Dec 67 (SGUP,CI)

"How We Banned the Bombs", Galaxy, Jun 68

"Among the Bad Baboons", Galaxy, Aug 68

"Love Conquers All", If, Sep 68

"Where's Horatius?", Amazing, Sep 68

"Criminal in Utopia", Galaxy, Oct 68 (PP2)

"The Computer Conspiracy", If, Nov 68-Dec 68 [book version as Computer World]

"Spying Season", Galaxy, Dec 68

"What the Vintners Buy", Worlds of Fantasy #1, '68 [different from 1980 story with same title]

"Krishna" [as "Guy McCord"], Analog, Jan 69 (TSB)

"Extortion, Inc.", Analog, Feb 69 (PP2)

"Opportunist" [as "Guy McCord"], Analog, Apr 69 (TSB)

"The Five Way Secret Agent", Analog, Apr 69-May 69 [book version with same title]

"The Towns Must Roll", If, Jul 69-Sep 69 [book version as Rolltown]

"Utopian", The Year 2000 (1970, ed. Harry Harrison) [first section of After Utopia] (BMR)

"Black Sheep Astray", Astounding: John W. Campbell Anthology (1973, ed. Harry Harrison)

"City's End", Future Quest (1973, ed. Roger Elwood)

"The Cold War...Continued", Nova 3 (1973, ed. Harry Harrison) (TBYB)

"Second Advent", If, Jun 74 [different from 1951 story with same title] (BMR)

"Nostradamus" [as "Clark Collins"], If, Jun 74

"Come In, Spaceport", GO: Reading in the Content Areas (1974, ed. Harold L. Herber) (BMR) [juvenile]

"Buck and the Gents From Space", Way Out (1974, ed. Roger Elwood) [elements based on "Me and Flapjack and the Martians", 1952, and "Buck and the Space War", 1955] [juvenile]

"Generation Gap", Future Kin (1974, ed. Roger Elwood) [juvenile]

"Spooky", The Killer Plants (1974, ed. Roger Elwood) [juvenile]

"Survival, A.D. 2000", Survival From Infinity (1974, ed. Roger Elwood) [juvenile]

"Cry Wolf!", Galaxy, Dec 74 (PP2)

"Visitor", Tomorrow Today (1975, ed. George Zebrowski) [expanded as Space Visitor]

"Of Future Fears", Analog, Oct 77-Dec 77

"All Things to All...", Amazing, May 78

"A Halo for Horace", Amazing, Feb 79

"The Case of the Disposable Jalopy", Analog, Oct 79

"Golden Rule", Analog, Mar 80

"Hell's Fire" [with Gary Jennings], Fantasy and Science Fiction, Jun 80

"What the Vintners Buy", Analog, Sep 80 [different from 1968 story with same title]

"The Union Forever", Analog, Dec 80

"Escape Velocity", Fantasy and Science Fiction, Dec 80

"Closer Encounter", Isaac Asimov's SF Magazine, 11 May 81

"The Hand of the Bard", Speculations (1982, ed. Isaac Asimov and Alice Laurance)

"Idealist", [original in CI, 1983]

STORY COLLECTIONS

The stories in each collection are listed in the order of their original publication (that is, the order in which they appear in the above list). The abbreviations after the book titles correspond to the ones used in the story list above.

THE BEST OF MACK REYNOLDS (BMR): Down the River ...Your Soul Comes C.O.D. ..The Business, AS Usual ...No Return From Elba ...Prone ...Albatross ...Burnt Toast ...Compounded Interest ...Revolution ...Freedom ...Earthlings Go Home! ...Good Indian ...Subversive ...Spaceman on a Spree ...Pacifist ...Fad ...The Adventure of the Extraterrestrial ...Survivor ...The Enemy Within ...Utopian ...Second Advent ...Come In, Spaceport
Pocket Books (1976)

COMPOUNDED INTERESTS (CI): Give the Devil His Due ...Doctor's Orders ...The Adventure of the Snitch in Time ...The Last Warning ...Completed Angler ...Compounded Interest ...Good Indian ...Pacifist ...Depression or Bust ...Psi Assassin ...Idealist ...Three Unanswerable Questions [poem]
NESFA Press (1983)

SCIENCE FICTION NOVELS

THE EARTH WAR [book version of "Frigid Fracas" (1963)]
Pyramid F-886 (1963)

PLANETARY AGENT X (PAX) [sections based on "Ultima Thule" (1961) and "Hatchetman" (1966)]
Ace M-131 [with Behold the Stars by Kenneth Bulmer] (1965)
Ace 66995 [with The Rival Rigelians] (1974)

OF GODLIKE POWER/EARTH UNAWARE [book version of "Of Godlike Power" (1965)]
Belmont B50-680 (1966), as Of Godlike Power
Belmont B50-826 (1968), as Earth Unaware
Leisure 628 (1979), as Earth Unaware

DAWNMAN PLANET [book version of "Beehive" (1965-66)]
Ace G-580 [with Inherit the Earth by Claude Nunes] (1966)
Ace 14250 [with Depression or Bust] (1974)

TIME GLADIATOR [book version of "Sweet Dreams, Sweet Princes" (1964)]
Four Square Books 1459 (1966) [British edition]
Lancer 74-537 (1969)

SPACE PIONEER [book version of "Space Pioneer" (1965)]
Four Square Books 1671 (1966) [British edition]

THE RIVAL RIGELIANS [expansion of "Adaptation" (1960)]
Ace G-632 [with Nebula Alert by A. Bertram Chandler] (1967)
Ace 66995 [with Planetary Agent X] (1974)

AFTER SOME TOMORROW
Belmont B50-795 (1967)

COMPUTER WAR [book version of "Computer War" (1967)]
Ace H-34 [with Death Is a Dream by E.C. Tubb] (1967)
Ace 11650 [with Code Duello] (1973)

STAR TREK: MISSION TO HORATIUS [juvenile]
Whitman (1968)

MERCENARY FROM TOMORROW [expansion of "Mercenary" (1962)]
Ace H-65 [with The Key to Venudine by Kenneth Bulmer] (1968)
Ace 24035 [with The Five Way Secret Agent] (1975)

CODE DUELLO
Ace H-103 [with The Age of Ruin by John M. Faucette] (1968)
Ace 11650 [with Computer War] (1973)

THE SPACE BARBARIANS (TSB) [sections based on "Coup" (1967), "Krishna" (1969), and "Opportunist" (1969)]
Ace 77710 [with The Eyes of Bolsk by Robert Lory] (1969)

THE COSMIC EYE [expansion of "Speakeasy" (1963)]
Belmont B60-1040 (1969)
Belmont Tower 50802 (1975)
Leisure 610 (1979)

ONCE DEPARTED
Curtis 06122 (1970)

COMPUTER WORLD [book version of "The Computer Conspiracy" (1968)]
Curtis 07098 (1970)

BLACKMAN'S BURDEN [book version of "Black Man's Burden" (1961-62)]
Ace 06612 [with Border, Breed Nor Birth] (1972)

BORDER, BREED NOR BIRTH [book version of "Border, Breed Nor Birth" (1962)]
Ace 06612 [with Blackman's Burden] (1972)

LOOKING BACKWARD, FROM THE YEAR 2000
Ace 48970 (1973)

COMMUNE 2000 A.D.
Bantam N8402 (1974)

DEPRESSION OR BUST [sections based on "The Expert" (1955), "Expediter" (1963), "Fad" (1965), and "Depression or Bust" (1967)]
Ace 14250 [with Dawrman Planet] (1974)

SATELLITE CITY
Ace 75045 (1975)

TOMORROW MIGHT BE DIFFERENT [expansion of "Russkies, Go Home!" (1960)]

Ace 81670 (1975)

AMAZON PLANET [book version of "Amazon Planet" (1966-67)]

Ace 09150 (1975)

Italian edition in 1967

THE TOWERS OF UTOPIA

Bantam T6884 (1975)

ABILITY QUOTIENT

Ace 00265 (1975)

THE FIVE WAY SECRET AGENT [book version of "The Five Way Secret Agent" (1969)]

Ace 24035 [with Mercenary From Tomorrow] -(1975)

SECTION G: UNITED PLANETS (SGUP) [sections based on "Fiesta Brava" (1967) and "Psi Assassin" (1967)]

Ace 75860 (1976)

DAY AFTER TOMORROW [expansion of "Status Quo" (1961)]

Ace 13960 (1976)

