

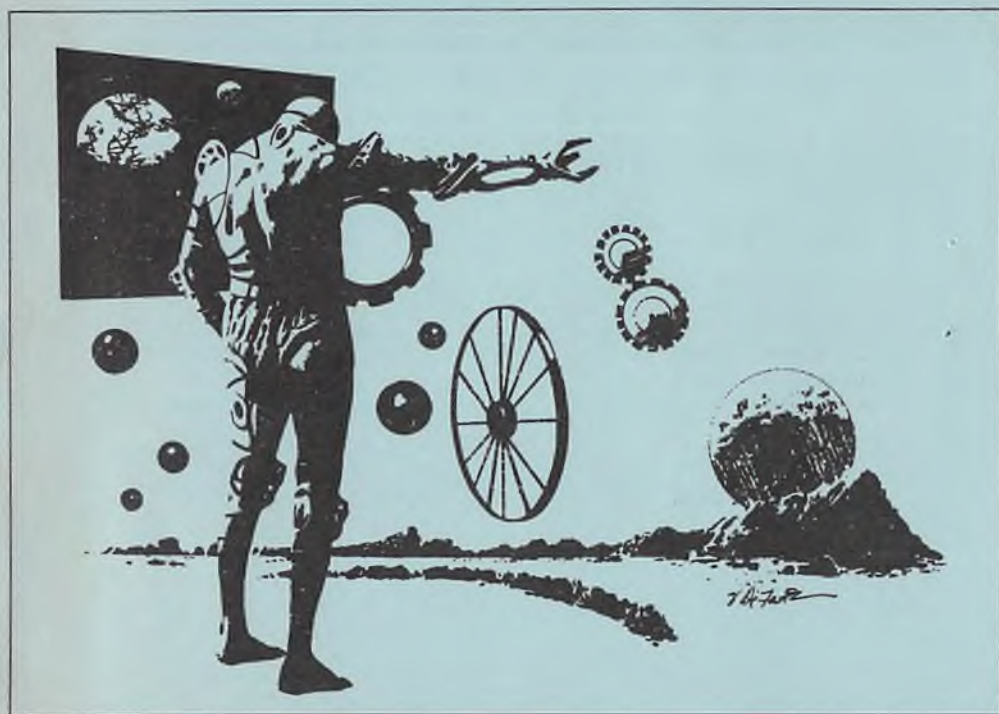
The Boston Regional Science Fiction Convention

February 17 - 19, 1984

The Park Plaza Hotel, Boston MA

# BOSKONE XXI

## PROGRESS REPORT



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February 17 - 19, 1984

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GUEST OF HONOR: GENE WOLFE

GUEST ARTIST: VINCENT DI FATE

SPECIAL SPEAKER: DAVID G. HARTWELL

## A MESSAGE FROM THE CHAIRMAN

You are holding the BOSKONE XXI Progress Report. It contains a substantial amount of information. Please READ IT. -- Rick

## THE LATEST NUMBERS

As of December 10, 1983, Boskone 21 had over 730 paid pre-registrants plus 121 life members. The Art Show expects to display the work of about 100 artists, the Dealers Room expects to provide tables to about 40 dealers. Membership costs \$15 if your request is postmarked by January 16th; after that date memberships will only be available at that door and will cost \$20.

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How to Not Get Sick at a Con - Lois H. Mangan, RN

Try to get at least 4-5 hours of sleep each night. Even two is better than none. At least one good meal a day, or sandwiches and milk a couple times a day are the minimum for decent brain function. You will need this basic amount of food and sleep to enjoy yourself.

Note that alcohol has a worse effect if your stomach is empty: at least have some milk before the booze. Also, alcohol is a diuretic: it makes you pee a lot. One of the major causes of hangovers is dehydration. So drink some water, juice or soda after or in between and you'll feel better.

If you have any chronic disease--diabetes, allergies, asthma, epilepsy, arthritis, cardiac conditions, etc. bring your medication EVEN IF YOU ONLY NEED IT RARELY! Happy, frantic times can be almost as severe a stressor on people as bad times. If you need it, you'll have it.

If you do need to take medication at the con note that many medications, especially most asthma and arthritis medicines, are caustic and will upset your stomach if you don't take them with food. Going without food all day, then taking your pills with a candy bar late at night is a recipe for barf.

