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#### CHAIRMAN'S WELCOME

Welcome to Boskone XXII. The Convention is in a new hotel this year, and is bigger, and with more activities than last year. We also have more Guests this year. We have the very fine writer, Kate Wilhelm, and the equally fine editor, Damon Knight, who was our Guest nearly twenty years ago. We also have as our Offical Artist, Carl Lundgren, an excellent artist and Hugo contender. Our Special Guest this year is Shawna McCarthy, who won last year's Hugo for Best Editor. All of this has been produced by the efforts of only a few dozen people, whose names are given on the Committee List. On behalf of them, I wish you a most enjoyable Boskone!

Ann Broomhead,

Chairman

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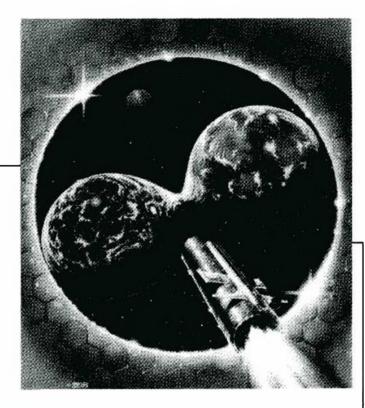
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begin to collide...



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#### WEAPONS POLICY

Previous publications 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 manrikiqusari 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 Meet-the-Pros party including a period from one-half hour before until one-half hour after the Meet-the-Pros 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 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 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. We hope that you will have a good time. (Any thoughts or comments on these rules are always welcome.)

#### KATE WILHELM

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The first time I saw Kate Wilhelm was when I drove to the railroad station in Port Jervis, New York, to pick up two new attendees at the Milford SF Writers Conference (this was when the Conference was held in Milford, Pennsylvania, a few miles from Port Jervis).

It is a rule that male authors should not be expected to be handsome or female authors beautiful, but it happened that both Kate and Rosel George Brown (a fine writer who died young, unfortunately, in 1967), who got off the train that day, broke that rule completely. To top it off, Kate was blond and Rosel was black-haired. It was a memorable experience to find myself greeting a couple of women both of whom looked as if they had just stepped out of paintings.

Rosel was prevented by fate from fulfilling her promise as a writer. Kate has long since. This is a fact that should be recognized outside of science fiction in the world in general far more widely than it is.



It is one of the ironies of publishing that what publishers dream nights of finding—in between the dollar signs, most of them—are strong, unforgettable writers. And yet, when they stumble over a strong writer who is just beginning to write, they shy wildly away from her or him, not understanding what such an author is doing; not finding a place for this swan in the neat compartments into which they like to divide up their ducks, and which are, of course, based upon swans discovered aforetime.

Kate is a very strong writer. She is a strong writer in all ways, but particularly in the uniqueness of her work; and this fact needs to be more widely recognized. It is quite easy for someone who knows only glass beads to assume that a diamond is merely another piece of glass. To recognize it for what it is, you have to look closely at it.

Then the wonder--and the value--unfolds.

#### KATE WILHELM BIBLIOGRAPHY

Compiled by George Flynn, FN

These bibliographies include the following information on works by Kate Wilhelm and Damon Knight:

--For short fiction and articles, the place and date of original publication, and all appearances in collections of the author's work; the latter are identified by abbreviations of the form (XYZ), which can be found immediately after the book titles in the collection listings. Appearances in reprint anthologies are not included, but a complete listing up to 1983 can be found in the two volumes of William Contento's Index to Science Fiction Anthologies and Collections (G.K. Hall, 1978 and 1984).

--For books written or edited by the authors, all editions published in the United States and the United Kingdom (the latter preceded by " $\overline{UK}$ :"). The entries for collections also include lists of the stories in each collection (in alphabetical order).

Each bibliography includes the following sections in order (where applicable): short fiction; collections of short fiction; novels; anthologies edited; translations; magazines edited; non-fiction books; non-fiction collections edited; book-review columns; selected articles, interviews, etc.; awards. Within each section the order is chronological by first appearance.

#### SHORT FICTION

<sup>&</sup>quot;The Pint-Size Genie", Fantastic, Oct 56

<sup>&</sup>quot;The Mile-Long Spaceship", Astounding, Apr 57 (MLS)

<sup>&</sup>quot;The Last Threshold", Future, Aug 58

<sup>&</sup>quot;Gift From the Stars", Future, Dec 58 (MLS)

<sup>&</sup>quot;The Trouble with Toys", Future, Feb 59

<sup>&</sup>quot;Project Starlight", SF Stories, Mar 59

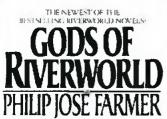
<sup>&</sup>quot;The Ecstasy of It", Fantastic, Apr 59

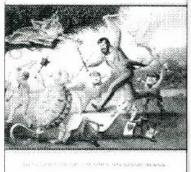
<sup>&</sup>quot;Android, Kill for Me!", SF Stories, May 59

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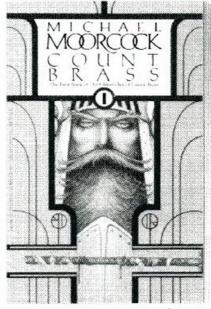
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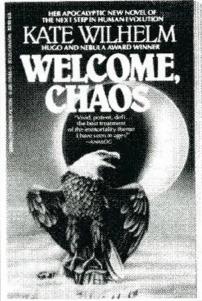




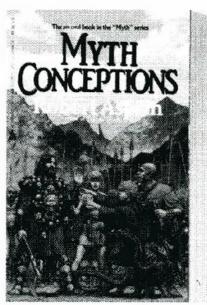
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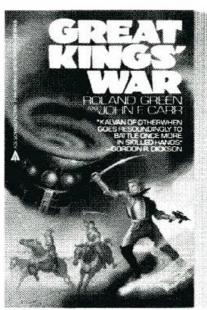
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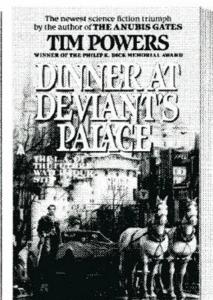
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Omni]

"Pastiche" [game, Boskone XXII souvenir item] (NESFA 1985)

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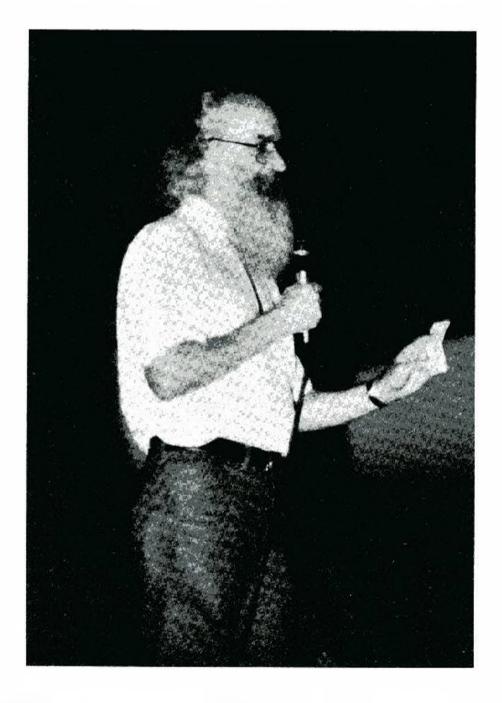
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SCIENCE FICTION

#### DAMON KNIGHT

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Along about 1940 a skinny, sardonic kid fan from one of those imaginary states out west came to New York. His name was Damon Knight. Even in "Oregon", as he called it, they had heard of the Futurians, the semi-legendary New York fan club whose members included Don Wollheim, Cyril Kornbluth, Isaac Asimov, and a lot of other Big Name Fans desperate to become Big Name Pros—including me. So Damon presented himself to us at once. We discovered him to be bright, talented, bumptious, cynical and wholly convinced of the superiority of his own intelligence over all others. Obviously he fit right in. We let him join immediately.



Damon's first choice of careers was to be an artist, illustrating sf stories. That didn't work out. The pay was miserable, and besides he wasn't actually very good at drawing. Second choice was to write the stories himself. At that Damon was much better, but the pay was almost as bad. So he had to resort to his third alternative.

He became an editor.

Partly that was my fault. At least, it was my editorial job that Damon got, at Popular Publications, when I went off to war. He liked it. It liked him. Editing didn't pay a whole lot better than writing or illustrating, but at least the check came along every Friday; and, one way and another, he's kept on editing most of the time ever since.

I'm sorry to say that I don't entirely approve of that. As editor Damon has done a lot of good things—helped bring along new writers, encouraged older ones to try more challenging things—but not, in my opinion, enough to make up for the loss of the stories he might otherwise have been writing, all these years. For in the shorter—than—novel sf story, Damon showed the rest of us how it was to be done. It is harder to be a good writer than to be a good editor, and those who are capable of writing well shouldn't let themselves off with anything less.

But, as I understand it, Damon's giving up editing now. Maybe there'll be a resurgence of those fine short stories and novelettes that brightened the 1950s "Cabin Boy" and "To Serve Man" and "What Rough Beast" and all the others.

And maybe, one more time, the rest of us will be shown how it's done....

