

Boskone XXI
Con Report
by Evelyn C. Leeper

Nano-report: I enjoyed it.

Micro-report: It wasn't as good as most past Boskones, but it was way ahead of ConStellation.

Mini-report: Good parties, a few good panels, very good film and video program, and a good hotel layout helped make this enjoyable. There were some technical problems, and some of the planning overlooked some important issues, but even so, this was less of a problem here than it has been at many other conventions.

Review: I don't have the film or video list in front of me, but some of the films shown were The Mark of Zorro (silent version with live organ accompaniment), Liquid Sky, Cat People (both versions), Invasion of the Body Snatchers (both versions), A Clockwork Orange, Flesh Gordon, Metropolis, Omega Man, Soylent Green, and Andromeda Strain. Some were projected in a theater-type setting; others were broadcast into the rooms over the closed circuit TV system. (There was a video room for those not staying in the hotel. One example of poor planning was showing A Clockwork Orange over the closed circuit TV at 11 in the morning; there were definitely some unhappy parents around!)

The panels were interesting, with several on various aspects of breaking into the SF field. The Universal/Disney film presentation was marred by a non-working slide projector and a film projector with sound problems. (This is the first time anything like this has happened at Boskone.) The Mark of Zorro was definitely the highlight, with John Kiley (who plays the organ at Fenway Park) receiving his usual standing ovation for his wonderful accompaniment. The "Meet the Authors" party was well-attended, but not by authors. The "Hobokn in '86" party had no mead and only six cans of sarsaparilla, but wasn't bad other than that.

The art show was good, better than some of the other most recent Boskones. There was a good mix of professional and fan work, and a fair amount of reasonably priced new artists. The hucksters' room was too small, with not enough books (or too much media and other stuff), but was the best they could do in that hotel. Punday Night (in which our own Paul Chisholm placed fifth in the finals) was fun but four hours+ is just too long.

Most of the fun for me was just having a chance to sit around with friends I hadn't seen for a while (or hadn't had a chance to talk to for a while) and shoot the breeze...every night...till 5 in the morning...ZZZZZZZ