At the very least, take your stomach-irritating medication with a glass of milk. The lunch counter at the Park Plaza's Drugstore is open from 7am to 11pm every day. Both milk and frappes (milkshakes to nonlocals) are reasonably priced there and are excellent ways to take in some quick protein as well as protect your stomach.

IF YOU DO GET SICK -

BOSKONE 21 will not have a First Aid Station because of legal considerations. However, the Park Plaza has a doctor on call who will make a hotel visit. Contact the hotel doctor through the hotel operator. There will, of course, be a fee for this.

There are also many hospitals in Boston. The closest is the Tufts New England Medical Center. Their Emergency Room is at 171 Harrison Ave, phone 956-5566. Children's emergency care is available 8am-11pm Mon-Fri at their Pediatric Walk-In Service, 767 Washington St, phone 956-5467, and at the Emergency Room at other times.

YOU CAN GET HERE FROM THERE!

Boskone XXI will be held at the Boston Park Plaza hotel, on Arlington Street at Park Square, Boston. The hotel parking facility, the Motor Mart Garage, is located directly behind the hotel. Valet parking is available at the hotel Motor Entrance, except between midnight and 7 AM. Do not use this service if you will need to retrieve your vehicle between these hours!

1. BY CAR FROM THE WEST: Take the Massachusetts Turnpike (Route I-90) into Boston. Get off at exit 22 (marked "PRUDENTIAL CENTER/COPLEY SQUARE"). This exit is in the tunnel under the Prudential Center and is eastbound only. On the exit ramp, take the right fork (marked "COPLEY SQ.") then continue straight ahead on Stuart Street for 4 1/2 blocks (four traffic lights).

a) To reach the Motor Mart Garage, continue straight ahead for about 100 yards. The entrance is on the left side of the street.

b) To reach the hotel Motor Entrance, continue straight for about 100 feet. Turn left, then turn left again. The entrance is on your right.

c) To reach the hotel main entrance, go past the garage, turn left, then turn left again and continue across a funny X-shaped intersection. The entrance is about 100 yards ahead on your left.

2. BY CAR FROM THE SOUTH: From I-95 take Route 128 South to Route 3 North (also marked as I-93 North). Follow Route 3 into Boston. .9 mile after you come out of a tunnel, take the exit marked "CAMBRIDGE - SOMERVILLE/STORROW DRIVE". In .4 mile, take the left fork into a short tunnel marked "BACK BAY/STORROW DRIVE". [Continue with Paragraph 4.]

3. BY CAR FROM THE NORTH: Take I-93 or Route 1 south to Boston. These two routes merge (with I-93 on the right) on an elevated roadway just as they enter the city. About 100 yards after they join, take the right-hand exit marked "NORTH STATION/STORROW DRIVE". In .2 mile, take the left fork into a short tunnel labelled "BACK BAY/STORROW DRIVE". [Continue with Paragraph 4.]

4. After leaving this tunnel, you'll enter Storrow Drive from the left. Immediately move to the right (since the left lane becomes an exit in two hundred yards). Take the next exit (on the left in .6 mile), marked "COPLEY SQUARE/BACK BAY 28 S". At the end of the ramp, turn left, then immediately turn right onto Arlington Street. Continue straight ahead thru two sets of traffic lights very close together to another set two blocks farther on.

a) To reach the Motor Mart Garage, continue straight past the hotel to the second traffic light and turn left. The garage entrance is on the left near the end of this block.

b) To reach the hotel Motor Entrance, continue straight past the hotel to the second traffic light and turn left.

If you lose your badge during the convention:

1. Check with the Information Desk to see if it has been turned in.
2. If it was not turned in go to the Solutions Table in Registration. Replacement badges cost \$3.
3. If you lose your badge more than once over the weekend, you must reregister for \$20.

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

### REKON-2

Earth has just become the newest member of the Spiral Arm Confederacy. To celebrate its joining this galactic alliance, a diplomatic and cultural exchange conference is being held in historic old Boston. Heads of state of every world in the Confederacy plan to attend, along with diplomatic delegates and businessbeings, for a weekend of peaceful discussion, negotiation and trade. But . . .

