



**Lunacon  
1993**

# We've got the Bookstores Covered



Bookstores. That's where the book sales are.

And you can't beat SCIENCE FICTION AGE for getting your advertising message across to bookstore shoppers.

That's because we distribute over 100,000 copies of each issue to bookstores and newsstands nationwide, using two major national distributors. In fact, we're authorized to be distributed in every major bookstore chain in America and Canada.

We've got the bookstores covered.

## SCIENCE FICTION AGE



The New York  
Science Fiction Society—  
the Lunarians, Inc. presents:

# **Lunacon 1993**

March 19 - 21

Rye Town Hilton

Rye Brook, New York

Writer Guest of Honor:

**Orson Scott Card**

Artist Guest of Honor:

**Barclay Shaw**

Publishing Guest of Honor:

**Richard Curtis**

Fan Guest of Honor:

**Alexis Gilliland**

*The blow smashed into her skull.*

*For the briefest of moments, she regained consciousness. It might have been a split second after the attack, or two hours later, she could not say. But she saw them, there was no doubt of that. She saw the feet, the two red metallic feet, not thirty centimeters from her face...*

—Excerpted from *Caliban*

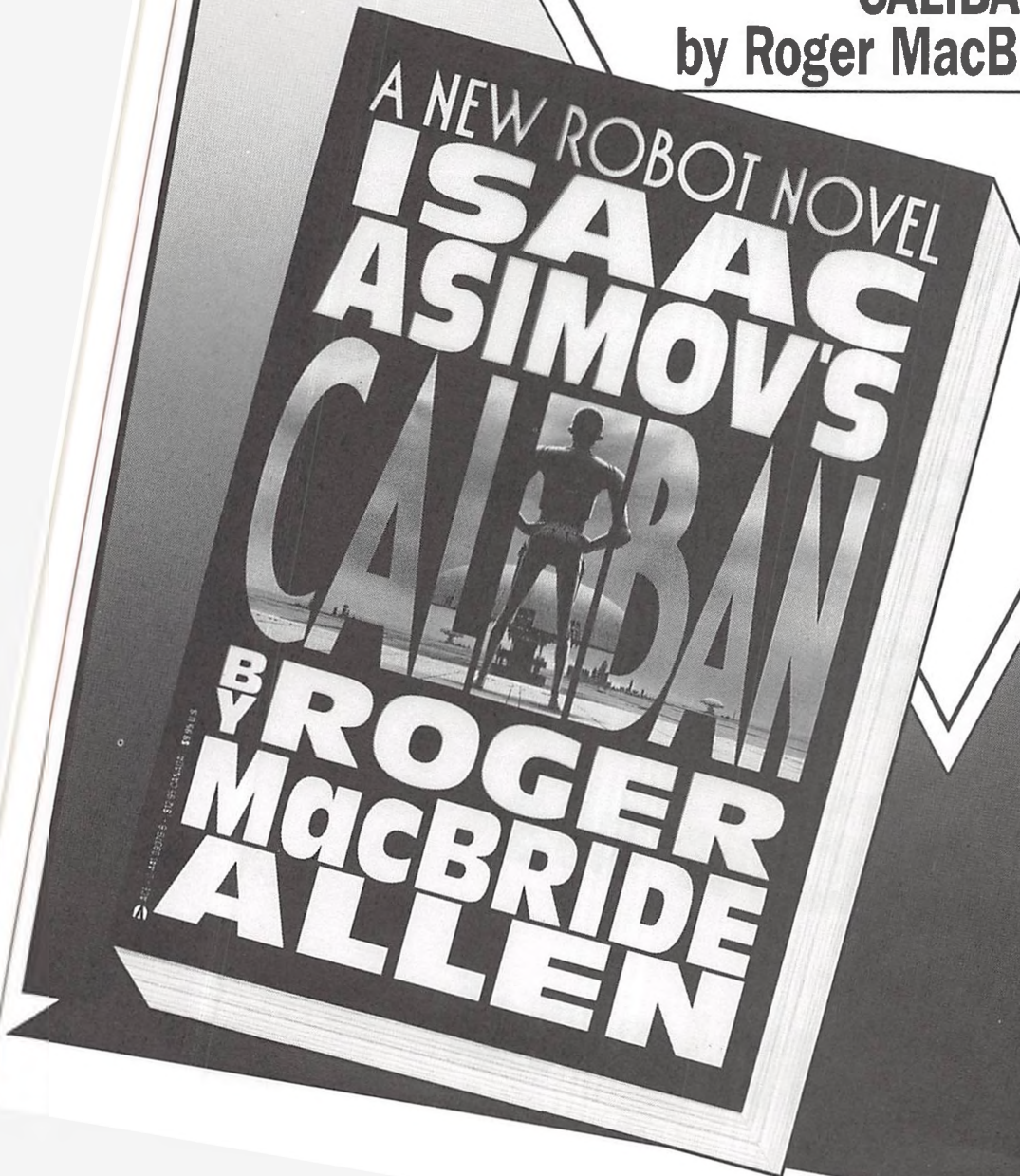
In a universe protected by the Three Laws of Robotics, mankind is safe—but what happens when a robot is created without the Laws?