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Compiled by George Flynn, FN

(See explanatory note in Wilhelm Bibliography)

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<sup>&</sup>quot;The Avenger", [as "Stuart Fleming"], Planet Stories, Spring 44

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#### LATE KNIGHT EDITION

by

#### DAMON KNIGHT

A collection of stories and cssays by the Boskone XXII Guest of Honor, including:

The Hugo nominee, "I See You" • "Tarcan of the Hoboes," an hilarous parody of Tarzan • A never-before published story, "The Cage" • Two essays of science fiction • An introduction by Kate Wilhelm • Cover by Carl Lundgren.

Late Knight Edition is a numbered edition with sewn case binding and low acid paper. Also available in a limited, slipcased and autographed edition.

Late Knight Edition will be available at Boskone for \$7.80 (regular edition) and \$15.00 (slipeased edition). After that, prices will be higher.

### **PASTICHE**

#### KATE WILHELM

Pastiche is a sentence game by the Boskone XXII Guest of Honor. Players try to make sentences using fantasy words. The game includes 120 word tiles, 40 punctuation tiles, 6 instruction tiles, a game board, and instructions. The game envelope features artwork by Carl Lundgren.

Pastiche is available for \$5.00. Only 200 copies of the game are being printed.

All items are on sale at the NESFA dealers table.

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#### CARL LUNDGREN

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#### Seasons of Wizardry

Carl Lundgren is not the kind of artist who has been drawing and painting since the age of three! As a child, he was not different: quiet, introverted, a fantasizer of alien worlds or pretty colors. On the contrary, he was a charming, outgoing sort of fellow who thought his social life would never end. Carl was seventeen years old before he even picked up a paintbrush and he's been trying to make up for the lost time ever since.

Born in Detroit in 1947, Carl's artist beginnings were greatly influenced by the "avant-garde." During his senior years at high school, Carl was a folksinger and played professionally for Detroit area clubs and coffee houses. He also made underground films: writing, directing, producing and editing. During this time, Carl was also an avid reader and collector of science fiction books, art books and comics. He saw many covers and illustrations that impressed him and was inspired by the works of Frank Frazctta, Jeff Jones and Norman Rockwell. At the same time he saw many covers that were so horrible and amateurish that he truly believed he could do better.

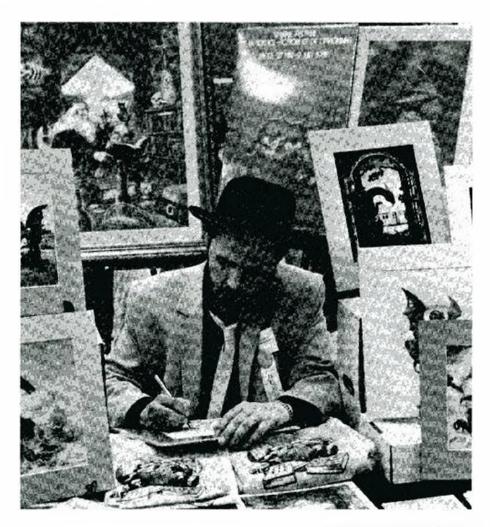


Photo by Dawn Gray

Upon graduation, Carl applied to and was accepted by the University of Southern California. When asked by the registrar what he wanted to do, Carl replied, "I want to be an illustrator!" He was then told, "We don't teach that here," and was referred to the then vary famous and prestigious Art Center School, where he was turned down flat on the basis that his portfolio was "too cartoony." He was, however, accepted by the not so prestigious Hollywood Art Center, where he studied for one semester until he ran out of funds. Undaunted, Carl returned to Detroit, where he continued to pursue his career in illustration. He enrolled in the Famous Artists Correspondence School. He gave up after the 8th lesson and considers himself to be largely "self-taught."

The counter-culture revolution of the late 1960's found Carl contributing to the "rock poster" and "head comix" generation. He was the originator of "Tales from the Ozone" comics, and did many comics and illustrations for the alternative press. Carl also did a number of posters for Detroit's "Grande Ballroom" and for the "Avalone Ballroom" in San Francisco. Returning for a brief period to California, Carl was employed as an assistant art director for a large firm and did low-paying freelance work. However, his desire to become a professional illustrator kept creeping back. Encouraged by his wife, he gave up his position and headed back to the midwest with the eventual goal of getting a portfolio together to present to New York publishers.

New York, at first, was anything but kind. Carl did just about any art job he could find including illustrations for "men's magazines" and painting signs above stores. His first big break came when Joe Curcio of Pinnacle Books assigned him to do the covers of several "American Naval War Hero" stories. Although not science fiction, it was a start. Soon after, other opportunities followed, with science fiction cover jobs from DAW, Dell and Ballantine Books. Since then, Carl has worked for virtually every major New York art director and has been the recipient of awards.

Carl's philosophy is that when he paints a picture, he wants it to have an effect on the people who see it: he want to "communicate." He feels his most successful paintings are the ones that create a reaction, either positive or negative. The more realistic he can make his picture the better, no matter how fantastic the subject. Carl favors no particular technique. "My work is my own and I strive to perfect it every waking hour of the day." This attitude has obviously begun to pay off. The art of Carl Lundgren is now constantly in demand. In 1982 he was nominated for the coveted Hugo Award as best science fiction artist for that year. He has had many major exhibitions of his work in galleries and museums throughout the United States and Europe, including a one-man show at the Society of Illustrators, and his paintings remain in many private collections. Posters, puzzles, greeting cards and assorted products have been merchandized from his work. A children's book in collaboration with his wife is being planned. "Seasons of Wizardry" is his first limited-edition portfolio.

#### SHAWNA MCCARTHY

#### Copyright (c) 1985 by Isaac Asimov

In 1978, when <u>Isaac Asimov's Science Fiction Magazine</u> was not more than half a dozen issues old or so, George Scithers (then the editor) told me he had hired a new assistant editor.

"You'll like her, Isaac," he said, with a smile -- for he knew my amiable little weaknesses.

And sure enough, I did, for she was an entirely fetching young woman of 24, named Shawna McCarthy. She had red hair, a light dusting of freckles, green eyes, a face that looked as Irish as a leprechaun but much prettier, a slim figure, and a sweet and self-assured disposition. She appeared for the first time on the masthead of the November-December 1978 issue, which was whole number 10. She was quickly elevated to



Photo by Jay Kay Klein

associate editor and, within a very few months, became a kind of mainstay to the magazine, for she was the only one of the editorial staff to be based in New York.

This endeared her to Joel Davis at once, and her appearance endeared her to me even sooner.

There is something about an Irish colleen (or an Italian colleen or a Swedish colleen or a Japanese colleen or an anything colleen) that is enormously attractive to me. Being Jewish myself and having extensive acquaintanceships with Jewish colleens, anything else is exotic and outre and possesses the fascination of strangeness and all sorts of words and phrases like that there.

Shawna regarded my interest with amusement. "Actually," she said, "I am not what you think I am."

"You're not a beautiful young woman?" I said in astonishment. "You're an old crone in disguise?"

"No," she said, "but I'm Jewish."

I laughed heartily. "With that name? And with the map of Ireland on your face?"

"Just the same I'm Jewish."

And she was. She got her name from her father and her ethnic identity from her mother.

While I was still staggering with the news, a second shock blasted me. I imagine Shawna's hair had thought she was Irish, too, for after the great revelation it seemed to pine sadly and, very gradually, turned brown with grief. (Or else Shawna stopped doing something to it. I don't know much about these feminine mysteries.)

And then, finally, some years later, Shawna completed the destruction of my hopes by marrying a nice young artist named Wayne Barlowe. That meant she was non-Irish, a non-redhead, and a non-single woman.

I bore up under this triple blow, however, because I found out something else about Shawna. She was a strong prospect for still further promotion. She was fascinated by science fiction, by <u>Asimov's</u> in particular, and had no ambition more intense than that of being editor of that magazine.

Well, why not? In the first place she was born in a good year, 1954 (which according to Hollywood is "My Favorite Year"). This means she will be 31 by the time Boskone takes place and is getting to the point where she doesn't want to mention it, so I'm telling you this in strictest confidence. Don't tell anyone.

Secondly, she went to Wilkes College (in Wilkes-Barre, Pa., I think), where she majored in English. Feeling that prospects in Wilkes-Barre were delightful, but perhaps limited, she came to the Big Apple in 1976. She took a job first as Public Relations Associate at the Red Cross and next as editorial assistant at <u>Firehouse</u> magazine, where she was rapidly promoted to editor.

The chances are you haven't heard of Firehouse magazine, but it was intended for firefighters and their families, and Shawna was peculiarly well-adapted for the job, for with that flaming hair (it had not yet turned brown with grief) and those features, she could start a fire anywhere. However, she had heard of the new sf magazine, Asimov's, and since she'd always spent her every waking hour reading sf, it occurred to her that she might as well get paid for that activity. So she wrote to George Scithers, offering to be an assistant. He called her in for an interview and the rest is history.

Of course, we couldn't have Shawna as editor as long as George Scithers was editor, but George was a restless person who, on several occasions, let us all know that once he got the magazine off to a flying start (which he did) he had other plans for his life. So eventually he left us, and I at once suggested that Shawna take his place.

However, although my name is on the magazine I am not its absolute dictator. The general consensus of officialdom at Davis was that Shawna was still too young and needed more ripening. I pointed out at once that she was over eighteen, but they explained they meant other things, and brought in an experienced editor from outside.

After half a year or so, the editor received an offer from some other source, an offer that she couldn't refuse (that's the disadvantage of hiring an experienced editor) and left. I promptly said that there was no way that Shawna could be passed over twice. "We'll lose her," I said firmly, "and I don't want to lose her."