#### SOMETHING STRANGE IS GOING ON!

There are reports of trouble in the highest levels of the Confederate government. Sudden emergency meetings have been added to the schedule. Mysterious "special envoys" have appeared in the ranks of the delegations. And rumor has it that battle fleets from a dozen worlds are massing just outside sensor range, waiting to fill any power vacuum that might develop . . .

REKON-2 is an all new real-time, real-space role-playing scenario by the creators of last year's Rekon-1. Players will assume the roles of diplomats, military leaders, heads of state, trade ministers, operatives, and other delegates, both human and alien, to Earth's first open meeting with the constituent worlds of the Confederacy. As Earth becomes the center of unexpected political turmoil, players must use their military, economic and political power to take advantage of the situation.

Rekon-2 will start Saturday morning and run concurrently with the convention through Sunday afternoon. Because the game is interactive with the convention environment, players will be able to attend regularly scheduled Boskone events.

### REGENCY DANCE

From 8 PM to 11 PM, (or longer!) on Saturday in Stanbro Hall, Boskone XXI will hold its usual Regency Dance. Be sure to check your pocket program when you arrive, because if this is rescheduled it will move to Saturday afternoon.

To aid the ambiance, 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 wish merely to observe.

### REGISTRATION

Boskone XXI registration will be on the Mezzanine; look for the signs. The hours will be:

Friday	noon - 10:00 PM	(in Berkeley & Clarendon)
Saturday	9 AM - 8 PM	(in Berkeley & Clarendon)
Sunday	10 AM - 2 PM	(at the Information Desk)

Please bring your Quickie Check-In Sheet that came with this Progress Report -- you'll get registered much faster that way. If you lose your Quickie Sheet, be sure to bring a photo ID. No photo ID and you'll have to reregister. An R will appear in the corner of your mailing label if your badge will be in Berkeley & Clarendon.

If you are a Boskone Staffer, Program Participant, Artist, Dealer or Helper, your registration packet will be in a Special Area -- it will NOT be in Berkeley & Clarendon. A code letter for your special area will appear on your mailing label. Staffers (C) will register in C&C after 6 PM on Thursday night; Program Participants (G) will register in the Green Room after noon on Friday; Artists (A) in the Art Show; Dealers (D) in the Dealers' Room and Helpers (P) in People Mover. If you are in more than one of these categories, register in the first named in the list. You will have a code on your mailing label that brings you this Progress Report, but you could easily change categories before the con - you will know that you have done so, but you will have to change your code letter yourself.

NO ONE WEARING OR CARRYING A WEAPON WILL BE REGISTERED.

Memberships may be purchased at the con for \$20. [See PAYMENTS]

The cost of babysitting and children's programming will be included in con memberships this year, so all children who use these services must be convention members.



In about 100 feet, turn left; then turn left again. The entrance is on your right.

c) To reach the hotel main entrance, turn left (staying to the right of the divider) then turn right in about 100 yards at the blinking green light. Turn right again, and the entrance is about 100 yards ahead on the left.

5. FROM THE GREYHOUND BUS TERMINAL: The Greyhound terminal is on St. James Avenue, a block from the hotel. When you exit from the terminal's main entrance (marked "ST. JAMES AVE."), look to your right, and you'll see the hotel.

6. FROM THE TRAILWAYS BUS TERMINAL: The Trailways terminal is at South Station, and is further away from the hotel than Greyhound. You can take a taxi or, if you decide to go by subway (costs \$.60), go out the terminal's main entrance. You'll be on Atlantic Avenue. Turn right and walk one block to the subway station (marked with a **T**). [Continue with Paragraph 8.]

7. FROM THE SOUTH STATION AMTRAK AND COMMUTER RAIL TERMINUS: Turn left when you've entered South Station. You'll see a passageway marked "DEWEY SQUARE/OUT TO STREET AND SUBWAY". Go down the passageway and when you exit, you can either take a taxi or the subway, for which there's an entrance (indicated by a **T**) directly outside South Station. [Continue with Paragraph 8.]

8. Take any inbound Red Line train two stops (costs \$.60) to Park Street Station. Go up the stairs marked "Boston College, Cleveland Circle, Riverside, Arborway" and take any Green Line train two stops to Arlington Station. [Continue with Paragraph 11.]

9. FROM THE NORTH STATION COMMUTER RAIL TERMINUS: Take any inbound Green Line train five stops to Arlington Station. [Continue with Paragraph 11.]