---

**Isaac Asimov's  
CALIBAN**  
by Roger MacBride Allen

---

March Trade/\$9.95



# Convention Committee

*Chairman:* William R. Morrison  
*Captain's Lady:* Madeline Morrison  
*Official Kids:* Kevin Morrison, Sean Morrison

*The Old Ones:* Azathoth, Cthulhu, Yog-Sothoth

*Anime (Japanese Animation):* Robert Fenelon

*Art Show:* Andrea C. Senchy  
*Assistant:* Cecelia Hatlestad  
*Paperwork Reconciliation:* Cecelia Hatlestad, Stuart C. Hellinger, Andrea C. Senchy

*Book Exhibit:* Raymond E. Heuer

*Child Care:* Joni Dashoff

*Convention Hospitality Suite:* Perdita Boardman

*Convention Office:* The Donewitz  
*Assistants:* Steve Antell, Todd Dashoff, Larry Gelfand  
*Senior Staff:* Emily Daschowitz, Joyce Carroll, Barbara Higgins

*Dealers' Room:* Devra Langsam, Mary Otten

*Fanzine Lounge:* Deborah Layman

*Gaming:* Dave Stern, Wendy Stern

*Hotel Liaison:* Stuart C. Hellinger  
*Assistant:* Rich Ferree

*Logistics:* John Vanible, Jr.

*Mail Room:* The Donewitz

*Member Services:* Alan Rachlin  
*Assistant:* Charlotte Moslander

## Programming:

*Programming:* Mark L. Blackman  
*A/V:* John Upton  
*Data Base:* James La Barre  
*Filking:* J. Spencer Love  
*Films:* Barry Weinberger  
*Green Room:* Den Fox, Mike Nelson  
*Assistant:* Sharon Fox  
*Masquerade Director:* Susan de Guardiola  
*Producer:* Lee Orlando  
*Tech Ghods:* Alex Latzko, Carl Zwanzig  
*Master of Ceremonies:* Ricky Dick  
*Certificate Artist:* Amy Finkbeir  
*Green Room:* Byron Connell  
*Official Photographer:* Ken Warren  
*Program Ops:* Jerry Adler  
*Radio Program:* Jim Freund  
*Assistant:* Max Schmid  
*Regency Dance Coordinator:* John Hertz  
*Science Program:* William Engfer

## Publications:

*Advertising Sales:* Stuart C. Hellinger  
*Newsletter Editor:* Rick Katze  
*"Ace Reporter":* Robert Sacks  
*Pocket Program:* Mary Rozza  
*Restaurant Guide:* Emily Dachowitz  
*Progress Report:* Robert Rosenberg  
*Assistant:* Mark L. Blackman  
*Design Consultant:* Stuart C. Hellinger  
*Program Book Editor/Designer:* Dennis McCunney  
*Production Consultant:* Stuart C. Hellinger