"You mean as editor?" they said.

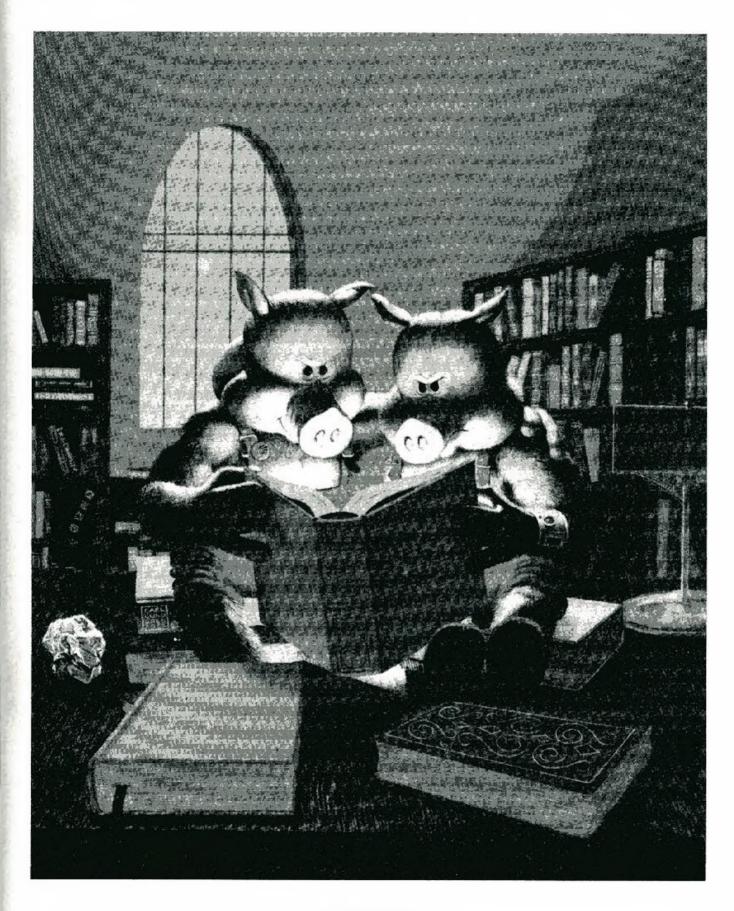
"Of course," I said. (What else could they possibly have thought I would mean?)

So with the January, 1983, issue of <u>Asimov's</u> (whole number 61), Shawna McCarthy became editor. Under her, the magazine's editorial policy changed perceptibly because her tastes are quite different form George's. That's all right, because the magazine instantly improved both its critical rating (as measured by Hugo and Nebula nominations) and its economic welfare (as measured by the rising tide of black ink used in bookkeeping). In 1984, in fact, Shawna won the Hugo as Best Editor. (I could have told them that to begin with.)

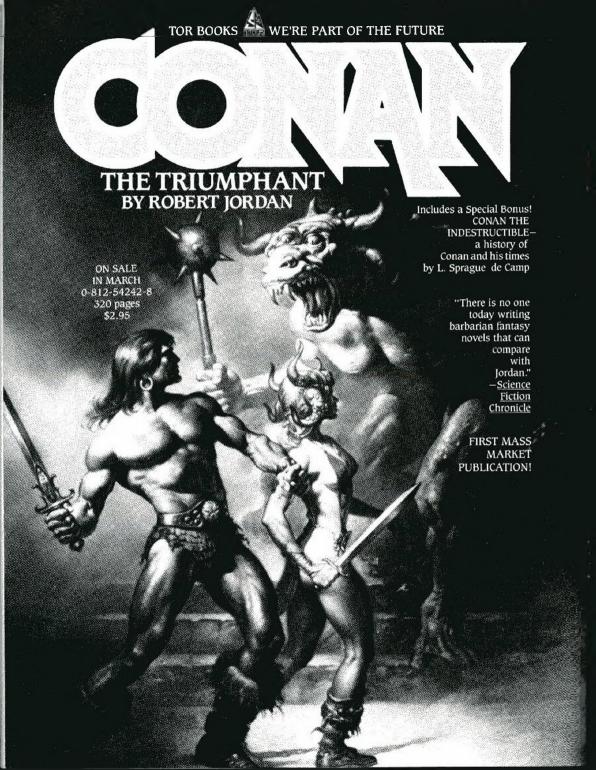
Let me close by saying that Shawna has a serious fault. She's one of these chain-smokers. Of course, she knows my sentiments on the subject and so she always stubs out her cigarette when I walk into the office. Just the same, it bothers me. I've told her firmly that she is not to have any smoking-related disease. I also told her that if she ever decides to have a baby, I'll allow her three days off before delivery and three days off after delivery — plus the actual day of delivery, of course. That's a week, which I think is plenty.

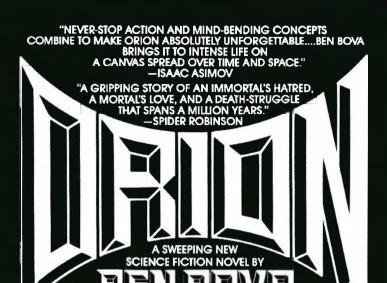
What's more, when Shawna became editor, another charming young woman (I don't care if we never have men in the office -- besides me, I mean), sweet Sheila Williams, was taken on as Editorial Assistant and was, in her turn, soon promoted to Associate Editor.

And she doesn't smoke, so watch out, Shawna!



To Serve Man

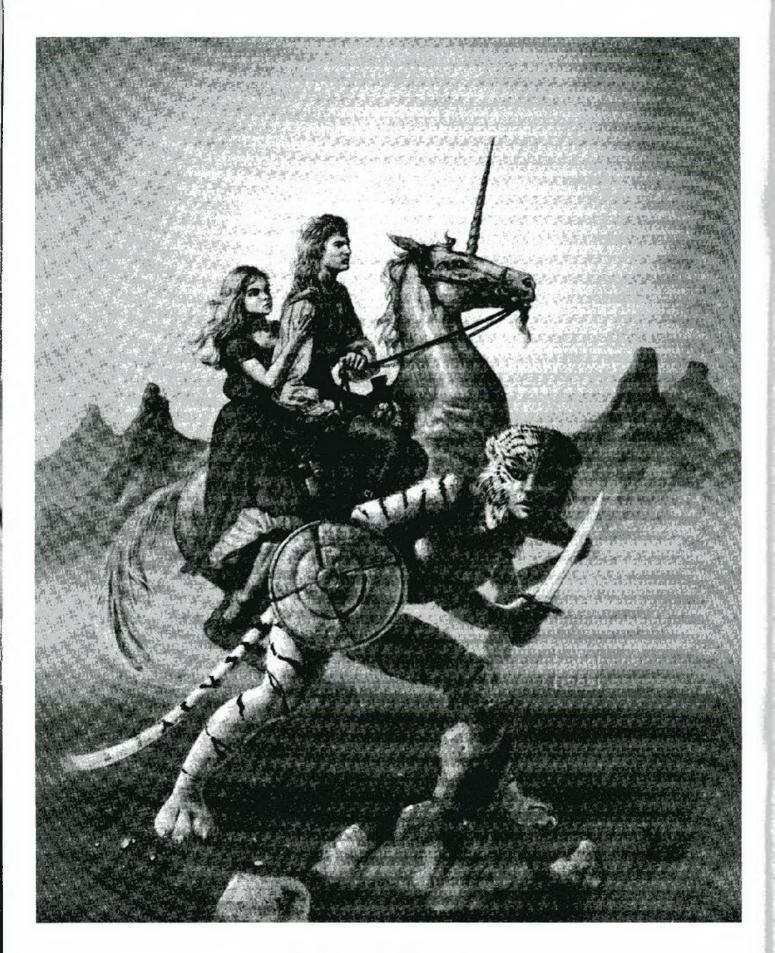




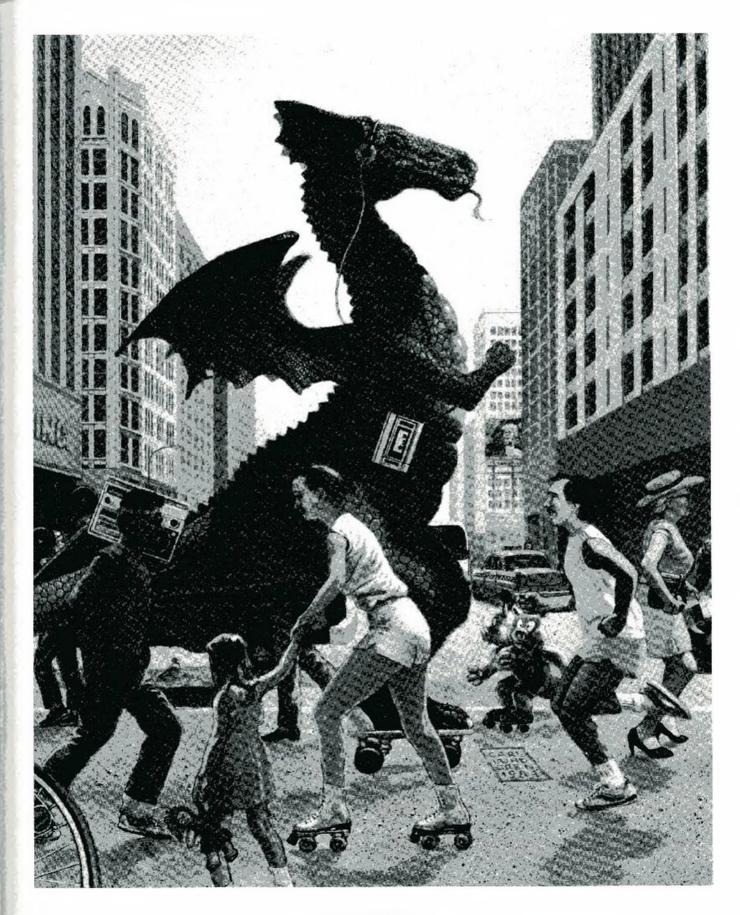
0-812-53215-5 432 PAGES \$3.50 ON SALE IN MARCH