10. FROM THE AIRPORT: A taxi will take about 20 minutes and cost about \$10. Also available is the Airways airport-hotel limo service (costs \$4.25 per person and can take 45 minutes since it stops at other hotels) which runs hourly from 7:15 AM to 10:15 PM Monday thru Saturday (every 30 minutes from 10:15 AM to 6:15 PM weekdays). Or you can travel by subway (costs \$.60). Take the Massport Shuttle Bus (number 22 or 33, costs \$.25 exact change) to Airport Station. Take any inbound Blue Line train four stops to Government Center Station. Go upstairs and take any westbound Green Line train three stops to Arlington Station. [Continue with Paragraph 11.]

11. FROM ARLINGTON STATION (SUBWAY): When you exit through the station turnstiles, turn right and take the left of the two exits to the street. At the top of the flight of stairs, you'll encounter two more exits. Take the one on the right. When you reach the top of the stairs, you will see the hotel a block ahead of you.

## PAYMENTS

Payments to Registration, NESFA Sales, and the Art Show may be made with cash, travelers cheques, money orders, cashiers' checks, etc., or by personal check, MasterCard or VISA. Payments MUST be in U.S. funds. Boskone XXI cannot cash checks for convention members.

Regrettably, due to the large number of uncollected checks in recent years, we will require two pieces of identification for personal checks, one of which must be photographic (preferably a driver's license). In addition, we may have additional requirements for accepting large personal checks, and we reserve the right to hold art work and/or merchandise for later shipment pending the clearance of personal checks.

## HOTEL INFORMATION

### Reservations:

You should make reservations at least two weeks in advance to be sure you get the convention rate. Credit cards accepted for reservations are: Visa, American Express, Diner's Club, and Carte Blanche. Master Card may be used to pay for your stay, as well. If you will be arriving after 6 P.M., you should notify the hotel, and, if you are paying by cash or check, you must send them a deposit check for one night's room to guarantee your reservation. If you are arriving after 10 P.M., you MUST guarantee your reservation, and doing so after 8 P.M. is recommended.

If you do not make a reservation in advance, it is possible there will not be any room available at the con.

### Check In:

As many as four people may check into a room separately. Check-in begins at 1 P.M.; arrangements to check in earlier should be made when you make your reservations. Any change, such as the name of a roommate, should be received three days in advance. The first person to check into a shared room is the person to whom unallocated charges, such as phone calls and the pay TV, will be made.

### Money:

If you plan to pay for your stay by cash or check, you cannot charge items, even phone calls, to your room. (This is because you have not established CREDIT with the hotel; this is what credit cards do for you.) If you give the hotel money when you check in, you may charge against that, but not above it. A guest of the hotel may cash at most two checks, if she has a valid picture i.d. (see below). The total of her checks can be for fifty dollars, or, if she has an American Express card as well, the total can be for one hundred dollars.

Local banks will be open on Friday until 5 P.M., then closed

credit-card processing. If you are interested in helping, drop a line to People Mover, c/o NESFA.

We must get a signed release from each volunteer before s/he can work on the convention. If you're under 18, your parent or guardian must sign. So if you're under 18 and your parent or guardian will not be attending the convention, write to us and request a release form so you can get it signed and bring it with you to the con if there's ANY chance you might want to help at the con. Better safe than sorry.

#### PRESS POLICY

If you are with the press, please register with the convention as would any other attendee. Press releases are available at the Information Desk. Upon publication or broadcast of a story about Boskone, and our receipt of a copy of the publication or the broadcast, we will refund your registration fee to you whether or not the story is favorable to us. However, we would prefer that it be specific enough that a member of the audience could contact us either directly or through the Boston Park Plaza hotel. If you have any questions, inquire at the Information Desk or write to NESFA.

#### PROGRAM

The Boskone XXI Program will have the theme: SF - Behind the Scenes. There will be a strong ST Art component and also a fan component. Of course, there will be a Skylark presentation and appearances by our guests Gene Wolfe, Vincent DiFate and David Hartwell.