## Registration:

*At Con:* Susan Kahn  
*Con/Data Base Manager:* Elan Jane Litt

*Ribbons:* Stuart C. Hellinger

*Sales:* Faith Heuer

*Staff Manager:* Judi Sephton

*Treasury:* Paul Birnbaum

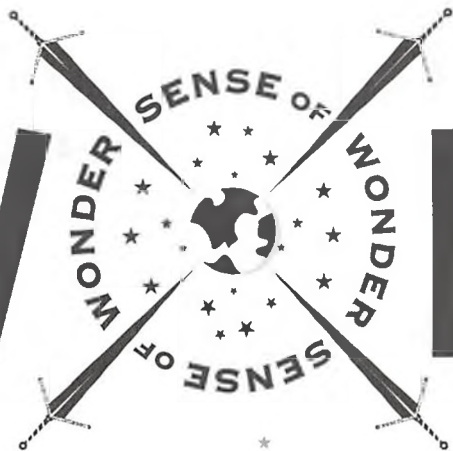
# Table of Contents

Cover	"Mermaid " by Barclay Shaw
3	ConComm/Contents/Ad Index
5	Policies/Acknowledgements
8	Thinking about Orson Scott Card by Maia Cowan
11	Orson Scott Card: A Selected Bibliography
14	Barclay Shaw: An Appreciation by David Cherry
17	A Barclay Shaw Portfolio
24	Richard Curtis: A Biased View by Greg Bear
28	Alexis Guilliland: The Down East Leprechaun by Robert Sacks
32	Tokmi, Raven, and Shombao A story by Alexix Gilliland
36	Cartoonist's Duet Alexis Gilliland and William Rotsler
40	Past Lunacons
Back Cover	"Eurydice " by Barclay Shaw

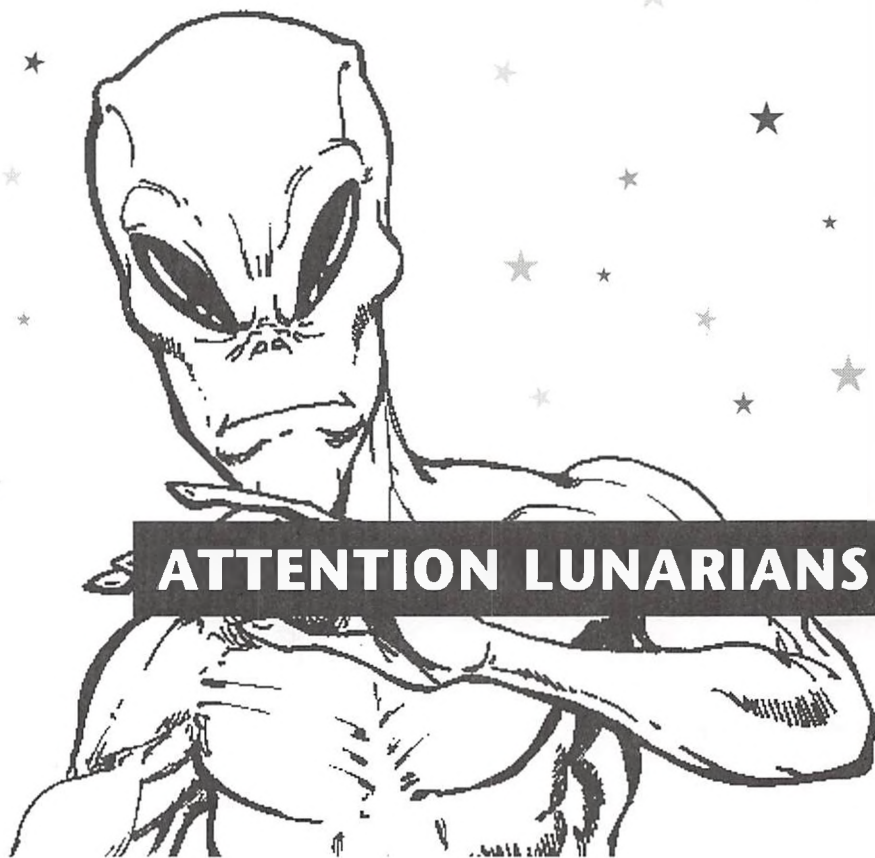
# Advertiser Index

Cover 2	SF Age
2	Ace Books
4	B. Dalton, Bookseller
6	DragonCon '93
7	Del Rey Books
10	DAW Books
13	NYSFS-The Lunarians, Inc.
16	Expanse Magazine
22	Tor Books
23	Tor Books
26	NY Review of SF
27	Ace Books
30	NY in '98
31	Baen Books
34	NJSFS
35	The Overlook Press
37	GMK Communications
39	NASFiC '95
Cover 3	DAW Books

# WONDER



# SENSE OF



**ATTENTION LUNARIANS!**

*Sense of Wonder* is B. Dalton's new, free bimonthly newsletter for fans of Science Fiction, Fantasy, and Role Playing. Featuring author interviews and book reviews, the next issue will be available in April. Visit your local B. Dalton to pick up a copy. For more details talk to editor Stephen Pagel at Lunacon '93. And remember: with a B. Dalton Book\$aver card you get 10% off on every book every day.