ROLLTOWN [book version of "The Towns Must Roll" (1969)]

Ace 73450 (1976)

GALACTIC MEDAL OF HONOR [expansion of "Medal of Honor" (1960)]

Ace 27240 (1976)

POLICE PATROL: 2000 A.D. (PP2) [sections based on "Romp" (1966), "Criminal in Utopia" (1968), "Extortion, Inc." (1969), and "Cry Wolf!" (1974)]

Ace 67460 (1977)

EQUALITY: IN THE YEAR 2000

Ace 21430 (1977)

SPACE VISITOR [expansion of "Visitor" (1975)]

Ace 77782 (1977)

AFTER UTOPIA [first section based on "Utopian" (1970)]

Ace 00958 (1977)

PERCHANCE TO DREAM

Ace 65948 (1977)

THE BEST YE BREED (TBYB) [section based on "The Cold War...Continued" (1973)]

Ace 05481 (1978)

TRAMPLE AN EMPIRE DOWN

Leisure 585KK (1978)

BRAIN WORLD

Leisure 595KK (1978)

THE FRACAS FACTOR
Leisure 602DK (1978)

LAGRANGE FIVE
Bantam 12806 (1979)

OTHER BOOKS

THE CASE OF THE LITTLE GREEN MEN [mystery]
Phoenix Press (1951)

SCIENCE-FICTION CARNIVAL [anthology, edited with Fredric Brown]
Shasta Publishers (1953)
Bantam A1615 (1957) [abridged]

PARADISE FOR MALES [collection of travel articles from Rogue]
Plaza (1957)

HOW TO RETIRE WITHOUT MONEY [non-fiction]
Belmont (1958)
Gallant (several editions)

EPISODE ON THE RIVIERA
Monarch 205 (1961)

A KISS BEFORE LOVING
Monarch 214 (1961)

THIS TIME WE LOVE
Monarch 259 (1962)

THE EXPATRIATES
Regency 321 (1963)

THE KEPT WOMAN
Monarch 360 (1963)

THE JET SET
Monarch 405 (1964)

PUERTO RICAN PATRIOT: THE LIFE OF LUIS MUÑOZ RIVERA [biography]
Crowell-Collier (1969)

FOUR-LETTER WORLD [as by "Todd Harding"]
Greenleaf Classics (1972)

THE HOUSE IN THE KASBAH [Gothic, as by "Maxine Reynolds"]
Beagle 94283 (1972)

THE HOME OF THE INQUISITOR [Gothic, as by "Maxine Reynolds"]
Beagle 94312 (1972)

SERIES

Reynolds' work over the past 20 years has had so much in the way of common "furniture" (Variable Basic, Tri-Di, Soviet Complex, "Holy Jumping Zen!", etc.) that an attempt to list all interconnections would be prohibitively complex. This listing limits itself to those stories having major characters in common. (The stories rewritten into Depression or Bust and Police Patrol: 2000 A.D. were not originally linked.) The stories in each series are listed in order of original publication, not internal chronology.

"Switcheroo" Series

- The Switcheroo (1951)
- The Switcheroo Revisited (1966)

New Taos Series

- Overtime (1951)
- Chowhound (1951)
- Four-Legged Hotfoot/Doctor's Orders (1952)
- Stowaway (1953)
- Desperate Remedy (1954)
- Snafu on the New Taos (1957)
- [Medal of Honor (1960)/Galactic Medal of Honor (1976) is set in the same universe, and mentions the New Taos]

Jak Dempsi Series

- Not in the Rules (1951)
- The Cosmic Bluff (1952)

Solar Pons/Sherlock Holmes Series

- The Adventure of the Snitch in Time (1953) [Pons]
- The Adventure of the Ball of Nostradamus (1955) [Pons]
- The Adventure of the Extraterrestrial (1965) [Holmes]

Wolf Clan Series

- After Some Tomorrow (1956)
- Of Pot and Potter (1958)

Paul Kosloff Series

- Revolution (1960) [Kosloff]
- Last of a Noble Breed (1965)
- The Throwaway Age (1967)
- The Cold War...Continued (1973)/The Best Ye Breed (1978)
- Golden Rule (1980)

Paul Kosloff II Series

- The Computer Conspiracy (1968)/Computer World (1970)
- Spying Season (1968)

Ilya Simonov Series (overlaps with Rex Bader Series)

- Freedom (1961)
- The Five Way Secret Agent (1969)/The Five Way Secret Agent (1975)
- Satellite City (1975)
- Of Future Fears (1977)
- The Best Ye Breed (1978) [Simonov only mentioned]

Ronny Bronston/Section G Series

Ultima Thule (1961)
Planetary Agent X (1965) [first publication of "Hatchetman" (1966)]
Beehive (1965-66)/Dawnman Planet (1974)
Amazon Planet (1966-67)/Amazon Planet (1975)
Fiesta Brava (1967)
Psi Assassin (1967)
Code Duello (1968)
Section G: United Planets (1976)
Brain World (1978)
What the Vintners Buy (1980)

Homer Crawford/El Hassan Series

Black Man's Burden (1961-62)/Blackman's Burden (1972)
Border, Breed Nor Birth (1962)/Border, Breed Nor Birth (1972)
Black Sheep Astray (1973)
The Best Ye Breed (1978)

Joe Mauser Series

Mercenary (1962)/Mercenary From Tomorrow (1968)
Figid Fracas (1963)/The Earth War (1963)
Sweet Dreams, Sweet Princes (1964)/Time Gladiator (1966)
The Fracas Factor (1968)

John of the Hawks Series

Coup (1967)
Krishna (1969)
Opportunist (1969)
[all three included in The Space Barbarians (1969)]

Rex Bader Series (overlaps with Ilya Simonov Series)

Extortion, Inc. (1969) [Bader not in book version]
The Five Way Secret Agent (1969)/The Five Way Secret Agent (1975)
Satellite City (1975)
Of Future Fears (1977)
Lagrange Five (1979)
Idealist (1983)

Bat Hardin Series

The Towns Must Roll (1969)/Rolltown (1976)
Commune 2000 A.D. (1974)
The Towers of Utopia (1975)

Julian West Series

Looking Backward, From the Year 2000 (1973)
Equality: in the Year 2000 (1974)

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Four years gone and back again.

It is hardly coincidence that Wendy stopped exhibiting at (and attending) Boskone right about the time that Elfquest was being nurtured, but the whole reason behind the decision is not as simple as "the elves took all my time." No, it also had to do with fans and art and change.

At Boskone XVI, in 1979, Wendy put up her art on her panel, as she'd done for some years prior. It was a good exhibition; her best art to that date, bold and experimental. It also contained some of the first Elfquest art. And running through the comments we chanced to overhear, from people looking at the artwork, was a thread of, "Well, this stuff is OK, but I like her old stuff better." The old stuff.

Wendy doesn't DO old stuff. Even her chronologically older artwork has a freshness and a daring — even when technique may not be wholly polished — that struggles against and breaks free of the restrictions that those who dislike change would put upon it. It has always been that way, from her first doodlings to her slightly wacky comic strips for fanzines to her bouts with Jim Baen (and his Courvoisier) of Galaxy to her gamble that the world was ready for a bunch of pointy-eared elves.

Hearing "I like the old stuff better" will always rub her the wrong way, for Wendy is always moving, always experimenting, never presenting a stationary target to stagnation. In a couple of years, the Elfquest project will be done, and she is already talking about what she wants to try next. New paintings, new techniques. Perhaps book illustration. She freely admits that there is much to learn of the technical side to art; but when that learning couples itself to Wendy's incredible, churning imagination, I for one intend to stand out of the way and watch her smoke.



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Jeff Hecht has written more than a million words about lasers and their uses, and also writes science fact and fiction about other topics. Born in 1947 in Connecticut, he spent the first half of his life moving around the eastern United States. He received a B.S. in electronic engineering from Cal Tech [California Institute of Technology] in 1969, and a master's in higher education from the University of Massachusetts in Amherst [Mass Aggie] in 1971.

In 1974 he became managing editor of Laser Focus, a laser-industry trade magazine. About the same time, he and his wife Lois attended their first Boskone. Soon afterwards, he started his free-lance career by selling science fact to a science-fiction magazine (Analog) and science fiction to a science-fact magazine (the computer-industry trade magazine Datamation). In 1981, he and Dick Teresi, executive editor of Omni, completed a jointly authored book, Laser Supertool of the 1980s, which was published last year by Ticknor & Fields, a subsidiary of Houghton Mifflin.