As of this writing, the following people have agreed to participate in the program: Robert Adams, John Bellairs, John Boardman, Charlie Brown, Jeff Carver, Jack Chalker, Hal Clement, Don D'Amassa, Gordon Dickson, Tom Easton, Jim Frenkel, Craig Shaw Gardner, Parke Godwin, Gay & Joe Haldeman, Jeff Hecht, Rusty Hevelin, Marvin Kaye, James Patrick Kelly, David Kyle, Fred Lerner, Barry B. & Jean Longyear, Michelle Lundgren, Larry Niven, Chuck Rothman, Darrell Schweitzer, George Scithers, Joan D. Vinge, Charles G. Waugh, Robin Wood and Jane Yolen.

newsletter, write it up (legibly!) and leave it at the Information Desk

### PARTIES

If you are planning an open party, please tell the Information Desk about it as soon as possible. To get an announcement in the newsletter and signs directing people to your party, we need at least one day's notice. 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 tonic (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, or write to NESFA before the con.

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.

### PEOPLE MOVER

People wearing "Boskone XXI 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 on the mezzanine level next to the stairs from the lobby. We are near the Information Desk. We will be open as follows:

Friday	Noon - 7 PM
Saturday	9 AM - 7 PM
Sunday	9 AM - 6 PM

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

People who have volunteered before the con will receive a letter from People Mover with their pre-assigned area. THESE PEOPLE MUST REGISTER AT PEOPLE MOVER, NOT AT REGISTRATION. If you haven't volunteered yet, we'd love to have you do so. Boskone is a large convention needing volunteers with all kinds of skills, ranging from sewing to

until Tuesday, not Monday, at 9 A.M.. There may be some automatic tellers available in the area.

**Check Out:**

Check out time is 1 P.M., and there is no late check out. If you are paying by check, you must have a valid U.S. driver's license with a picture i.d.. The check must be for the exact amount. No third party checks are acceptable. You may pre-pay as early as the night before, and retain your key until 1 P.M..

**Parking:**

Parking is available at the Motor Mart garage across-and-down the street. It is free for hotel guests, but there is a one dollar in-out charge. Have your parking ticket stamped at the hotel desk. Car check-out is at 2 P.M.; if you stay any later, or if your ticket is not stamped, you will be charged at the day rate of \$6.50.

**Miscellaneous:**

- \* NO PETS are allowed. Working animals, such as seeing eye dogs, are welcome, but all others will have to be kenneled miles away.
- \* Cloakrooms are available; the hotel staff can direct you to one.
- \* If the light on your room telephone is lit, it means the front desk has a message for someone in the room.
- \* If you watch the TV movie channel in your hotel room for more than ten minutes, \$5.25 will be charged for each movie watched.
- \* No signs or posters are to be affixed to the walls of the hotel or elevators, but we will have easels and bulletin boards available.
- \* A list of restaurants, their hours, prices, and specialities will be available at the Information Desk.

**Problems:**

Ann Broomhead, who is handling non-technical hotel liaison, will be available to help resolve any hotel problems which cannot be handled by the hotel staff only.

**COURTESY**

Please remember that many normal expressions of exuberance become dangerous when there are many people about. Waving your arms without looking will often lead to swatting innocent bystanders in the face. Loud enthusiasm will make

It hard for other people to carry on their conversations. Running and general horsing around are just impossible in crowded halls and meeting rooms.

It is true that checking behind you tends to undermine the effect of a dramatic gesture or flourish of one's cape. However, bonking someone in mid-gesture is worse. Remember, if you are dressing the part of a hero or a noble, that such persons are never UNINTENTIONALLY rude. If you want to show your friends what a neat blaster or other weapon you possess, do it in private as a prudent hero (or villan) really would.

Also bear in mind that the accoutrements that add to the swagger of a costume may also have serious implications in the mundane world as covered by the section below.

### WEAPONS POLICY

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. 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. Massachusetts General Laws, Chapter 269, Section 10(b), in part says:

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, nunchaku, zoobow, also known as klackers or kung fu sticks, or any similar 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 similar pointed starlike object intended to injure a person when thrown, or a manrikigusari or similar 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.

HUCKSTERS' ROOM

The Hucksters' Room will be in the Terrace Room (below the lobby level) like last year. The room has been sold out since early September, so it's too late to get tables this year. The open hours will be:

Friday	5 PM to 9 PM
Saturday	10 AM to 6 PM
Sunday	10 AM to 5 PM

There will be handicapped access to the room (better than last year's, we hope). There should be signs for the elevators, but the Information Desk on the mezzanine will also be able to direct you.