*B. Dalton*  
BOOKSELLER®

# LUNACON POLICIES & Acknowledgements:

**W**eapons: *NO WEAPONS OF ANY KIND ARE PERMITTED.* People with weapons will not be registered. Anyone found to be carrying a weapon during the convention will have his/her membership revoked without compensation. The use of a weapon as part of the Masquerade must be approved by the Masquerade Director prior to the event. Going to and from the Masquerade, they must be carried in an opaque carrying case (example: a paper bag).

The Convention Committee defines a weapon as anything that is classified as a weapon under New York State law, any object designed to cause bodily harm, or any replica of such object, and any other object the Committee determines to be dangerous. This includes toy weapons of all types. The Committee reserves the right to amend this definition of a weapon, depending upon each individual situation and the associated behavior. We also reserve the right to impound weapons for the duration of the convention. Actions or behavior which interfere with the enjoyment of the convention by other attendees will also result in revocation of membership without compensation. Please remember, if in doubt, ask us.

**Costumes:** Please cover any revealing costumes in the public areas of the hotel - the Bar, Lobby/Reception Areas and the Restaurants.

**Smoking:** All function rooms at Lunacon '93 are non-smoking!!

**Drinking Age:** Please remember that New York State's legal drinking age is 21. The Hotel will be enforcing this law. Alcohol may not be served at open parties, and you will be asked to close

down if it is. An open party is one that is open to all convention members and is advertised openly at the convention. A closed party is not advertised, is invitational in nature, and runs behind closed doors. Please note: All parties must be in designated party areas. Parties held in other areas will be closed down.

**Convention Badges:** Please wear your badge. You will need it to get into all convention activities.

**Please Note:** All Convention activities and all parties will be closing at 3 am so that we can all get some much needed rest.

We regret the severity of the above items, but past incidents have indicated the need for these policies. Please remember to use discretion and be considerate of other hotel guests. Thank you.

## ACKNOWLEDGEMENTS

We would like to express our thanks and appreciation to those people and organizations without whose assistance Lunacon '93 would not be possible: the Rye Town Hilton, Our Honored Guests, all the contributors to this book, named and unnamed, certain office machinery that (as usual) insisted upon its anonymity, Max Shmid, Larry St. Clair, Deb Wunder, Kathleen Morrison, Phil De Parto, the publishers and others who have so generously supported our Book Exhibit and Raffle (and the Lunarians' Donald A. Wollheim Memorial Scholarship Fund), numerous pets for allowing their owners to do this work, and our fellow Committee members.

And a Special Thank You to all our volunteer staff.

## PROGRAM BOOK

The Lunacon '93 Program Book is published and copyright 1993 by the New York Science Fiction Society - the Lunarians, Inc., P.O. Box 3566, New York, NY 10008-3566. Lunacon is the annual New York Metropolitan Area science fiction convention run by the New York Science Fiction Society the Lunarians, Inc., a 501(c)(3) non-profit, educational organization.

Cover Paintings and interior portfolio copyright 1993 by Barclay Shaw and used with permission of the artist. Cartoons copyright 1993 by Alexis Gilliland and William Rotsler and used with permission.

All bylined articles copyright 1993 by their authors and printed here by permission.

Photos of Orson Scott Card, Barclay Shaw, Richard Curtis and Alexis Gilliland provided by our guests and used with permission.

All information in this publication is preliminary, and is subject to change without notice before, during, or after the convention.

Dennis McCunney:  
*Editor/Layout and Design*

Stuart C. Hellinger:  
*Production Consultant*

Pre-press services:  
*Gerard McKeon Communications.*

Printing  
*Science Press, Ephrata, PA.*

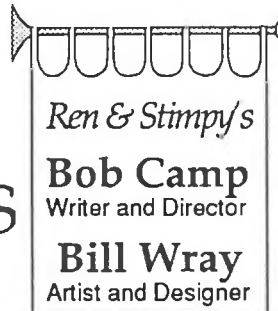
Get Ready NOW for Georgia's Hottest Annual Event!