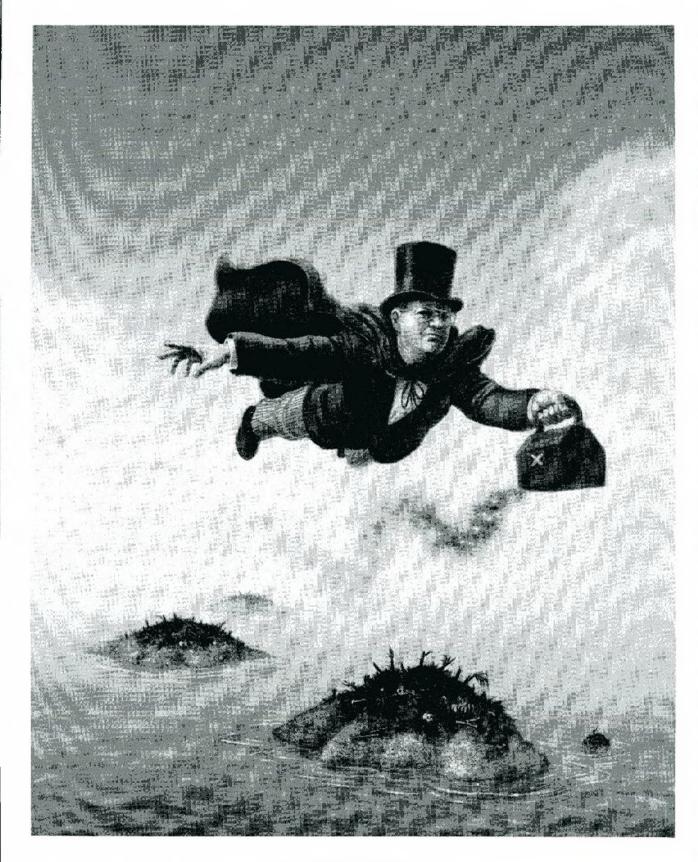
TOR BOOKS 🕹 WE'RE PART OF THE FUTURE



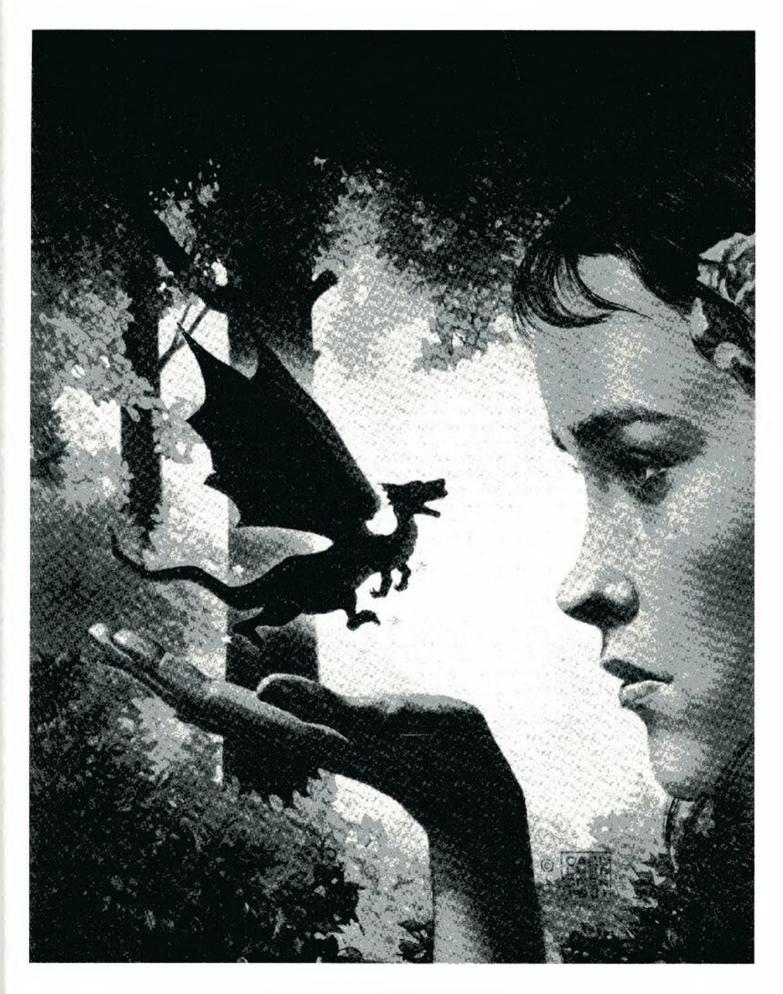
The Day of the Dissonance



Disco Dragon



The Wolfe Archipelago



The Prince of Morning Bells

### NESFA SALES TABLE

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

### Late Knight Edition by Damon Knight

The 1985 Boskone Book presents a representative collection of stories (including one never before published) and articles by our Guest of Honor, Damon Knight.

Late Knight Edition includes an introduction by our other Guest of Honor, Kate Wilhelm, and a cover painting by our Official Artist, Carl Lundgren. It is printed on low-acid, long-life paper with a high-quality binding. Eight hundred numbered copies were printed, of which the first 200 are slipcased and autographed. As is our custom, we offer the Boskone Book first to Boskone members at a discount. The price after Boskone will be \$25 for the boxed copies (if any are left — they sold out the last three years) and \$13 for the unboxed copies. At Boskone XXII, the price to Boskone members will be \$15 for the boxed and \$7.80 for the unboxed book.

### Pastiche by Kate Wilhelm

Pastiche is the first-ever Boskone game. It is a sentence game invented by Kate Wilhelm in which the participants must try to create imaginative English sentences using words from a common theme. The theme of Pastiche is Fantasy.

Playing copies of the game will be available in the Board Game Room. They will be sold at the NESFA Sales Table for \$5.00.

### The NESFA Index to the SF Magazines and Original Anthologies - 1983

This year the 1983 NESFA Index will be on sale at the NESFA Table, for \$5.00. Besides the 1983 Index, indexes for the years since 1965 are available at the NESFA Sales Table.

### Boskone XXII T-Shirts

Once again, we present a Boskone T-shirt; this year's edition has artwork by our Official Artist, Carl Lundgren. By popular demand, we again have T-shirts in women's sizes. T-shirts are available at the NESFA Sales Table in the Hucksters' Room for \$8.00. Sizes are: S. M. L. and XL.

# DICKSON!

Gordon R. Dickson

This past year, as for the past three World Science Fiction Conventions, NESFA Press has produced the WorldCon Guest of Honor book. Last year, L.A.con II asked us to produce one in honor of Gordon R. Dickson.

<u>DICKSON!</u> is a collection of short stories and articles by Gordy, plus a special essay on his famous epic, the Childe Cycle. It includes an introduction by Dickson's long-time friend and collaborator, Poul Anderson, and a full-color cover by multi-Hugo award winner Frank Kelly Freas. For the first time at Boskone, we are offering this book for sale at \$13.00.

# Concordance to Cordwainer Smith by Anthony R. Lewis

The Concordance to Cordwainer Smith is a comprehensive study of the works of Paul M. Linebarger writing as Cordwainer Smith. Compiled by Tony Lewis, the Concordance contains references to both the novels and stories chronicling the history of the "Instrumentality of Mankind".

Published for sale at L.A.con II, the first edition Concordance is available in a very limited quantity at the NESFA Sales Table for \$6.00.

Other items from NESFA Press at the Sales Table include:

Better Than One by Damon Knight & Kate Wilhelm	
(Noreascon II, 1980)	\$6.00
Plan[e]t Engineering by Gene Wolfe (Boskone XXI, 1984)	\$13.00
A New Settlement of Old Scores by John Brunner	
(ConStellation, 1983)	\$8.00
Compounded Interests by Mack Reynolds (Boskone XX, 1983)	\$13.00
Up to the Sky in Ships/In and Out of Quandry by	
A. Bertram Chandler/Lee Hoffman (Chicon IV, 1982)	\$13.00
The Men from Ariel by Donald A. Wollheim (Boskone XIX, 1982)	\$13.00
Unsilent Night by Tanith Lee (Boskone XVIII, 1981)	\$10.00
Tomorrow May Be Even Worse by John Brunner (Boskone XV, 1978)	\$4.00
Viewpoint by Ben Bova (Boskone XIV, 1977)	\$10.00
The NESFA Hymnal - our well-known filksong collection	\$12.00
Noreascon Proceedings ed. by Leslie Turek (Noreascon I, 1971)	\$6.00

Subscribing memberships in NESFA are available for \$13 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. For members only, there is also the NESFA T-shirt, available at the Sales Table in both women's and men's sizes.