INFORMATION DESK

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 listing current and upcoming events. Message boards will be available nearby, and we will maintain the Lost & Found area. Please check the message boards every day; there are lots of people sending messages and they will probably not remain posted longer than 24 hours. The Information Desk hours are:

Friday	Noon - 8 PM
Saturday	10 AM - 8 PM
Sunday	10 AM - 5 PM

MEET THE PROS PARTY

There will be a gala Meet the Pros Party Friday night from 8pm to 11pm in the Imperial Ballroom. Dress up! Celebrate! This is the costume event this year. While we caution you to avoid bulky, awkward to maneuver or uncomfortable costumes, we encourage you to cut a dashing figure.

NEWSLETTER

The daily-or-better newsletter will as usual be called Helmuth, Speaking for Boskone, and will include information on schedule changes, parties, and other news that develops during the convention. There'll probably be one or two issues every day, starting on Friday.

Look in your Pocket Program to find out where the newsletter will be distributed, but one of the distribution points will almost certainly be the Information Desk. If you have any news or announcements that you'd like published in the

an mural where you can doodle and draw.

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.

### FILKSINGS

Thanks to all of you who submitted entries in the filksong contest. Many of these will be available to sing at the convention.

We will be running both Eastern Style group sings and Western Style bardic circles. A piano and hymnals will be provided for the group sings, but the bardic circle depends on bards and would-be bards bringing their guitars and tape recorders to a quiet room or two that we will provide for the purpose. Filksong contest judges' books and non-alcoholic throat lubricant will be provided, so please come and share the songs. There will be a dead dog mixed-style filk on Sunday after the last program item which will go on until at least midnight. Group sings are currently planned for Room 434 and bardic circles for Room 405 and 407.

### FILMS

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 a silent classic accompanied by John Kiley at the organ on Saturday night. 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 Skip Morris, Dale Farmer and/or the People Mover.

### GAMES, COMPUTER

Just as last year, we have a computer. It is a DEC PDP-11/23. We also have a variety of computer games, both ADVENTURE- and arcade-type. We will have enough terminals to allow three people to play at a time (there is no limit on the number of kibitzers). This will occur in Room 414, barring acts of God or Electronic Gremlins.

### GAMES, NON-COMPUTER

Rooms 416 and 417 will be provided for the delectation of gamers to set up their own activities. Bring your favorite board game or set up your own dungeon.



2. Costume weaponry, such as zap guns, swords, etc., which is not in violation of Massachusetts General Laws, Chapter 269, Section 10(b), may be worn or carried ONLY at the Meet the Pros Party including a period from one-half hour before until one-half hour after the Party. 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 Boskonos.

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 at a hotel which has non-convention guests. Because a small minority have abused their 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 Meet the Pros Party 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. Any thoughts or comments on these rules are always welcome.

### ART SHOW

The Boskone Art Show is the largest science fiction and fantasy art show on the East Coast. This show will be held in the Georgian Room. We will have 98 panels and up to ten 3-D tables displaying the artwork of science fiction's best known professional artists, plus talented amateurs (many local) who will be tomorrow's professionals. Artists already entered include: Alicia Austin, Vincent DiFate, Carl Lundgren, Don Maitz, Real Musgrave, Wendy Pini, Barclay Shaw, Sean Spacher, Rick Sternbach and Michael Whelan. There will also be a special Vincent DiFate retrospective exhibit.

#### Art Show Schedule

Thursday	2 PM to	10 PM	Set-up of hangings
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	1:15 PM	Close-Out
	1:15 PM to	4 PM	Pick-Up and Pay
	1:45 PM to	3 PM	Auction - Stanbro Hall
	4 PM to	6 PM	Artist Pick-Up

YOU BID, YOU WIN, YOU PAY! (PLUS 5% TAX)

HOW TO BUY ART: Before bidding, either at the auction or by written bid, you must fill out a bidder registration card at the Art Show Desk and obtain a bidder registration number. Each piece of art has a bid sheet which gives information about it and provides space for eight written bids. If the piece is for sale, the bid sheet will state the minimum bid which the artist will accept; otherwise, it will be marked NFS (Not For Sale).