He left Laser Focus after the book was finished, and has since been free-lancing full time, concentrating on science fact because of his technical background, and because it pays better than science fiction. He has written articles on topics ranging from laser weaponry to the possibility of dinosaurs evolving into intelligent creatures. His fact articles have been published in magazines including Omni, High Technology, New Scientist, Technology Illustrated, Military Electronics/Countermeasures, and Science Digest. He helped found and contributes regularly to Lasers & Applications, a new trade magazine which began publication in September. His first book has been reviewed in the Wall Street Journal and is now in its second printing; Japanese and Spanish editions are planned. He has just finished a book on laser and particle-beam weapons, and is working on a laser guidebook for engineers.

His fiction has been published in the New Dimensions anthologies and Twilight Zone magazine, as well as in Datamation. His story "On 202" was reprinted by Karl Edward Wagner in The Year's Best Horror Stories: Series X. None of the characters in his stories carries a pocket laser pistol.

He belongs to several professional societies, including the American Institute of Aeronautics and Astronautics, the Institute of Electrical and Electronics Engineers, the American Physical Society, the Optical Society of America, and the Science Fiction Writers of America.

His wife Lois Hecht is on this year's Boskone committee, responsible for organizing Dragonslair. They have two daughters, Leah and Jolyn.



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P R O G R A M

The Boskone XX program will have major components dealing with fantasy, science fiction, and science, and will reflect our theme — "Life in the Year 2000." Topics include Writing Children's Fiction for All Ages, Mythology in Fantasy, Communications in the Year 2000, Government in the Year 2000, Genetic Engineering, Amateur Astronomy, and presentations of artists' techniques. Of course, there will be a Skylark presentation and speeches by our guests Mack Reynolds, Wendy Pini, and Jeff Hecht.

The following people have agreed to be on the program so far: Poul Anderson, Kelley Beatty, John Bellairs, C.J. Cherryh, Chris Claremont, Hal Clement, Diane Duane, Jim Frenkel, Norton Juster, Ellen Kushner, Fred Lerner, Barry B. Longyear, Richard Pini, George Scithers, Joan D. Vinge, Donald A. Wollheim, and Jane Yolen.

F I L M S

R The film program will be more extensive than last year's. It will start earlier and end later, and we will attempt to have more than one showing of the more popular features. We will have the eclectic mix of features, shorts, late-night turkeys, cartoons, etc. that we are famous for. A major attraction will be the original Hunchback of Notre Dame accompanied by John Kiley at the organ. Be sure to be there on time, since the films will run on schedule. (We will have our Official Clock as in past years.)

Anyone who is interested in working on the film program should contact Bill Carton, Bird Sappington, or the people Mover.

ART SHOW

Welcome to the Boskone XX Art Show, the largest science fiction and fantasy art show on the East Coast. It features over 1500 pieces of artwork by more than 125 artists (many local), including the Boskone Official Artist, Wendy Pini.

Viewing the Artwork: The art show is located in the Georgian Room and will be open for viewing from 10 am to 9 pm on Saturday and from 10 am to noon on Sunday.

Voting for Artwork: All convention attendees are eligible to vote for BEST PROFESSIONAL ARTIST and BEST AMATEUR ARTIST. Ballots are available at the art show desk and must be turned in by 9 pm Saturday. In addition, a panel of judges will award ribbons in the usual categories (BEST SF, BEST COLOR, BEST 3-D, BEST FANTASY, etc.). The Art Show staff will also present an ART SHOW STAFF'S CHOICE ribbon.

Checking Your Belongings: The art show cannot accept responsibility for checking your belongings. We also cannot allow unsealed bags, briefcases, backpacks, portfolios, or extraneous artwork into the art show, and we reserve the right to inspect any bag as it is entering and leaving the show. We will provide bags in which to seal prohibited belongings before they can be taken into the show.

Photographing Artwork: To protect the artists' rights, NO photography will be allowed in the art show except for the official convention photographs and supervised press photography. You may not bring a camera into the show unless it is sealed in a bag.

Registering to Bid: Before bidding for art, either at the auction or by written bid, YOU MUST OBTAIN A BIDDER NUMBER. To do this, fill out a bidder registration card at the art show desk. We will make a record of your name and address and require you to show an ID to verify this information. You must also sign a statement acknowledging that a bid is a binding agreement to purchase the work at the bid price (plus tax) if you are the winning bidder. If you lose the number, or leave it at home, inform the art show desk. You will need it when you bid on art or purchase artwork for its minimum after Close-Out. When you pay for art, you must show your copy of the bidder number.

How to Bid for Art: Each piece of art has a bid sheet that provides information about it and space for eight written bids. If a piece is for sale, its bid sheet will show the minimum bid that the artist will accept; otherwise, it will be marked NFS (Not For Sale). Whenever the art show is open, you may bid for a piece by putting your name, bidder number, and bid on the first available line on its bid sheet. If you enter a bid without a bidder number or write the number down incorrectly, your bid will be declared invalid. If all the lines are used, the piece will be sent to the voice auction at 1:30 pm Sunday. Bids may not be withdrawn or altered.

At noon on Sunday the show will be cleared and Close-Out will occur. Each piece which is for sale will fall into one of the following close-out categories.

1. Art with 8 bids: Will be sent to auction (at 1:30 pm). These pieces will be marked with an orange dot on the bid sheet.
2. Art with 1 to 7 bids: The high bid will be marked and the work sold to that bidder.
3. Art with no bids: if the artist does not exercise the option of removing his/her work from sale after Close-Out (which will be indicated by a box marked on the bid sheet), the first line on the bid sheet will be circled, and when the show reopens, you can immediately purchase that piece by writing in your bid of at least the minimum. Art removed from sale will have a large "X" on the bid sheet. However, to be sure of getting a piece, you should bid on it before Close-Out rather than counting on picking it up for the minimum when the show reopens.

Buying Art at Auction: A voice auction for the items with eight written bids will be held on Sunday from 1:30 pm to 3 pm. To bid at the auction, you must register to bid if you have not already done so. If you are the winning bidder for a piece, you must give your name and bidder number to the auction staff. A piece which receives no bids at the auction will be sold to the highest bidder on the bid sheet, whether or not she/he is present at the auction. Artwork will not be paid for at the auction, but will be marked as sold and rehung in the art show. This allows bidders to pick up and pay for all their artwork at the same time, whether it was purchased by written bid or at auction.

Pick-up and Pay: The art show will be open for buyers to pick up and pay for their artwork between 1 pm and 4 pm on Sunday. During this time you must collect and pay for all your purchases, whether bought at auction or by written bid. If someone else is picking up artwork that you have bought, she/he must have a written authorization from you. Exceptions to these hours will be made only in unusual circumstances; please see Wendy Glasser if you have a problem. If you are the successful bidder on a piece, but do not pick it up, you will be liable for the amount bid plus tax and any expenses we incur in finding you and sending your purchase to you.

When you are ready to pay for your art, take your artwork from its table or panel to the sales area, which will be located in the Arlington Room, next door to the art show. **DO NOT REMOVE THE BID SHEETS FROM THE ARTWORK!** If you have purchased more pieces than you can carry, or need access to a locked display case, ask for help at the art show desk.

You must fill out a tally sheet with your name, address, bidder number, and a list of the items you are purchasing with the price of each piece. It is a multi-part form; one copy will be given to you as a receipt. We must have the piece number for each item, but you may also write in the title and artist if you would like that for your records.

When the paperwork is completed, present it to a tally clerk, who will ask you for identification, check the form for correctness and legibility, and remove the bid sheets from the artwork. The next stop is the payment station, which will be divided according to type of payment. They will take your money and mark your copy of the tally sheet so that the guard will allow you to leave with your purchases. We will provide some wrapping materials — tissue paper, brown paper, and bags — so that you can protect your artwork as you carry it away.

How to Pay for Art: Art may be paid for with cash or traveler's checks, or by personal check, MasterCard, or VISA. We will use a check-clearing service which requires two IDs, one being a picture ID, and that personal checks must have your name imprinted on them. Payments must be made in U.S. funds.

What You Are Buying: When you buy a piece of artwork, you have bought only the physical possession of it and the right to display it. You have NOT bought the right to reproduce the work. The right to reproduce a work for fannish or personal use may be included; if so, it will be noted on the bid sheet. Any such use should include a courtesy copy to the artist. Some artists sell reproductions of their work and will not allow you to make even personal copies. Professional reproduction rights — the right to reproduce the work to sell, or as part of anything that is sold — must always be bought separately.