Five percent Massachusetts state sales tax is collected on all NESFA sales items, except for T-shirts and memberships. VISA, MasterCard, and personal checks (with two forms of I.D.) are accepted at that NESFA Sales Table.

### INFORMATION DESK

This year Information will be at the Registration Booth, a room on the Fourth Floor lobby area.

Our friendly, courteous, and helpful staff will answer any questions you have or get the answer for you if we don't know it. We can also point you in the right direction to get a solution to any problems you might have. We will have up-to-date information on any scheduling changes and maintain the Lost and Pound. We also take care of the official and personal message boards and the party boards, etc. We are a drop-off point for the newsletter and also collect items for it.

Our hours for the con this year are:

Friday Noon - 8 PM Saturday 10 AM - 8 PM Sunday 10 AM - 3 PM

Since we have a new hotel this year everyone will be a little bit confused. Don't hesitate to let us help you get the most you can out of Boskone this year.

### NEWSLETTER

Helmuth (Speaking for Boskone) is the convention newsletter. It will contain information about the program, parties, registration, parties, awards, parties, contest, and anything else that seems interesting and entertaining. . . and parties.

Helmuth will probably be produced twice on Friday and Saturday, and at least once on Sunday. Distribution points will be at Information, near the Hucksters' Room, near the main program, and probably elsewhere.

We need news from you; news items should be dropped in the box at Information, or given to a Roving Reporter!

### PEOPLE MOVER

People wearing "Boskone XXII 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 Third Floor near the MIT Room.

We will be open the following hours:

Friday Noon - 8 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 Carl Lundgren as a special thank-you.

All volunteers under 18 years of age MUST get a helper release form signed by a parent or guardian before they may work on the con. These forms are available at People Mover.

### Technical Help

Manual labor for those who like to be the first to go to work and the last to finish — with maybe a little break in the middle. Technical includes pre-con construction projects, like the Film Program projection booth, electrical stuff like Art Show and Hucksters' Room lighting, miscellaneous at-con maintenance, and then clearing it all away at the end. Remember, the guy with the allen wrench is the Master of the Universe.

## 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 that you can discuss it with itself, but generally not. Boskone will be providing a number of rooms, on the Third Floor, for Discussion Groups, should you so desire, 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. Listings of Discussion Groups will appear in Helmuth.

### AUTHORS' READINGS

Each year, many of the authors attending Boskone read from works they have written or are currently writing. This year is no exception and we will have many varied and interesting readings. There will be several rooms on the Third Floor devoted to single author readings. Look for a schedule in the pocket program, the daily newsletter, check the Pocket Video on the hotel monitors, or ask at the Information Desk.

In line with Boskone's theme this year — the Future through the Past — a number of our program items will examine the history of science fiction, fantasy, and fandom. Some items will be looks at the overall history of the genre, others will trace specific trends or concepts, ranging from literary series to computers to original anthologies. The fan program will include several items on fan history, including a Boskone retrospective. Other panels will examine the current state of science fiction and fandom and look toward the future.

Those who think they know SF history should look in on the Trivia Bowl, which will run throughout the afternoon Saturday, with finals on Sunday.

Those who've kept the history of SF in their bedrooms, attics, and garages are taking part in the Scavenger Hunt. Look in on the final judging on Sunday afternoon.

Continuing a pattern of last year, we will have a number of editing and art items. The editing panels will range from a panel on how a book gets published to one on the criteria editors use in selecting books. The art program will include slide shows by a number of important artists (including, of course, Official Artist Carl Lundgren), as well as panels and seminars.

We will have a variety of other items, including a writers' workshop (and a panel on workshopping), readings, and, as always, Punday.

### FILMS AND VIDEO

As always Boskone films will start Friday and end Sunday night, with appropriate breaks. The schedule will be available at the freebic table. The film room is a non-smoking, like all other theaters in Massachusetts. Programming will be similar to past years, with shorts between main features, a few TV episode re-runs, and a mixture of both old and new features. There will be the traditional Saturday Night 2 AM Turkey, and a Friday Night Exotic Erotic. We continue the showing of back-to-back Original/Remake and Original/Sequel combinations. Included will be several versions of the classics "Frankenstein" and "The Seahawk".

Organist John Kiley will again be back. This year's silent film (chosen by John as it was "something he could stick his teeth into") will be "Dr. Jeckell and Mr. Hyde". In other areas: morning films, generally oriented to the younger viewers, include "The Neverending Story" and "The Last Unicorn"; late night programming has "Bladerunner" and "Poldergeist"; others films are "Slaughterhouse Five", "The Apple War", and "20,000 Leagues Under the Sea", (in response to Boxboro fandoms' theme this year).

Included in the Video Program will be a number of feature length movies, fannish material, and a few hours of Japanese Animation. Video will available in both the Vermont Suite (Fifth Floor) and your hotel room.

### CON SUITE

The Con Suite is the site of the Boskone-sponsored open party. Our hours this year are:

Friday 7 PM - 3 AM Saturday 7 PM - 3 AM Sunday 10 AM - ?

We intend to serve a variety of food and beverages; however, due to legal and other complexities, we cannot serve alcohol in the Con Suite.

The Con Suite provides a place for people to get together to talk, meet, or just sit and relax for a while. This year we will have a table set aside for autographs for any author that would like to drop by and perhaps have an impromptu autograph session, or simply to just relax and mingle with the fen. As in the past, there will be both smoking and non-smoking rooms. The non-smoking Con Suite is located in the Regis Suite, and the smoking Con Suite is in the Simmons Suite; both are on the Third Floor.

The Con Suite changes a bit from year to year in response to your wants and needs. This year we will be keeping the best of the past, with cheese, vegetables, and popcorn, as well as adding some special items like dried fruits, nuts, and molded chocolate. Please let us know what you like or dislike; this helps us to plan future Con Suites.

### PARTIES

If you are planning to hold an <u>open</u> 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 soft drinks and 4 to 6 bags of munchies (chips, pretzels, etc.). Come to Information, or Services in the Cape Cod Room on the Fourth Floor and talk to the people there, a MINIMUM of 6 hours before your party is scheduled to begin.

On sale at the NESFA Dealers' Table:

### **BOSKONE XXII T-SHIRT**

Artwork by Carl Lundgren

The high quality cotton shirt will be available in all men's and women's sizes for \$8.00.

### 1983 NESFA INDEX

The complete index of all science fiction magazines and original anthologies published in 1983. On sale for \$5.00. The NESFA Indexes for years prior to 1983 are also in stock.



Welcome to the Boskone XXII 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 official Boskone Artist, Carl Lundgren.

Viewing the Artwork: The art show is located in University Hall on the third floor and will be open for viewing from 10:00 AM to 9:00 PM on Saturday and from 10:00 AM to 12:00 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 9:00 PM Saturday.

Checking Your Belongings: The art show cannot accept responsiblity 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 or 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 art 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. Once you have written a bid on the bid sheet, you may NOT cross it out. If you lose your bidder number or leave it at home, inform the art show desk. You need it to bid on art or to 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 (8) 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 2:00 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 2:00 PM).
- 2. Art with 1 to 7 Bids: The high bid will be marked and the work is sold to that bidder.
- 3. Art with No Bids: If the artist allows her/his work to be sold after Close-Out (as indicated by a box on the bid sheet), the first line on the bid sheet will be circled. When the show reopens at 1:30 PM, you can immediately purchase that piece by writing in your bid of at least the minimum. 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 items with eight written bids will be held on Sunday from 2:00 PM to 3:00 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 that 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 the artwork between 1:30 PM and 4:00 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. (Do this when you get your bidder number.) Exceptions to these hours will be made only in unusual circumstances; please see Anton Chernoff 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, located immediately at the exit from 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 should also write 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. Then go to one of the payment stations, 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 require that you present two IDs (one being a picture ID) and that personal checks 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 for commercial or public use. 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	1:30 PM	Close-Out
	1:30 PM	to	4 PM	Pick-up and Pay
	2 PM	to	3 PM	Auction
	4 PM	to	6 PM	Artist Pick-up

### IMPORTANT POINTS TO REMEMBER

- o You must have a bidder number to bid for art either by written bid or at auction.
- o No unsealed bags or extraneous artwork will be allowed in the art show. We reserve the right to inspect all bags on entry and exit.
- o No photography will be allowed, and cameras must be placed in sealed bags.
- o You bid, you win, you pay!
- o 5% sales tax will be added to all purchases.
- o All artwork must be picked up and paid for before 4:00 PM on Sunday.
- o If you have any questions, inquire at the art show desk.

We are working to bring the World Science Fiction Convention

# **Boston in 1989**

If you have fond memories of Noreascon Two, or you'd like to see a Worldcon in Boston, maybe you'd like to help us make this happen.





To learn about the bid, see our fliers on the freebie table, stop by the Boston in '89 party on Saturday Night (Check *Helmuth* for the party location), or write to us at:

Boston in '89 PO Box 46, MIT Branch Station Cambridge, MA 02139 USA

Prices in effect through June, 1985:
Presupporting Membership \$3
Preopposing Membership \$6
Mad 3 Party Subscription (Four Issues) \$3
Boston in '89 Tea-Shirt (Cheshire Cat) \$7
Boskone Special Pick up a Tea-Shirt at our party and save \$1.00!