# DRAGON\*CON

July 16-18, 1993 at the Atlanta Hilton and Towers

## ATTENDING GUESTS SO FAR:

- ❖ ROBERT BLOCH
- ❖ BEN BOVA
- ❖ JOE BOB BRIGGS
- ❖ TERRY BROOKS
- ❖ ROGER CORMAN
- ❖ PATRICIA KENNEALY
- ❖ JOE R. LANSDALE
- ❖ STAN LEE
- ❖ BRIAN LUMLEY
- ❖ OLIVIA
- ❖ KEITH PARKINSON
- ❖ CLIFFORD STOLL



Forry Ackerman  
Charles N. Brown  
Stan Bruns  
Joe Christ  
Nancy Collins  
Peter David  
Larry Elmore  
Tracy Hickman  
Adam Hughes  
Steve Jackson  
Brad Linaweaver  
Marty Nodell  
Kathy Mar  
Fred Olen Ray  
Julius Schwartz  
Brad Strickland  
Roy Thomas  
Greg Theakston  
Charles Vess  
Margaret Weis  
*and Many More!*

### THREE EXCITING DAYS!

Locus Magazine Annual Awards ❖ Betty Page Look-A-Like Contest ❖ Costume Contest ❖ Huge Dealer's Room ❖ Art Show ❖ Tournament Gaming ❖ Video Room ❖ Film Previews ❖ Writer's and Artist's Workshops ❖ Amateur Video Festival ❖ Japanese Animation Room ❖ Medieval Combat Demonstrations ❖ Robot Battles ❖ Autographs ❖ Late Night Dances ❖ Live Action Role-Playing ❖ and much *more!*

24-HOUR INFO LINE:  
(404) 925-2813

### DRAGON\*CON '93 ADVANCE REGISTRATION

Name \_\_\_\_\_ Date \_\_\_\_\_  
Address \_\_\_\_\_ Birthdate \_\_\_\_\_  
City \_\_\_\_\_ State \_\_\_\_\_ Zip Code \_\_\_\_\_  
Day Phone \_\_\_\_\_ Eve. Phone \_\_\_\_\_

\_\_\_\_\_ Memberships @ \$30 to 3/15/93; \$35 to 6/15/93. At the door Membership will be \$40. Write for discount group rates.

\_\_\_\_\_ Friday Night Locus Awards Banquet Tickets @ \$24 each (limited to 300).

\_\_\_\_\_ 1993 Limited Edition DRAGON CON T-Shirts (L,XL, XXL) designed by William Stout @16 each; full-color design (mailed to you immediately).

TOTAL ENCLOSED: \_\_\_\_\_ Use one form per person.

Mail to: Dragon\*Con '93, Box 47696, Atlanta, GA 30362-0696

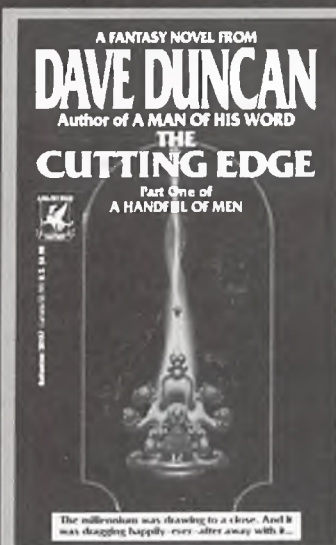




The beginning of a magical new series by the cutting-edge creator of *A Man of His Word!*

"Lively, ingenious fantasy set in a well-realized world of sorcerors, gods, and numerous contending human varieties. Imagine David Eddings rewritten by Kate Wilhelm. Grab this one."

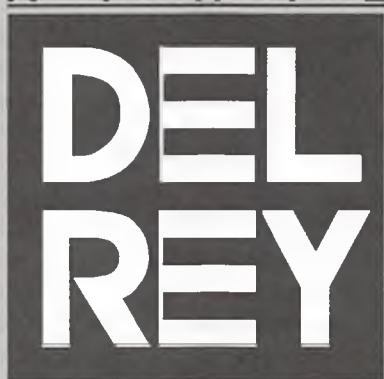
—*Kirkus Reviews*



*Locus* said of Mary Rosenblum's Drylands stories: "Wonderfully evocative...I hope there is a book at some point." Now that wish is answered in an exciting and timely new novel.

After years without rain, disaster lay ahead for the Pacific Northwest—unless the strange talents born of the drought could stop it.