ART SHOW SCHEDULE

Friday	Noon to 6 pm	Artist check-in
Saturday	10 am to 9 pm	Art Show OPEN Awards voting
Sunday	10 am to noon	Art Show OPEN
	Noon to 1 pm	Close-Out
	1 pm to 4 pm	Pick-up and Pay
	1:30 pm to 3 pm	Auction
	4 pm to 6 pm	Artist Pick-up

Important Points to Remember

- You must have a bidder number to bid for art either by written bid or at auction.
- No unsealed bags or extraneous artwork will be allowed in the art show, and we reserve the right to inspect all bags on entry and exit.
- No photography will be allowed, and cameras must be placed in sealed bags.
- You bid, you win, you pay!
- 5% sales tax will be added to all purchases.
- All artwork must be picked up and paid for before 4 pm on Sunday.
- If you have any questions, inquire at the art show desk.



Compounded Interests by Mack Reynolds

Compounded Interests by Mack Reynolds, our Guest of Honor at Boskone XX is our 1983 Boskone Book. Compounded Interests is a collection of eleven of Reynold's stories and a poem. Included is a Rex Bader story, "The Last of the Private Eyes", written expressly for this book as well as stories from several of his other well-known series including "Section G - United Planets" and "New Taos". We have also included his first sale, several stories representative of the wide range of political SF for which he is particularly known and a Sherlock Holmes pastiche written jointly with August Derleth.

Compounded Interests features a cover by Guest Artist Wendy Pini and has been printed on long-lasting low acid paper with a high-quality binding. It has been printed in a limited edition of one thousand numbered copies. The first 200 copies are slipcased and autographed by both author and artist. The slipcased edition is \$15 at Boskone (\$25 afterwards and by mail if any are left) and the regular edition is \$7.80 (\$13 after Boskone.)

Boskone XX T-Shirt by Wendy Pini

Once again we have asked our Guest Artist to do a special T-shirt for Boskone. Wendy has drawn a design illustrating a scene in our Guest of Honor's book Lagrange Five. The T-shirt is a high quality cotton T-shirt and is available for \$7. We are offering both Men's and Women's sizes this year (S, M, L and XL).

1982 NESFA Index

1977-78 NESFA Index

With Boskone XX, we have brought the NESFA Index series up to date with the publication of the 1982 index as well as the 1977-78 index. The NESFA Index is the most complete index to new short SF since it includes not only the magazines, but also the original anthologies. The 1977-78 index is \$7 and the 1982 index \$5.

All of these new items and many more are available at the NESFA table in the Hucketer's Room (you can't miss us!)

NESFA SALES TABLE

Newly Available from the NESFA Press in the Hucksters' Room!

Compounded Interests

by

Mack Reynolds

The 1983 Boskone Book presents a representative collection of eleven stories and a previously unpublished poem by our Guest of Honor, Mack Reynolds. The stories range from his first sale to his latest story written expressly for this book. This new story, "The Idealist", features Rex Bader --- the last of the private eyes. It is set in the year 2000, going along with the theme of this convention.

Compounded Interests features a cover by our Official Artist, Wendy Pini, is printed on low-acid, long-life paper with a high-quality binding. One thousand numbered copies were printed, of which the first 200 are signed by the author and artist and slipcased. As is our custom, we offer the Boskone Book first to Boskone members at a 40% discount. The price after Boskone will be \$25 for the boxed copies (if any are left -- they sold out at Boskone last year) and \$13 for the unboxed copies. At Boskone XX, the price to Boskone members will be \$15 for the boxed and \$7.80 for the unboxed book.

The NESFA Index to the SF Magazines and Original Anthologies

1978-1979	\$7.00
1982	\$5.00

At Boskone XX, the NESFA Index series is brought up to date by the indefatigable editor Ann McCutchen. Besides the two new Indexes, indexes for the years since 1966 are available at the NESFA Sales table.

Boskone XX T-Shirts

Once again, we present a Boskone T-shirt; this year's edition has artwork by our Official Artist, Wendy Pini. By popular demand, we have T-shirts in women's sizes this year; if the demand for such is consistent with the minimum order required, we will do it again next year. T-shirts are available at the NESFA sales table in the Hucksters' Room. Sizes are: S, M, L, and XL.

Up to the Sky in Ships by A. Bertram Chandler
and
In and Out of Quandry by Lee Hoffman

This past year NESFA Press produced a book for the Chicon IV committee to honor their Guests of Honor. For the first time at Boskone, we are offering this book for sales at \$13.

Up to the Sky in Ships presents Chandler's short fiction including the first Commodore Grimes story and a story from an upcoming book of Chandler's about the Australian War of Independence!

In and Out of Quandry selects pieces from Lee Hoffman's famous fanzine Quandry as well as her writings elsewhere.

The Chicon IV book is in an Ace Double format with two full-color covers by Chicon's Artist Guest of Honor — Frank Kelly Freas. It is printed and bound to the standards of the Boskone books.

Other items from NESFA Press at the Sales table include:

<u>The NESFA Hymnal</u> - our well-known folksong collection	\$10.00
<u>Unsilent Night</u> by Tanith Lee (Boskone XVIII, 1981)	\$10.00
<u>The Men From Ariel</u> by Donald A. Wollheim (Boskone XIX, 1982)	\$13.00
<u>Better Than One</u> by Damon Knight & Kate Wilhelm (Noreascon II)	\$5.00
<u>Tomorrow May Be Even Worse</u> by John Brunner (Boskone XV, 1978)	\$4.00
<u>Noreascon Proceedings</u> ed. by Leslie Turek (Noreascon I, 1971)	\$12.00
<u>Viewpoint</u> by Ben Bova (Boskone XIV, 1977)	\$10.00

Subscribing memberships in NESFA are available for \$12 at the NESFA sales table. Join NESFA and get our publications ("Instant Message", our clubzine, and "Proper Boskonian", our genzine) and come to our meetings.

H U C K S T E R S ' R O O M

The Hucksters' Room at Boskone XX is in the Terrace Room (formerly called the Bay State Room) two floors below the main convention floor. It is open during the following hours:

Friday	6 pm to 10 pm
Saturday	10 am to 6 pm
Sunday	10 am to 5 pm

There are 66 tables occupied by 39 dealers, offering a variety of new and used hardcovers and paperbacks, jewelry, games, costuming supplies, stationery, stained glass, T-shirts, buttons, figurines, soft sculpture, and fine art posters.

There is handicapped access to both levels of the Hucksters' Room — there are signs, but if you have any difficulty finding your way downstairs, ask at the Information Desk, in the middle of the convention floor.

F I L K S I N G

At Boskone we have both Eastern and Western Style filking. Eastern Style is group participation with people singing old favorites from hymnals (fannish song books), which are provided. You don't actually have to know anything in advance or be a particularly good singer. Just don't forget to bring your enthusiasm. A piano and non-alcoholic throat lubricant will be provided.

Western, or perhaps Midwestern, Style is where a bunch of reasonably competent singers bring their guitars and filksong collections and establish a bardic circle. Other people come and listen respectfully, perhaps bringing tape recorders so that later they can transcribe words and music they have never heard before. One or more quiet rooms and non-alcoholic throat lubricant will be provided.

Filking will be on the fourth floor. On Friday and Saturday night, there will be Eastern (Room 434) and Western (Room 417, overflow in Room 416) Style filking in widely-separated rooms starting at 10 pm. The Eastern filk will give out between midnight and 1 am along with voices and enthusiasms. The Western filk will go on forever. Try to catch them both. There will be a dead dog mixed-style filk on Sunday after Punday Night, which will go on until at least midnight. Follow the signs on the fourth floor to find them.

F I L K S O N G C O N T E S T

The announcement of winners and honorable mentions will be done at the opening ceremonies. Awards will be presented at that time.

The judges' books will be provided in limited quantities at all official filksings, so that you can see the entries and sing them if you like. Many of the authors will be there, and perhaps they'll sing them right.

S H O R T S T O R Y C O N T E S T

The NESFA short story contest was revived this year after a brief hiatus. Despite a late start, 36 entries from 30 authors were received. The winners will be announced and awards presented at the Boskone.