### The COMMITTEE

Claire Anderson Dave Anderson Seth Breidbart Ann Broomhead Dave Cantor Mike DiGenio Don Eastlake Jill Eastlake George Flynn Ellen Franklin Susan Hammond
Chip Hitchcock
Jim Hudson
Wendell Ing
Rick Katze
Al Kent
Linda Kent
Debbie King
Suford Lewis
Tony Lewis

Paula Lieberman
Jim Mann
Laurie Mann
Mark Olson
Joe Rico
Sharon Sbarsky
Bob Spence
Greg Thokar
Leslie Turek
Pat Vandenberg

<sup>\*</sup> Winner, Best Convention Bid, Journeyman Division, LAcon II Masquerade

### HUCKSTERS' ROOM

The Hucksters' Room this year is in located in University Hall, on the Third Floor with the Art Show. It is much bigger than in previous years with over a 100 dealers tables. The open hours are:

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

The dcalers there will have the usual assortment of stuff -- books (new and used), T-shirts, buttons, art prints, jewelry, stationery, games, sculpture, and other con-related things.

### GAMES

Computer Games: This year our computer games room features a DEC PDP-11/23, RL02-based system. We have a variety of computer games, both "Adventure"- and arcade-types. There will be enough terminals to allow six people to play at a time (with no limit on the number of kibitzers). Computer games will be in the Tufts Suite on the Third Floor.

The hours of the computer games room are:

Saturday 10 AM to 6 PM Sunday 10 AM to 6 PM

Board Games: Come to the game room, on the Third Floor, and bring your favorite game, or try one provided by the Convention. This year our Guest of Honor, Kate Wilhelm, has provided us with her new word game Pastiche and copies will be available for playing.

A schedule will be posted at the game room door on the Third Floor. Come, sign up and play.

### SCAVENGER HUNT

This year, for the first time, Boskone is having a scavenger hunt. The hunt began one month before the con. It will end Sunday afternoon. Contestants will be judged on the number of items scavenged and the "uniqueness" of the items turned in. So come and see the fun, Sunday, 4 PM in Salons C & D on the Fourth Floor.

### DRAGONSLAIR

DRAGONSLAIR is young people's programming. It is for kids aged five to twelve. Participating children must be convention members. There will be on-going programing throughout the convention in the New Hampshire Room on the Fifth Floor. Kids can come here to talk, play games, watch the movies, join in the activities, or just relax. During the weekend we plan to have a Science Magic Show, a Scavenger Hunt, and other fun things. We are offering a beginners' level Dungeons and Dragons Game. We will also have videotaped movies, a crafts area where you can create anything with the junk that we have, and a 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, our flyer at Registration and the newsletter (Helmuth), or stop by the information desk for the schedule of events for each day.

This year our hours are:

Saturday 10 AM to 6 PM Sunday 10 AM to 6 PM

### BABYSITTING

Babysitting is for infants to five-year-olds. If your child is five or older, he/she should go to DRAGONSLAIR. Children must be convention members to use Babysitting, but there is no other charge. Babysitting will be in Maine Room on the Fifth Floor and will be open the hours below. Please note that it will close from 5 PM to 6 PM on Friday and Saturday to allow the staff to eat. PLEASE OBSERVE THESE TIMES - THERE WILL BE A HEFTY CHARGE FOR LATE PICKUPS.

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 worries.

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.

Our hours this year are:

Friday	No	oon	to	5	PM,	6	PΜ	to	Midnight	CLOSED 5-6 PM
Saturday	9	MA	to	5	PM,	6	PM	to	Midnight	CLOSED 5-6 PM
Sunday	9	AM	to	5	PM,	6	PM	to	Midnight	CLOSED 5-6 PM

### FILKSINGS

The term "filk" probably originated as a misprint on a WorldCon convention program as a misprint of "folk". The word has come to mean many things to different fans. There are fans who write songs, and fans who listen, and fans who come to sing.

We provide a double track filk program in the evenings. For those who want to have a rollicking good (and not necessarily harmonious) time, we provide a room where the noise won't bother anyone, and furnish songbooks, a piano, and liquid refreshment. You don't have to be a musician to participate; all you need is enthusiasm. This activity is a good introduction to filksinging, but hard-core filkers and fans with perfect pitch will prefer the other filksings.

For those who want to show off their latest songs, and those who want to listen, we provide other rooms where it is quiet. Bring your guitar, if you have one. Otherwise, come and listen; you're in for a treat. We try to run more than one room so that the wait before your favorite performer sings won't be too long. Bring your tape recorder. Even if you usually filk behind closed doors, drop in for a while and hear what the rest of fandom has been up to or show 'em your stuff.

Check your pocket program for places and times. There will be rooms scheduled for Friday and Saturday evenings, and we're hoping to be able to keep a room open all day Saturday. Sunday after Punday there will be a dead-dog filk which will be a mixture of several different styles. We had a great time last year...

### FILKSONG CONTEST

The contest deadlines are after the program book goes to press, so all the statistics will be available at the convention. The prizes will be presented and winners announced at the Awards Ceremonies on Saturday, but you can find out who won by coming to Friday night's filksings and trying to sing the entries.

Thanks to all those who submitted entries. We had some really good ones this year. Those who submitted entries this year are invited to come and give the authoritative interpretation of their work.

The Rensselser Science Fiction Assoc. and Generic Fandom present ...

# GENERICSN

MARCH 22-4,1985 TROY, NEW YORK

**Hal Clement** 

Phil Foglio

Jan Finder

Leik Myrabo

fred saberhagen, lynn abbey, alan meltzer, merritt abrash



GREATEST CONVENTION EVER HELD!

(ON CAMPUS OF REMSSELAER POLYTECHNIC INSTITUTE)

BIGGER THAN AUSSIECON!

(WELL, IT COULD BE. WHAT IF THEY CANCELLED IP)

ALSO SLIGHTLY CHEAPER.

(ACTUALLY, M.CH CHEAPER. ONLY \$10 IN ADVANCE, \$12 AFTER MARCH 8)
Films \* Masquerade \* Videos \* Art Show

Hucksters' Room - Panels

D& D Tournament

Next year-Genericon II... the convention continues! (3/21-3) For info: GENERICON, BOX 66 - REMSSELAER UNION; TROY, N.Y. 12180-3590

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GENERICON CHOCOLATE EXTRAVAGANZA!!
SATURDAY NIGHT

watch for details in our posters everywhere

buy a GENERIC FAN" button -only 25¢at party!

### STORY CONTEST

The NESFA Story Contest is perpetrated by (surprise!) NESFA. Anyone who has not sold professionally by 1 September of the current year is eligible to enter. The winners are announced and prizes awarded the next year at Boskone. The entrants get comments and the chance at prizes and egoboo. NESFA gets egoboo and good P.R. Everybody wins.

The final judges this year are Boskone's Guests of Honor -- Damon Knight and Kate Wilhelm.

If you'd like more information on next year's contest, drop us a line at Box G.

### MURAL

Invented by Jill Fastlake lo these many Boskones ago, the mural allows an outlet for fannish creativity. Boskone supplies a very large sheet of paper mounted in an out-of-the-way conspicuous place, and maybe a few colored markers. Fen do the rest. Results have ranged from anti-smurf diatribes to a signed Gahan Wilson original. The paper is changed several times during the con, and the murals are sold at the Art Show auction -- your chance to get some cheap, unique wallpaper.

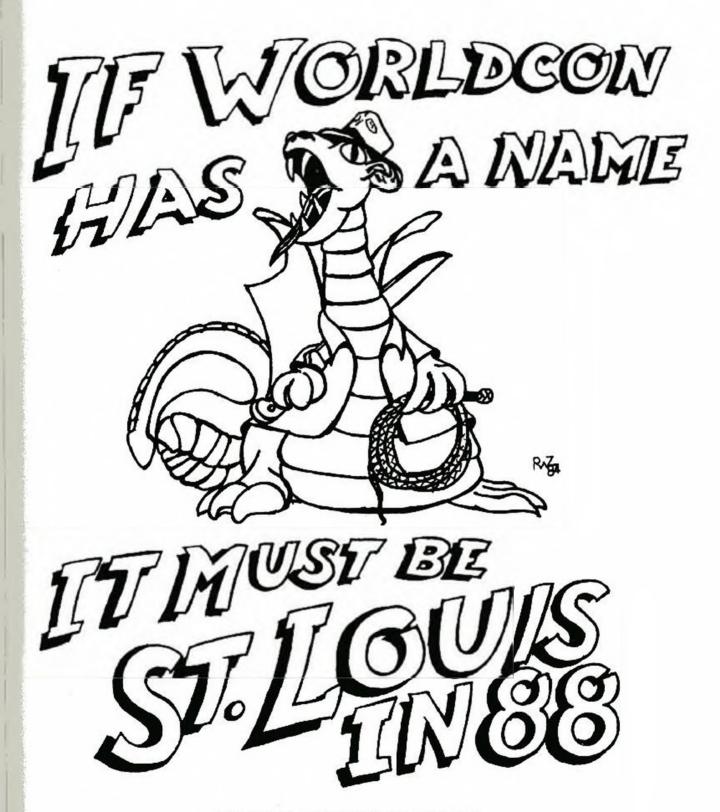
### THE REGENCY DANCE

From 7 pm to 11 pm on Saturday in Halls H and I, Boskone XXII will hold its usual Regency Tea and Dance. 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 ambience 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.



ST LOUIS IN '88 WORLDOON BID COMMITTEE
PO BOX 1058
ST LOUIS, MO 63188

To support the bid, send \$5 for a pre-supporting membership, which will get you a periodic bid-progress newsletter and, if you vote for site selection at the 1986 Worldcon, a matching reduction in the price of a membership when we win the bid. For a bid t-shirt (S/M/L/XL), send \$5 plus \$2 P&H. For our multi-page bid statement, send a #10 SASE.