Whenever the Art Show is open, you may enter a bid by putting your name, bidder registration number and amount bid on the first available line on the bid sheet. If all of the lines have been used, the piece will be auctioned at 1:45 PM Sunday in Stanbro Hall. At noon on Sunday, the show will be cleared and the staff will mark all items with fewer than eight bids as sold to their current high bidder.

Pick-Up and Pay will operate between 1:15 PM and 4 PM Sunday. During this time you MUST collect and pay for any artwork that you have won. [See PAYMENTS] If the artist allows, pieces with no bids will be available for their minimums during Pick-Up and Pay. The hotly-contested pieces sold at the voice auction will be returned to the Art Show and rehung for pick-up.

PHOTOGRAPHIC POLICY: To protect against violation of the artist's rights, NO photography will be allowed in the Art Show except for the official convention photographs and supervised press photography.

RIGHTS: When you purchase a piece of art, you are buying only the right to possess and display it. You have NOT bought any right to professionally reproduce the work. The right to reproduce a work for fannish or personal use MAY be granted and if so will be noted on the bid sheet.

AWARDS: All convention attendees are eligible to vote for BEST PROFESSIONAL ARTIST and BEST AMATEUR ARTIST. Ballots will be available at the Art Show Desk and must be turned in by 9 PM Saturday. A panel of judges will award ribbons in appropriate categories to be determined by the contents of the show. The Art Show Staff will also make an award.

BABYSITTING

This is for kids less than five years old. If your child is five or older, s/he should go to Dragonslair. Children must be convention members to use Babysitting, but there is no other charge. It is currently planned to be in Room 411, and will be open as follows:

Friday	Noon - 5 PM, 6 PM - Midnight.
Saturday	9 AM - 5 PM, 6 PM - Midnight.
Sunday	9 AM - 4 PM

PLEASE OBSERVE THESE TIMES! our staff must eat and rest. 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.

We will provide a lunch for your child (at no extra charge), or you may bring it with them. We cannot provide supper. Please bring your own diapers.

By law, we cannot handle sick children; do not bring them to Babysitting, since we will have to turn them away. We will notify you if your child becomes sick during the convention.

### CON SUITE

The Con Suite is the site of the Boskone-sponsored con party where fans can meet, talk, and generally congregate. It is currently planned for Room 436 (non-smoking) and Room 442 (smoking). We'll be open 9:00 PM to 3:00 AM Friday through Sunday. Because we are on the fourth floor this year, we should be open for all of our scheduled hours. Tonics and munchies will be available; no beer or other alcoholic beverages will be served.

### DISCUSSION and SPECIAL INTEREST GROUPS

A Discussion Group is a small group of people who sit around and chat about someone or something. Sometimes this someone or something will put in an appearance so you can discuss it with itself, but generally not. Boskone will be providing a number of rooms for Discussion Groups, should you desire to organize one, and will attempt to supply you with the ingredients for success. To sponsor a Discussion Group, to sign up for one, or for more information, check with the Information Desk.

### DRAGONSLAIR

Dragonslair is programming for kids aged five to twelve. Participating children must be convention members. There will be on-going programs throughout the convention. The currently planned location is Room 413. Kids can come here to talk, play games, watch the movies, join in the activities, or just relax. DragonsLair will be open:

Saturday 10 AM to 6 PM.  
Sunday 10 AM to 4 PM.

During the weekend we plan to have speakers on various topics including: Jane Yolen on Comander Toad and his adventures, a speaker on Comics & SF, and several on science fact. We will also have videotaped movies, an art marathon where you can create anything with the junk that we have and

If you wish to play REKON-2, you must register in advance. Send this form with a check for \$7 (made payable to Boskone XXI; and please note on it "For REKON-2") to

Rekon-2  
c/o NESFA  
Box G, MIT Branch P.O.  
Cambridge, MA 02139

The following information is confidential, and will be used to match players with appropriate characters. The available player-character positions will be filled on a first come, first served basis. Players will receive confirmation and further information by mail.

Name: \_\_\_\_\_ Age: \_\_\_\_\_ Sex: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Phone: \_\_\_\_\_ Build: \_\_\_\_\_

Costumes(if any): \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_ Hair Color: \_\_\_\_\_

Role-playing experience(if any): \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Your comments on yourself: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_