The contest was open to anyone who had not previously sold a work of fiction. If you would like to hear about next year's contest, drop us a note at the NESFA address (given in the front of this book).

INFORMATION DESK

Once again Information will be right in the thick of things. We'll be on the Second floor, near Registration and all the main programming activities. Our friendly, courteous, and helpful staff will answer any questions and help you with any problems you may have. Complete information will be available on all convention activities, and there will be displays of current and upcoming events. Message boards will be available nearby, and we will maintain the lost & found area. As a special bonus, we will be sharing our space with People Mover, so that we will not only be able to tell you where to go, but also offer some suggestions about what to do when you get there. The Information Desk hours are:

Friday	Noon to 8 pm	1200-2000
Saturday	10 am to 7 pm	1000-1900
Sunday	10 am to 6 pm	1000-1800

A NEO'S GUIDE TO BOSKONE

or

How I stopped Filking and learned to get some Sleep

Welcome to Boskone XX. I'm sure there are lots of things you'd rather do than be lectured at, but please stick with me. A convention can be a lot of fun, but you need to keep your head and use common sense.

Survival Tips

1. Sleep: Hotel rooms are expensive, and parties run late, but try to get some sleep during the con. People have gone without sleep for three days, but they don't enjoy it. If you are driving home Sunday, sleep Saturday night -- we don't want to lose any return business to accidents.
2. Eat: Not eating, or eating the wrong stuff, will put a big crimp in your plans. Food may seem expensive, but is less so than gastroenteritis. Remember, booze is not a substitute for food.
3. Mind-altering substances: Please restrict smooothing to private rooms; there are laws regarding public intoxication in Massachusetts. Fandom currently is the most well-behaved group of conventions; don't spoil the record by starting fights, destroying property, etc., while under the influence (or even when sober). Some of our security is provided by Boston police, who will arrest people for the use of substances outlawed in the Commonwealth of Massachusetts.

4. Money: Keep track of expenses. If you spend too much in the Huckster's Room and don't have enough left for the plane back to L.A., you have a long walk ahead of you. Don't leave money in your room, and don't let someone else hold it for you. Safety deposit boxes are available free from the hotel for registered guests on a first-come, first-served basis.
5. Costumes: Don't wear them outside the hotel. Boston is like any other city, and outlandish clothing is likely to attract all the wrong kinds of attention.

Practical Tips

1. Art Show: Be at the closeout on Sunday, and guard your bids. Never have more high bids at one time than you can afford to pay. If you win, all those pieces go to you and you have to pay for them.
2. Huckster's Room: Get receipts. If possible, check out the product before you leave. If you buy a weapon, it must be wrapped up when you leave the room.
3. Program: there is more than you can possibly see. Boskones have more than one thing happening at once. Get a schedule the first day, and check off what you want to see. If you miss a Star Wars slide show to see Attack of the Killer Tomatoes for the fifth time, you may never forgive yourself.

All in all, if you can keep your head while all those around you are losing theirs, you will have a better con.

NEWSLETTER

Helmuth, Speaking for Boskone

Helmuth Returns — Yes, this year's daily newsletter (volume 20, issues 2, 3, 4,...) will follow the mode of past Boskone (and Worldcon) newsletters, with multiple issues providing information on parties, schedule changes, special events, awards, and anything else you'll want to know. We expect to produce one to two issues daily, starting Friday, and will use a new color of paper for each issue to make identification easy.

There will be two major distribution points: at the Information Desk on the Mezzanine, and by the entrance to the Huckster's Room. In addition, we may add a second distribution point on the main floor, and one on the fourth floor. Check the map in your program book.

If you have news or announcements to go into Helmuth, write them out (legibly, please) and leave them at the Information Desk.

M A S Q U E R A D E P A R T Y

General: the Boskone XX Masquerade Party will be held from 7:30 pm until approximately midnight on Friday, 18 February in the Imperial Ballroom. There will be live entertainment at intervals throughout the evening. Everyone is invited to come in costume in order to contribute to this atmosphere. However, to accommodate the ever-increasing numbers attending the Boskone Masquerade, an element of structure is being added for 1983: formal presentation of costumes entered in competition (see below) will begin at 8:00 pm, and the costume awards will be presented at 11:00 pm (or as soon thereafter as proves possible).

Facilities: The Imperial Ballroom is the larger of the two main ballroom areas, and will provide substantially more room than was available in 1982.

A specially marked seating area will be provided for competitors to the left front of the ballroom so that they can see the other presentations. We request that everyone honor the lines delineating this area. Masquerade Judges will also have their own seating area. Please keep this area free also. Finally, there will be a cash bar and special areas for photography (see below) roped off along the periphery, under the balcony. These areas must also be kept free.

A large area to the rear of the ballroom will be kept free of seating for dancing, congregating, seeing, and being seen. Broad aisles will connect it to the ballroom entrances, the cash bar, and the photography areas. Seating will be provided throughout the balance of the ballroom.

Green Room (preparation) facilities will be provided, starting at 7 pm, for competitors (and any assistants they require) in the Stanbro Room, on the same floor as the ballrooms. Resting facilities will be laid on, plus supervised storage of any repair materials brought by the competitors -- in containers, please, and labelled with your name!

Costume Entry: In order to be considered for an award, costumes must be entered into competition and must be presented on the ballroom stage by the announcer. The Boskone XX Masquerade Announcer will be jan howard finder a.k.a. "The Wombat".

We will be using the Division System pioneered at Denvention II. Entries are in the following divisions.

- Young Fan - costume worn by an individual not more than 12 years old.
- Media - a costume copied directly (exactly, or with minor modification) from a live-action or animated motion picture or television production, from a stage presentation, or from a comic book or strip (including an illustrated novel) in which the particular costume is shown in more than one view.

- Novice - a costume worn by a person who has never entered in competition at any Worldcon, previous Boskone, or any regional convention masquerade with more than 50 costumes.
- Journeyman - all costumes not eligible for entry as Young Fan, Media, Novice, or Master.
- Master - a costume worn by a person who has won a major award (Best X, Most X, Judges' Choice, or Best in Show) at any Worldcon, or who has won two or more such awards at previous Boskones or any regional convention masquerades with more than 50 costume entries.

Weapons Policy: the Boskone Weapons Policy is in effect for the Masquerade. Specifically, firearms (functional or not), naked steel, open flames, working lasers, and harmful electrical discharges are totally banned from the Masquerade, even during presentations. All other weapons, real or simulated, may be worn or carried only by an individual in costume and only between the hours of 7:00 pm Friday and 12:30 am Saturday, within the confines of the hotel. Such weapons must be sheathed at all times to the maximum extent possible, and shall not be drawn, brandished, or flourished in any way, even during presentations.

Awards: The major awards will be divided as the Judges decide among Novice, Journeyman, and Master. A maximum of nine awards will be made. They may include, but are not limited to, Best Fantasy, Best SF, Best Presentation, Most Humorous, Most Beautiful, Best Group, Judges' Choice, Best in Show, etc.

In addition to these awards, the Judges may select costumes which should be "Honored for Excellence"; up to ten such awards may be given. There will also be Divisional Awards for Best Costume in each of the divisions — Young Fan, Novice, Journeyman, Master. These awards are intended to stimulate and encourage participation in Costume Fandom and may be given in addition to any other award. The Media Division award is given in addition to any prizes sponsored by media representatives (e.g., Lucasfilms).

Photography: The cardinal rule of costume photography, which WILL be enforced at the Boskone XX Masquerade, is:

NO FLASH SHALL BE DIRECTED TOWARDS THE STAGE.

Violators will be quickly identified and will have the choice of leaving the Masquerade or entrusting their flash equipment to the staff until the presentations are over. Photographers with the necessary equipment to take available-light photos of the costumes as they appear on stage are encouraged to make the attempt, provided that they do not rely on camera support equipment which could interfere with their neighbors' enjoyment.

Lighting set-ups for photographers wishing to pose contestants will be set up along the periphery of the Imperial Ballroom, under the balcony. A brightly lit area, balanced for Daylight-type color film, will be provided for available-light and snapshot photography, and an area adequately lit for critical focusing will be provided for flash photography. Each area will be sufficiently wide to accommodate two sets of subjects and photographers at a time.

H A L L C O S T U M E S

Conventions are increasingly populated by individuals in Hall Costumes — "alternate universe" clothing, designed for comfort as well as spectacle, and often worn for the duration of the convention. These are not eligible for awards at the Masquerade. However, there is a strong feeling that many of these costumes deserve some tangible recognition. Accordingly, the Boskone XX Committee has decided to institute Hall Costume Awards, following the pattern established at Westercons by Marjii Ellers.