For 59 years High King Aliar has ruled the lands of Undanithia, but now he is dead -- killed in a hunting accident -- and the High Kingdoms' most powerful nobles are gathering at the castle Wrathscorn for the coronation of his heir. With them come a multitude of retainers: knights, wizards, apprentices. Food and spirits are imported from all the land, and the castle is cleaned and made ready for the Coronation festival. The jousting yard echoes with the clash of metal on metal as the land's boldest knights prepare for the new High King's Tournament, while scholars gather in the Castle's upper rooms to ponder magical lore and metaphysical legend. But all is not right in the lands of Undanithia, because...

### SOMETHING STRANGE IS GOING ON!!

The Crypt of the Black Lady, in the Temple of Stone, has been plundered, and the coffin was found empty. Sacred relics essential to the Ceremony of Coronation are missing, leaving the Church divided and confused. The Fifth Conjunction of the Wandering Stars is imminent, causing flux and upheavals in the Laws of Magic that could shift balances maintained for hundreds of years. In the cities, a new Thieves Guild is gaining in power under the leadership of a dark and secret god. Worst of all, fell shadow creatures have been stalking the land by night. Somehow they have escaped from the Binding that banished them three centuries ago. Only the new High King can command the magic that will restore the Binding and prevent the Demons from invading all the kingdoms of Undanithia. Will darkness descend and devour the world? It is the course of the Coronation which will decide, as the hopes of all Undanithia center on the castle Wrathscorn.

Rekon-3 is the all new real-time, real-space role-playing game for Boskone XXII from the gamemasters of the Society for Interactive Literature. Play begins on Friday evening and continues throughout the weekend to the grand finale on Sunday afternoon. Players assume the roles of knights and nobles, wizards and thieves, each with their own history, their own abilities, and their own goals and desires. Gamemasters interspersed throughout the convention provide continual contact with the players, both as information sources and as referees.

If you're interested in learning more about Rekon-3, just ask any of the participants to tell you a little about it. If you'd like to be put on the Society's mailing list for information about future games you should leave your name and address in the Rekon-3 Control Room (Bentley Room). If, on the other hand, you've seen enough to be concerned over the ultimate fate of the land of Undanithia -- torn as it is between the Good Guys and the Black Nasties -- then feel free to join us for the game's denouement at 2:00 PM on Sunday, at the coronation of the new High King. We guarantee excitement!

### REGISTRATION

Boskone XXII Registration is on the Third Floor in the Boston College and Boston University Suites. The hours are:

Friday 1 PM to 10 PM Saturday 9 AM to 8 PM Sunday 10 AM to 2 PM

Cost:

\$22 for everyone -- this includes free babysitting for children.

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 \$3.
- 3. If it was not turned in and this is the second (or subsequent) time you have lost your badge, you must re-register at Registration for \$22.

### A NEO'S GUIDE TO BOSKONE

or

How I learned to Filk and stop Sleeping

Welcome to Boskone XXII. 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

 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 anyone to accidents.

- 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 smoooothing 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 Hucksters' 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; there is a flood of bidding just before closeout. 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.
- Hucksters' Room: 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 <u>Dune slide show to see Attack of the Killer Tomatoes</u> 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.

### HOTEL INFORMATION

Boskone is being held in a new hotel this year. (It is our custom to do this every once in a while.)

The Boston Marriott at Copley Place is a large new luxury hotel that has been constructed in conjunction with a major shopping mall and other area attractions.

In this case, Copley Place is the mall. It is very much designed for the upwardly mobile and hosts a full range of luxury stores (such as Nieman-Marcus, Gucci, and Tiffany) and attractions (such as Where's Boston, and Godiva Chocolate). The mall is available directly from the hotel — a distinct advantage in February.

The hotel itself, at thirty-eight stories, is much larger than our accommodations of the recent past. As a result, we are not alone. The usual efforts are being made to keep everyone together. Signs will be posted at hotel registration and the Information Desk identifying the convention floors. A quick check when you register should be all that is needed to avoid difficulties.

Convention activities will be concentrated on the Third, Fourth, and Fifth floors, while reception suites are expected to be grouped together on one or more of the upper floors, where the Hospitality Suites and their adjoining rooms are all located.

As is true in most hotels, nothing may be attached to the walls, halls, or other surfaces. Easels and bulletin boards will be set up in many places around the hotel. Please use them for your posters and stickers.

There are ten elevators in three banks. Six elevators serve the 1st through 27th floors. The others stop on 1 through 5 (the convention areas) and 28 through 38 (sleeping and suite floors.) It will be necessary to either climb stairs, between 27 and 28, or change elevators to go from the suite/hospitality floors to the sleeping floors. This may be done on floors 1 through 5.

The Copley Place parking garage is not part of the Boston Marriott; however, registered guests of the hotel receive a 50% discount (\$12.00 instead of \$24.00 per day) and free in-out access (with a sticker that is available at the hotel's registration desk).

Check-out time is Noon for all guests. (There is no late check out available.) Personal effects may be checked with the Bell Captain, if you desire.

Three restaurants are located on the second floor of the hotel. As is common with most luxury hotel restaurants, proper attire and reservations are expected. Check with the Information Desk for information about these and other area restaurants and their hours of operation.

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:

Frederik Pohl	1966	Anne McCaffrey	1976
Isaac Asimov	1967	Jack Gaughan	1977
John W. Campbell	1968	Spider Robinson	1978
Hal Clement	1969	David Gerrold	1979
Judy-Lynn Benjamin đel Rey	1970	Jack L. Chalker	1980
No Award	1971	Frank Kelly Freas	1981
Lester del Rey	1972	Poul Anderson	1982
Larry Niven	1973	Andre Norton	1983
Ben Bova	1974	Robert Silverberg	1984
Gordon R. Dickson	1975		

This year's Skylark will be presented at the Awards Ceremonies on Saturday.

### NESFA

NESFA, the New England Science Fiction Association, is a science-fiction fan organization that mixes work on projects with socializing; the amounts of each are an individual choice. Projects include running SF conventions, publishing indexes for SF magazines and anthologies, and publishing a book of our own each year.

Specifically, we run a major regional SF convention -- Boskone -- on Presidents' Day weekend (George Washington's almost-birthday) in mid-February, and two small "relaxacons" (basically weekend-long parties): Lexicon in midsummer and Codclave in January (fannish superstition has it that snow for Codclave means we're safe for Boskone; it has usually worked out that way).

For the Boskone we usually publish a small short-run hardcover book of material by the Boskone Guest of Honor. Recently we have done similiar books for the World SF Conventions. We also regularly publish an annual index to the SF published in the professional magazines and the original anthologies (and occasionally a cumulative index). We have also put together filksong books and divers other strange ventures, such as the Index to the American edition of Perry Rhodan and a Concordance to Cordwainer Smith.

Socializing is less organized. It includes meetings, movie and museum outings (we sneak-previewed "The Secret of NIMH" and went to the reviewers' preview of "Star Wars"), parties, game nights, discussion groups (even to talk about SF), and almost anything else we can think of.

Near the beginning of each month we have business meetings -- usually Sunday at 2 PM. Except for February, when Boskone intervenes, we also have another meeting later in the month called the "Other Meeting", which is devoted more to socializing, with committee meetings for those who haven't had enough of that at the business meeting. Other Meetings are also usually held Sundays at 2 PM.

At the Other Meeting, APA:NESFA (a collection of personal fanzines) is collated and distributed to contributors, collators, etc. This can be considered socializing or business -- it's up to you.

Information about what happened and what is going to happen is in the club newsletter, "Instant Message", published twice a month except for those months in which it is published once a month (usually December). All members get copies. Sample copies are sent to people who express interest and who are foolish enough to let us have an address.

NESFA membership comes in the following flavors -- Subscribing, General, and Regular. Subscribing Membership is open to anyone for dues of \$13 a year. For this you get the newsletter, a discount on some NESFA publications, and any copies of the club fanzine "Proper Boskonian" that happen to appear; you are also eligible to contribute to APA:NESFA, and to invest in the NESFA Lunar Realty Trust #1. People who regularly attend meetings usually become eligible for General Membership. Regular Membership is based upon recognized significant commitment to and work for NESFA by contributions to the club and to its projects, and gives one the right to vote.

Please join in. Either send the dues or come to a meeting. For sample copies of "Instant Message" write to:

Membership Committee
NESFA, Inc.
P.O. Box G
MIT Branch Post Office
Cambridge, Massachusetts 02139-0910
USA

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

Claire Anderson (1984) David Anderson (1981) Dr. Isaac Asimov Krissy [Benders] Ben Bova Brons [James Burrows] (1983) Ann A. Broomhead (1977) William Carton (1978) Judy-Lynn Benjamin del Rey Lester del Rev William H. Desmond Michael DiGenio (1983) Donald E. Eastlake III (1978) Jill Eastlake Dr. George Flynn (1978) Ellen F. Franklin (1977) Paul Galvin Wendy Glasser (1981) Richard Harter Charles J. Hitchcock (1979) Kath A. Horne (1981) Dr. James F. Hudson (1979) Wendell Yau Git Ing (1980) Marsha Elkin Jones Richard Katze, J.D. (1980)

Linda Ann Kent Deborah King (1982) Dr. Anthony R. Lewis Suford H. Lewis Selina Lovett (1977) Anne McCaffrey (1977) R. Terry McCutchen (1977) Edwin W. Meyer George & Andrea Mitchell Marilvn J. Niven Cory Seidman Panshin Frank Prieto Karen Blank Ranade A. Joseph Ross, J.D. Elliot Kay Shorter Robert J. Spence (1980) Col. Harry C. Stubbs Leslie J. Turek Patricia A. Vandenberg (1981) David A. Vanderwerf Monty Wells (1983) Andrew Adams Whyte Robert Wiener Jo Ann Wood (1978)

### BOSKONE LIFE MEMBERS

Col. Harry C. Stubbs (Hal Clement), FN Frederik Pohl Damon Knight Larry Niven Jack Gaughan Gordon R. Dickson L. Spraque 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 Gene Wolfe Vincent Di Fate David G. Hartwell Kate Wilhelm

Claire Anderson, FN Dave Anderson, FN Donald E. Barth Elaine Bloom Mitchell L. Botwin Seth Ian Breidbart Ann A. (Wood Nymph) Broomhead, FN Amy Brownstein Stew Brownstein Fran Buhman James L. (Brons) Burrows, FN 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 III Donald E. Eastlake III, FN Donald Eggleston Eastlake IV Jill Eastlake, FN Lise Eisenberg jan howard (the Wombat) finder Wilma Fisher Dr. George Flynn, FN Ellen F. Franklin, FN

Nancy Gerlach Wendy Glasser, FN Katherine Godfrey Mark Grand Richard P. (RPG) Gruen Patty Ann Hardy Charles W. Hayden John G. Hayden Charles J. (Chip) Hitchcock, FN Dr. James F. Hudson, FN Wendell Y. G. Ing, FN Rick Katze, FN Morris M. Keesan Hans Kernast Judy Krupp Roy Krupp Devra Michelle Langsam Alexis Layton Elise Levenson David G. Levine Alice Lewis Dr. Anthony R. Lewis, FN Susan H. (Suford) Lewis, FN Paula Lieberman Elan Jane Litt Kathleen Logue J. Spencer Love Michael Magnant

Laurie D. T. Mann R. Terry (Furry Beast) McCutchen, FN Lori Meltzer Edmund Meskys Teresa C. Minambres Andrea Mitchell, FN/2 Elliott Mitchell George H. H. Mitchell, FN/2 Petrea Mitchell Roberta (Bird) Moore 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 Dr. Mark L. Olson Robert (Ozzie) Osband Bruce Pelz Elayne Pelz Bill Perkins Sam Rebelsky Rhymer

Sue-Rae Rosenfeld Elvse S. Rosenstein Steven J. Rosenstein Robert E. Sacks Ronald M. Salomon Sharon L. Sbarsky Paul L. Schauble James Scheff 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 James Turner Thomas F. Vasak Dalroy Ward Charles Waugh David J. Weinberg Gail B. Weiss Monty Wells, FN Benjamin M. Yalow Elizabeth Zitzow Harold Zitzow Virginia B. Zitzow

### BOSKONE HISTORY

### BOSKONE - FIRST SERIES

Conference	Date	Attendance	Locati	on
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 Conferen	Sep 1945 ce	9	Hotel Hawthorne	Salem, MA

Joe Rico

Stephanie Lee Rosenbaum

### BOSKONE - SECOND SERIES

Boskon	ė	At	tendan	ce	Chair	Guest of Honor	Official Artist	Science Speaker/
	Dates		П	ocati	on	Boskone Book		Special Guest
I	10-12 Sep 11-13 Man		66 71	SH SH	Dave Vanderwerf, FN Dave Vanderwerf, FN			Dr. Robert Enzmann 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		72	SH	Paul Galvin, FN	Damon Knight		Dr. Marvin Minsky
٧	23-24 Mai		155	SH	Faul Galvin, FN	Larry Niven		Prof. Warren McCulloch++
VI	22-23 Mai		262	SH	Leslie Turek, FN	Jack Gaughan	Steve Fabian	Dr. Louis Sutro
VII	27-29 Mai	70	383	SH	Tony Lewis, FN	Gordon Dickson	George Barr	Dr. Donald Menzel
VIII	12-14 Max		211	SRG	Bill Desmond, FN	Larry Niven		
IX	14-16 Apr	72	403	SH	Fred Isaacs	L. Sprague de Camp Scribblings	Don Simpson	Dr. Richard Rosa
x	09-11 Ma:	c 73	405	SB	Suford Lewis, FN	Robert A.W. Lowndes	Kelly Freas	Prof. Phyllis Brauner
						Three Faces of Science	Piction	
XI	01-03 Max	74	701	SB	Don Eastlake, FN	Isaac Asimov, FN	Eddie Jones	Dr. Isaac Asimov, FN
					Jill Eastlake, FN	Have You Seen These?		
XII	28-02 F/	4 75	935	S <b>B</b>	Ann McCutchen, FN	Anne McCaffrey, FN	Ecnnie Dalzell	Dr. Robert Enzmann
					Terry McCutchen, FN	A Time When		
XIII	13-15 Pel	76	900	SB	Ellen Franklin, FN	Foul Anderson	Rick Sternbach	
					Jim Hudson, FN	Homebrew		
XIV	18-20 Fel	77	1010	SB	Tony Lewis, FN	Ben Bova, FN	John Schoenherr	
						Viewpoint		
XV	17-19 Fe	78	1454	SB	Jill Eastlake, FN	John Brunner	Arthur Thomson	Prof. Marvin Minsky
						Tomorrow May Be Even W		_
XVI	16-18 Fel	<b>7</b> 9	1950	SB	Don Eastlake, FN	Frank Herbert	Mike Symes	Dr. Harc C. Chartrand
							(art portfolio)	
XVII##	15-17 Fel	<b>80</b>	800	RF	Chip Hitchcock, FN	Spider Robinson		
						Jeanne Robinson		
XVIII	13-15 Fe	81	1609	SB	Gail Hormats	Tanith Lee	Don Maitz	
						Unsilent Night		
XIX	12-14 Fe	b <b>62</b>	2270	8PP	Bob Spence, FN	Donald A. Wollheim	Michael Whelan	
						The Men From Ariel		- 44 4
XX	19-21 Pe	b <b>83</b>	2420	BPP	Pat Vandenberg, FN	Mack Reynolds	Wendy Pini	Jeff Hecht
						Compounded Interests		- /2 4 4 4 - 12
XXI	17-19 Fe	b 84	2718	BPP	Rick Katze, FN	Gene Wolfe	Vincent Di Fate	David G. Hartwell
						Plan[e]t Engineering		al N=0
XXII	15-17 Pel	b <b>8</b> 5	2777	CM	Ann Broomhead, FN	Kate Wilhelm	Carl Lundgren	Shawna McCarthy
						Damon Knight	Dantiche (spotons)	ramal - Wilhalm
						Late Knight Edition	Pasticha (sentence o	Jame) - MITHEIM

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

CM Copley Marriott, 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

== Special Guest

### LEXICON

	Dates	Hotel	Location	•	mated endance
I	04-06 Aug 72	Sheraton Motor Inn	Lexington, MA	Richard Harter	70***
ΙΙ	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	50
		_		Bill Carton	
VI	29-31 Jul 77	Treadway Inn	Chicopee, MA	Kath Horne	40
****	20 20 71 70	Dediese Bauereft	D MD	Bill Carton	20.40
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	108
XI	15-17 Jul 83	Marriott	Worcester, MA	Sue Hammond	70
XII	15-17 Jun 84	Holiday Inn	Holyoke, MA	James Turner	62

<sup>\*</sup> Became Compiler when Stew & Amy Brownstein moved to California

### CODCLAVE

### (nee Wintercon)

	Dates	Hotel	Location		timated tendance
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	75**
X	13-15 Jan 84	Sheraton Rolling Green	Andover, MA	Frank Richards	52
ΧI	18-20 Jan 85	Hyannis Regency Inn	Hyannis, MA	Davey Ferree	46

<sup>\*</sup> Name changed to Codclave since it is no longer on Cape Cod

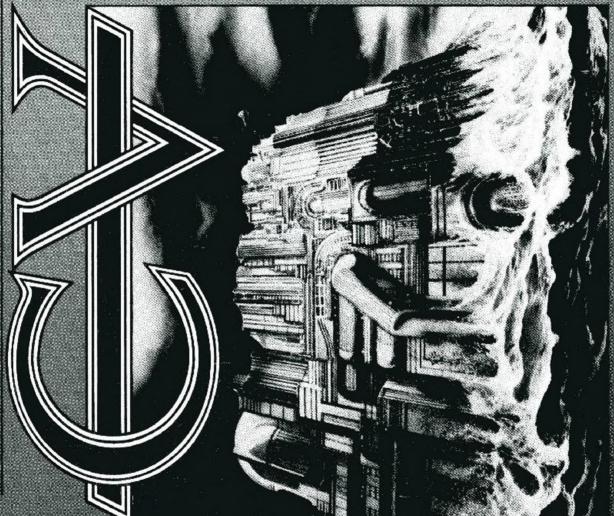
<sup>\*\*</sup> No Lexicon held in 1980 because of Noreascon II

<sup>\*\*\* 70</sup> registered, about 100 attended

<sup>\*\* 60</sup> registered, about 75 attended

new novel by

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Deministra & Marin's Pres