Three judges, selected from Worldcon Master Division costumers, will circulate throughout the public spaces of the hotel from the start of the convention until late Sunday evening. Each judge will have award rosettes with "Hall Costume: Special Merit Award" and "Boskone XX" on them. The judges will bestow these awards as they see fit. The name of each recipient will be published in a subsequent edition of the newsletter (unless anonymity is requested). Recipients are asked to display these award rosettes on the hall costume -- for egoboo and to preclude a meaningless second award.

T H E R E G E N C Y B A L L

From 4 pm to 6 pm on Saturday in Stanbro Hall, Boskone XX will hold its usual Regency Ball. This year we are delighted to have Patri Pugliese as our Dancing Master. The Regency Dance has become a traditional "alternate universe" event at Boskones, growing out of the affection for Georgette Heyer felt by a small group of us.

To foster the ambiance of the period, Ladies are requested to wear long skirts or equivalent, and Gentlemen are requested to wear jacket and tie or equivalent. Members of any sex may come as ladies or gentlemen. Period dress is appreciated but not required. Reasonable simulation of period manners IS required.

There will be an area for people who merely wish to come and observe.

Georgette Heyer wrote historical novels and Regency romances of a particularly witty and satisfying sort. The characters always say those perfect clever comebacks that you and I only think of a week later. Also, except for the villains, all the gentlemen really do behave like gentlemen - this is in direct contrast to historical reality and forms part of the justification for claiming that the Regency of Georgette Heyer is an alternate universe.

CON SUITE

The con suite is the site of the Boskone-sponsored con party — where fans can meet, talk, and generally congregate. It will be held in Room 436 (non-smoking) and Room 442 (smoking). The suite will be open from 9:00 pm to 3:00 am — Friday through Sunday. Tonics (soft drinks to you) and munchies will be available; no beer or other alcoholic beverages will be served in the con suite.

PARTIES

If you are planning to hold an open party, please tell Information about it as soon as possible (if not sooner). To get an announcement in the newsletter and signs directing people to your party, you must give us at least one day's notice — more would be better. Tell us as soon as you know the room number and time of the event.

If you are holding an open party, Boskone will provide you with "seed" supplies. Typically this would be about 2 to 4 cases of tonics (soft drinks) and 4 to 6 bags of munchies (chips, pretzels, etc.). Come to Room 402 and talk to the people there a MINIMUM of 6 hours before your party is scheduled to begin.

This year, several of the major bidding parties will be held on the fourth floor. Details and directions will be available at the Information Desk.

PUNDAY NIGHT

Here is the perfect opportunity for you to evoke tears and chuckles from your friends... or jeers and heckles!

Write down your best puns on the Official Pun Form (included in your registration packet) and deposit the form in the pun box at the Information Desk by 6 pm Saturday. On the form, check the box if you are interested in being on the Punday Night panel. There are extra forms at Information; enter as often as you can stand it.

Punday Night will be held on Sunday night, after tear-down, in the Hucksters' Room (the Terrace Room). Prizes will be awarded to the survivor and the the perpetrator of the best written pun.

B O S K O N E X X Q U I Z

Test your knowledge! Demonstrate your abilities! Have fun!!!! All this and more in this year's Boskone Quiz. If you are willing to answer questions, cooperate with your friends, think and work hard, then this is for you. It's open to everyone, and will cover SF, media, fandom, Boskone, D&D, NESFA, and other arcane topics. There will be PRIZES for the smartest players and most (ahem) original answers. If you are interested, stop at the Information Desk to get your Quiz form and maybe some help.

D R A G O N S L A I R

DRAGONSLAIR is young people's programming. It is for kids ages five to twelve. There will be on-going programs throughout the convention in Room 413. Kids, you can come here to talk, play games, watch the movies, join in the activities, or just relax. We will start making costumes for the masquerade on Friday and continue throughout the weekend until the fabric runs out. So come and join us if you are interested in creating a costume or having a good time. During the weekend, besides making costumes, there will be videotaped movies, an art marathon where you can create anything with the junk that we have, and a mini-course in soft sculpture. There will also be an art mural in DRAGONSLAIR where you can doodle and draw. This will be exhibited at the art show at the end of the convention. We will also be having the managing editor of Sky and Telescope talk to us about satellites, the Columbia, future space exploration, etc.

If you have any ideas or suggestions, come up to DRAGONSLAIR and tell us about it. Watch our posters and the newsletter for the schedule of events for each day. Have a good con.

Friday	3 pm to 6 pm
Saturday	9 am to 6 pm
Sunday	9 am to 4 pm

D I S C U S S I O N A N D S P E C I A L I N T E R E S T G R O U P S

A Discussion Group is a small group of two or more people who sit around and chat about someone or something. Sometimes this someone or something will put in an appearance so that you can discuss it with itself, but generally not. Boskone will be providing a number of rooms for discussion groups, should you so desire, and will attempt to supply you with what you may need for a successful Discussion Group. To sponsor a Discussion Group, to sign up for one, or for more information, check with the Information Desk. You could also ask Dave Broadbent if you happened to catch him as he dashes about the halls.

B A B Y S I T T I N G

Babysitting is for infants to five-year olds. If your child is five or older, he/she should go to DRAGONSLAIR, which is kids' programming. Babysitting will be in Room 414 and will be open the hours in the table below. Please note that it will close from 5 pm to 6 pm on Friday and Saturday to allow the staff to eat. We will provide a lunch for your child (at no extra charge), but not a supper. Please bring your own diapers; we will have some available in case you run out.

Our sitters are super. They have been with us since we started this facility. They are very loving and competent and can handle emergencies. So, bring your child to babysitting and enjoy the convention without worry. If you wish to volunteer to help in babysitting, go to the People Mover and tell them that you wish to volunteer to help in babysitting.

Since there will be a reasonable number of kids, we cannot handle sick children; we will notify you if your child becomes sick during the convention. Please do not bring sick children to babysitting.

Friday	Noon to 5 pm, 6 pm to midnight	closed 5-6 pm
Saturday	9 am to 5 pm, 6 pm to midnight	closed 5-6 pm
Sunday	9 am to 6 pm	

Remember, registering your child for Boskone XX is the only payment required for babysitting.

R E G I S T R A T I O N

Boskone XX Registration is on the Mezzanine. The hours are:

Friday	2 pm to 9:30 pm (1400-2130)	Berkeley & Clarendon Rooms
Saturday	9 am to 8 pm (0900-2000)	Berkeley & Clarendon Rooms
Sunday	10 am to Noon (1000-1200)	Information Desk

If you find a badge, please turn it in to the Information Desk.

If you lose a badge, please do the following:

1. First check with the Information Desk to see if it has been turned in.
2. If it was not turned in and this is the first time you have lost your badge, go to the Solutions Table in Registration. You can get a replacement there for \$2.
3. If it was not turned in and this is the second (or more) time you have lost your badge, you must re-register at Registration for \$19.

PEOPLE MOVER

People wearing "Boskone XX Helper" buttons are People Mover volunteers. They are convention members who have volunteered a few hours of their time to help the convention run smoothly so everyone can enjoy themselves.

Science fiction conventions are run totally by volunteers -- no one gets paid. At Boskone, it is the People Mover's job to allocate volunteers among the many different areas that need them. If you have a few hours anytime, please volunteer. No experience is necessary! Volunteering is a good way to meet people and learn something about how conventions are run.

People Mover is located outside the Dartmouth Room, next to the Information Desk. We will be open the following hours:

Friday	Noon - 7 pm	1200-1900
Saturday	9 am - 7 pm	0900-1900
Sunday	9 am - 6 pm	0900-1800

All volunteers receive a Helper's button. Those who work more than eight hours will receive a poster with artwork by Wendy Pini as a special thank-you.

GAMES

Computer Games: The computer games room will allow several people at a time to play a variety of games. Versions of some of the more popular arcade games will be available in addition to well-known computer games such as "Adventure". The hours of the computer games room, Room 409, are:

Friday	6 pm to 8 pm
Saturday	10 am to 6 pm
Sunday	10 am to 6 pm

Board Games: Eon Products game designers Bill Eberle, Jack Kittredge, and Peter Olotka will be presenting demos and/or informal tournaments in games which they have designed.

- Cosmic Encounters - the SF game for everyone
- Darkover - the game of psychic conflict
- Quirks - the game of unnatural selection
- Hoax - the game of imposters
- Runes - a different kind of work game
- Dunes - based on Frank Herbert's classic
- Borderlands - introduced at Boskone XIX

A schedule will be posted at the game room door, Room 406. Come, sign up and play.

Recon-1: Recon-1 is a new event unique to Boskone, a "real-life" role-playing game involving a large number of participants. Gamemaster Walt Freitag will be leading player-characters through a maze of secrecy and deception as they attempt to save Earth from the threat of... oops! Can't give it away; Arne Sachmorton may be reading this.

The game is open to pre-registered players only. Beginning at registration on Friday, it will take place in secret all during the weekend, throughout the convention area.

H O T E L I N F O R M A T I O N

No signs or posters may be affixed to the walls or other surfaces of the hotel. Easels and bulletin boards have been set up in strategic places for this purpose. Please use them.

The Cafe Rouge will be offering an extensive selection of ice cream treats. However, they are available only during the normal restaurant hours -- 7 am to midnight.

The Check Room in the Lobby is available for use at any time by asking the Bell Captain on duty.

The maximum hotel garage fee is \$6.50 per day for non-guest parking. Guest parking is free. There is a \$1 out charge for guests each time your vehicle is removed from the garage -- this includes the last time you remove your vehicle. Garage tickets must be stamped at the hotel desk in order to receive this rate.

Hotel check-out time is 1:00 pm. This is firm. There will be no extended check-out.

A list of hotel restaurants, gift shops, bars, etc. located in the hotel with their times of operation is available at the Information Desk. A list of restaurants in the vicinity may also be available.

S K Y L A R K

The Edward E. (Doc) Smith Memorial Award for Imaginative Fiction, or "Skylark", is presented from time to time by NESFA to some person who, in the opinion of the membership, has contributed significantly to Science Fiction, both through work in the field and by exemplifying the personal qualities which made the late "Doc" Smith well loved by those who knew him.

Previous recipients of the Skylark are:

1966 Frederik Pohl	1975 Gordon R. Dickson
1967 Isaac Asimov, FN	1976 Anne McCaffrey, FN
1968 John W. Campbell	1977 Jack Gaughan
1969 Hal Clement, FN	1978 Spider Robinson
1970 Judy-Lynn Benjamin del Rey, FN	1979 David Gerrold
1971 No Award	1980 Jack Chalker
1972 Lester del Rey, FN	1981 Frank Kelly Freas
1973 Larry Niven	1982 Poul Anderson
1974 Ben Bova, FN	

This year's Skylark will be presented by Poul Anderson at the opening ceremonies, at noon on Saturday.

N E S F A

The New England Science Fiction Association, Inc. is one of the largest and closest to being organized fan groups in the Boston area. It meets twice a month; one meeting is a formal business meeting, and the other is more relaxed, for committee meetings, publication collations, and general merrymaking.

NESFA's biggest project is the annual (almost) Boskone convention. Boskone takes a substantial part of the membership's time; many other projects are related to it. Each year at Boskone, NESFA presents the Skylark Award to a person who has done much for science fiction and its fans in memory of E. E. (Doc) Smith. NESFA also runs two smaller, more relaxed conventions — Lexicon and Codclave. These "relaxacons" provide a special atmosphere that is conducive to inspiration and occasional planning for Boskone. Conventions are in most NESFANS' blood — in 1980, most of the membership was very involved with the organization and running of Noreascon II, the 38th World Science Fiction Convention. Members' names are often found listed in the credits of other world conventions.

NESFA has a number of publishing projects. It has compiled and published a series of indexes to SF magazines and original anthologies, currently covering the years 1966 through 1982. NESFA also publishes specialty science fiction books, including Boskone Books. These collector's editions are an eclectic mix of seldom- or never-published works by the Boskone Guests of Honor. Other familiar publications are the NESFA Hymnal and the Noreascon Proceedings, a complete illustrated account of the 1971 Worldcon. In the past, NESFA has recorded books for the blind and, in 1982, published the Chicon IV book for the 40th Worldcon.

For its members, NESFA publishes two fanzines — a twice-monthly newszine called "Instant Message" (the official business newsletter of NESFA), and a genzine called "Proper Boskonian" (which is sometimes quarterly). NESFA also has an amateur press association (APA) that exists to distribute articles, stories, opinions, and conversations of NESFA members.

Other NESFA activities this year have included the sponsoring of short story and folksong contests, an eight-hour SF film retrospective, various museum trips, and an occasional party.

There is a table in the Boskone Hucksters' Room where NESFA publications, memberships, and T-shirts are available for sale. The people there will be glad to tell you about NESFA. A subscribing membership costs \$12 for a year. Subscribing members get a discount at the sales table and also receive our fanzines. Come to the NESFA sales table, or send your questions and requests to join to:

Membership Committee
NESFA, Inc.
Box G, MIT Branch P.O.
Cambridge, MA 02139-0910

THE FELLOWSHIP OF NESFA

Throughout this book are names with the initials "FN" after them. This stands for "Fellow of NESFA". The Fellowship was created to honor those people who have made a significant contribution to NESFA and to the furtherance of its aims. The Fellowship is modeled after academic fellowships. The new Fellows are installed at an annual banquet each Fall.

The following lists the Fellows of NESFA and the year in which they were elected (if no year is shown, it is 1976 when the Fellowship was established):

David Anderson (1981)	Dr. Anthony R. Lewis
Dr. Isaac Asimov	Suford H. Lewis
Krissy [Benders]	Selina Lovett (1977)
Ben Bova	Anne McCaffrey (1977)
William Carton (1978)	Anne A.B. McCutchen (1977)
Judy-Lynn Benjamin del Rey	R. Terry McCutchen (1977)
Lester del Rey	Edwin W. Meyer
William H. Desmond	George & Andrea Mitchell
Donald E. Eastlake III (1978)	Marilyn J. Niven
Jill Eastlake	Cory Seidman Panshin
Dr. George Flynn (1978)	Frank Prieto
Ellen F. Franklin (1977)	Karen Blank Renade
Paul Galvin	A. Joseph Ross
Wendy Glasser (1981)	Elliot Kay Shorter
Richard Harter	Robert J. Spence (1980)
Charles J. Hitchcock (1979)	Col. Harry C. Stubbs
Kath A. Horne (1981)	Leslie J. Turek
Dr. James F. Hudson (1979)	Patricia A. Vandenberg (1981)
Wendell Yau Git Ing (1980)	David A. Vanderwerf
Marsha Elkin Jones	Andrew Adams Whyte
Richard Katze (1980)	Robert Wiener
Linda Ann Kent	Jo Ann Wood (1978)
Deborah King (1982)	

B O S K O N E L I F E M E M B E R S

Col. Harry C. Stubbs (Hal Clement), FN
Frederik Pohl
Damon Knight
Larry Niven
Jack Gaughan
Gordon R. Dickson
L. Sprague de Camp
Robert A. W. Lowndes
Dr. Isaac Asimov, FN
Anne McCaffrey, FN
Poul Anderson
Ben Bova, FN
John Brunner
Frank Herbert
Spider Robinson
Jeanne Robinson
Tanith Lee
Donald A. Wollheim
Mack Reynolds

Claire Anderson
Dave Anderson, FN
Donald E. Barth
Elaine Bloom
Mitchell L. Botwin
Seth Ian Breidbart
Amy Brownstein
Stew Brownstein
Fran Buhman
James L. (Brons) Burrows
Selma Burrows
David A. Cantor
Ann Layman (Chance) Chancellor
Lincoln Clark III
Gavin Claypool
John J. (Sean) Cleary III
Dick (Aristotle) Curtis
Jeff del Papa
John Duff IV
Donald E. Eastlake III, FN
Jill Eastlake, FN
jan howard (the Wombat) finder
Wilma Fisher
Dr. George Flynn, FN
Ellen F. Franklin, FN
Wendy Glasser, FN
Katherine Godfrey
Mark Grand
Richard P. (RPG) Gruen
Patty Ann Hardy
Charles W. Hayden
Charles J. (Chip) Hitchcock, FN
Dr. James F. Hudson, FN
Wendell Yau Git Ing, FN

Rick Katze, FN
Hans Kernast
Judy Krupp
Roy Krupp
Devra Michele Langsam
Elise Levenson
David G. Levine
Dr. Anthony R. Lewis, FN
Susan H. (Suford) Lewis, FN
Elan Jane Litt
Kathleen Logue
J. Spencer Love
Michael Magnant
Laurie D. T. Mann
Ann A. B. (Wood Nymph) McCutchen, FN
R. Terry (Furry Beast) McCutchen, FN
Lori Meltzer
Edmund Meskys
Teresa C. Miñambres
Andrea Mitchell
George H. H. Mitchell
Jim Mueller
Richard Munroe
Lex L. Nakashima
Peter A. Neilson
David L. Nicklas
Marilyn (Fuzzy Pink) Niven, FN
John Arthur Noun, Jr.
Andrew Nourse
Nick Nussbaum
Karl M. Olsen
Lin Olsen
Mark L. Olson
Robert (Ozzie) Osband
Bruce Pelz
Elayne Pelz
Sam Rebelsky
Rhymer
Stephanie Lee Rosenbaum
Sue-Rae Rosenfeld
Elyse S. Rosenstein
Steven J. Rosenstein
Robert E. Sacks
Ronald M. Salomon
Roberta (Bird) Sappington
Paul L. Schauble
Ken Scher
Charles Andrew Seelig
Richard B. Sims
Steven J. Skirpan
Beverly Slayton
Robert J. (Lynx) Spence, FN
Erwin S. (Filthy Pierre) Strauss
Gregory A. Thokar
Stephen Tihor
Leslie Turek, FN
Thomas F. Vasak

Dalroy Ward
 Charles Waugh
 David J. Weinberg
 Gail B. Weiss
 Monty Wells
 Benjamin M. Yalow
 Elizabeth Zitzow
 Harold Zitzow
 Virginia B. Zitzow

B O S K O N E H I S T O R Y

B O S K O N E - F I R S T S E R I E S

Conference	Date	Attendance	Location
Boskone	Feb 1941	25	R. D. Swisher home Winchester MA
Boskone	Feb 1942	25	Ritz-Plaza Boston MA
Boskone	Feb 1943	14	Ritz-Plaza Boston MA
Boskone	Feb 1945	5	R. D. Swisher home Winchester MA
Northeast SF Conference	Sep 1945	9	Hotel Hawthorne Salem MA

B O S K O N E - S E C O N D S E R I E S

Boskone	Dates	Attendance	Chair Location	Chair	Guest of Honor Boskone Book	Official Artist	Science Speaker
I	10-12 Sep 65	66	SH	Dave Vanderwerf, FN	Hal Clement, FN		Dr. Robert Enzmann
II	11-13 Mar 66	71	SH	Dave Vanderwerf, FN	Frederik Pohl		Dwight Wayne Batteau Prof. Igor Paul Prof. Oliver Selfridge
III	01-03 Oct 66	68	MIT	Erwin Strauss	John W. Campbell**		Prof. Oliver Selfridge
IV	01-02 Apr 67	72	SH	Paul Galvin, FN	Damon Knight		Dr. Marvin Minsky
V	23-24 Mar 68	155	SH	Paul Galvin, FN	Larry Niven		Prof. Warren McCulloch++
VI	22-23 Mar 69	262	SH	Leslie Turek, FN	Jack Gaughan	Steve Fabian	Dr. Louis Sutro
VII	27-29 Mar 70	383	SH	Tony Lewis, FN	Gordon Dickson	George Barr	Dr. Donald Menzel
VIII	12-14 Mar 71	211	SRG	Bill Desmond, FN	Larry Niven--		
IX	14-16 Apr 72	403	SH	Fred Isaacs	L. Sprague de Camp <u>Scribblings</u>	Don Simpson	Dr. Richard Rosa
X	09-11 Mar 73	405	SB	Suford Lewis, FN	Robert A.W. Lowndes <u>Three Faces of Science Fiction</u>	Kelly Freas	Prof. Phyllis Brauner
XI	01-03 Mar 74	701	SB	Don Eastlake, FN Jill Eastlake, FN	Isaac Asimov, FN <u>Have You Seen These?</u>	Eddie Jones	Dr. Isaac Asimov, FN
XII	28-30 Feb 75	935	SB	Ann McCutchen, FN Terry McCutchen, FN	Anne McCaffrey, FN <u>A Time When</u>	Bonnie Dalzell	Dr. Robert Enzmann
XIII	13-15 Feb 76	900	SB	Ellen Franklin, FN Jim Hudson, FN	Poul Anderson <u>Homebrew</u>	Rick Sternbach	
XIV	18-20 Feb 77	1010	SB	Tony Lewis, FN	Ben Bova, FN <u>Viewpoint</u>	John Schoenherr	
XV	17-19 Feb 78	1454	SB	Jill Eastlake, FN	John Brunner <u>Tomorrow May Be Even Worse</u>	Arthur Thomson	Prof. Marvin Minsky
XVI	16-18 Feb 79	1950	SB	Don Eastlake, FN	Frank Herbert	Mike Symes (art portfolio)	Dr. Marc C. Chartrand
XVII##	15-17 Feb 80	800	RF	Chip Hitchcock, FN	Spider Robinson Jeanne Robinson		
XVIII	13-15 Feb 81	1609	SB	Gail Hormats	Tanith Lee <u>Unsilent Night</u>	Don Maitz	
XIX	12-14 Feb 82	2270	BPP	Bob Spence, FN	Donald A. Wollheim <u>The Men From Ariel</u>	Michael Whelan	
XX	19-21 Feb 83	????	BPP	Pat Vandenberg, FN	Mack Reynolds <u>Compounded Interests</u>	Wendy Pini	Jeff Hecht

BPP Boston Park Plaza (former Statler-Hilton), Boston MA

MIT Massachusetts Institute of Technology, Cambridge MA

RF Radisson Ferncroft, Danvers MA

SB Sheraton Boston, Boston MA

SH Statler-Hilton, Boston MA

SRG Sheraton Rolling Green, Andover MA

** Principal Speaker

++ Panelist

-- Honored Guest

a.k.a. BoskLone

L E X I C O N

	Dates	Hotel	Location	Compiler	Estimated Attendance
I	04-06 Aug 72	Sheraton Motor Inn	Lexington MA	Richard Harter	70***
II	27-29 Jul 73	Yankee Drummer	Auburn MA	Steve Raskind	56
III	26-28 Jul 74	Holiday Inn	Framingham MA	John Houghton	46
IV	29-32 Aug 75	Sheraton Springfield-West	Springfield MA	Mary Cole *	44
V	30-32 Jul 76	Sheraton Springfield-West	Springfield MA	Kath Horne Bill Carton	~50
VI	29-31 Jul 77	Treadway Inn	Chicopee MA	Kath Horne Bill Carton	~40
VII	28-30 Jul 78	Radisson-Ferncroft	Danvers MA	Chip Hitchcock	30-40
VIII	13-15 Jul 79	Colonial Inn	Northampton MA	Rick Katze	45?
		**			
IX	17-19 Jul 81	Sheraton Rolling Green	Andover MA	Mike DiGenio	60
X	23-25 Jul 82	Marriott	Worcester MA	Skip Morris	?

* Became Compiler when Stew & Amy Brownstein moved to California

** No Lexicon held in 1980 because of Noreascon II

*** 70 registered, about 100 attended

C O D C L A V E

(nee Wintercon)

	Dates	Hotel	Location	Chairthing	Estimated Attendance
I	10-12 Jan 75	Sheraton Regal	Hyannis MA	Fred Isaacs	?
II	09-11 Jan 76	Sheraton Regal	Hyannis MA	Kris Benders David Stever	27
III	07-09 Jan 77	Sheraton Regal	Hyannis MA	Terry McCutchen	?
IV	13-15 Jan 78	Sheraton Regal	Hyannis MA	Jim Hudson	~20
V *	19-21 Jan 79	Radisson Ferncroft	Danvers MA	Peter Neilson	?
VI	18-20 Jan 80	Radisson Ferncroft	Danvers MA	Jeff Del Papa	~35
VII	16-18 Jan 81	Sheraton Rolling Green	Andover MA	Tony Lewis Chip Hitchcock	28
VIII	15-17 Jan 82	Sheraton Rolling Green	Andover MA	Ada Franklin Glenn Axelrod	40
IX	21-23 Jan 83	Radisson Ferncroft	Danvers MA	Ira Kaplowitz	

* Name changed to Codclave since it is no longer on Cape Cod