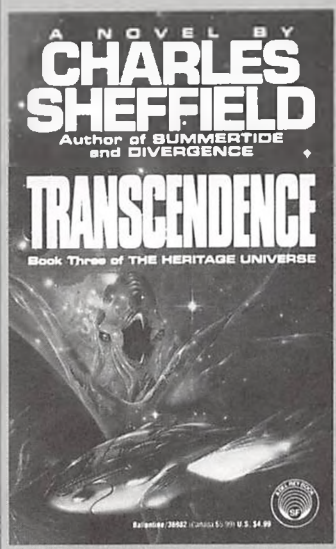
A P R I L



#1 IN SCIENCE FICTION AND FANTASY  
PUBLISHED BY BALLANTINE BOOKS

"The new Arthur C. Clarke" concludes the sf saga started in *Summertide*. "If anyone can do a better job of this sort, I'd like to know about him" (*The Washington Post*).

The Zardalu had been extinct for eleven thousand years. But then a team of explorers discovered the only remaining members of the monstrous alien race—and inadvertently freed them!



---

## Writer Guest of Honor

# Thinking About Orson Scott Card

by Maia Cowan

It's been nearly five years since I read *Seventh Son*, the first book in the "Alvin Maker" series, but I still have distinct memories of it; particularly the scene in which the young "torch," Peggy, retreats to her family's ice house for a few minutes of peace and privacy. Reading this scene, I didn't just see it in my mind's eye. I shivered in the damp chill, and even smelled the green, faintly musty wet air—the writing was so vivid, the story so real.

I'm obviously not the only person to be so impressed with Scott's writing. He's the only author to win consecutive Hugo Awards for Best Novel (*Ender's Game*, 1986, and its sequel, *Speaker for the Dead*, 1987). He won the Campbell Award for best new writer in 1978 and the Hugo Award for his novella "Eye for Eye" in 1988. I consider it more significant, however, that several of my friends regularly use *Ender's Game* to win converts to science fiction, and it works every time.

Although Scott's books sell by the ton, and many people are intensely loyal readers (they even buy his books in hardcover because they can't wait for the paperback), I wouldn't call him a "popular" writer. He doesn't "just" tell exciting stories. He doesn't choose easy themes to write about, or to read about. His books are unavoidably about complex moral issues and difficult moral decisions. He writes about tragedy, and cruelty, and emotional ambivalence, and the consequences of wrong decisions. No, he doesn't write "about" these situations—he portrays them, from inside the minds and lives of the people in them. His readers see not just the consequences of actions, but the intentions and justifications that lead people into those actions.

Because he effectively portrays evil from the inside as well as from the outside, Scott's books are often controversial. This is not necessarily a bad thing; it means people are paying attention.

You might think the man who writes such provocative stories, and who gives advice to wannabe writers such as, "Find the person with the most pain: that's your lead character and there's your story," would be all seriousness and moral gravity. Well...I also have distinct memories of my first meeting with Orson Scott Card. I was part of a group "drafted" to take him out for ice cream during the first Contraption. I don't recall the exact topic(s) of conversation but I remember laughing a lot. I remember laughing a lot all the other times I've seen Scott, especially at the Brighton Worldcon when he took me out for lunch—at Wimpy's (the English equivalent of White Castle), because we didn't have time for anything really edible. Of course, I also remember Scott challenging almost every opinion I expressed, so that I had to think hard to justify those opinions and to keep up with his ideas on the subject. He's a lot jollier than his books, but he's every bit as thought-provoking.

Scott clearly cares about the science-fiction community. I remember one convention where he decided the concom didn't have him doing enough as Guest of Honor. He organized his own track of programming; with only word-of-mouth and a few fliers, all these "impromptu" panels were standing room only. His "Secular Humanist Revival Meeting" also played to packed houses everywhere he presented it, entertaining but (here's that word again!) thought-provoking.

He's written a couple of books on writing, and founded Short Form, a magazine for discussing short SF and fantasy that includes the infamous but delightful "Green Pages." I've had the pleasure of interviewing him at several conventions; he fielded all sorts of questions, on personal and professional topics, from the audience and from me, with good humor and blunt honesty.

Caring, good humor, blunt honesty: those words are an accurate, if incomplete, description of both the man and his writing. You can enjoy his writing by stopping by any bookstore, library, or huckster's table. Be grateful that Lunacon has given you an opportunity to enjoy the man.

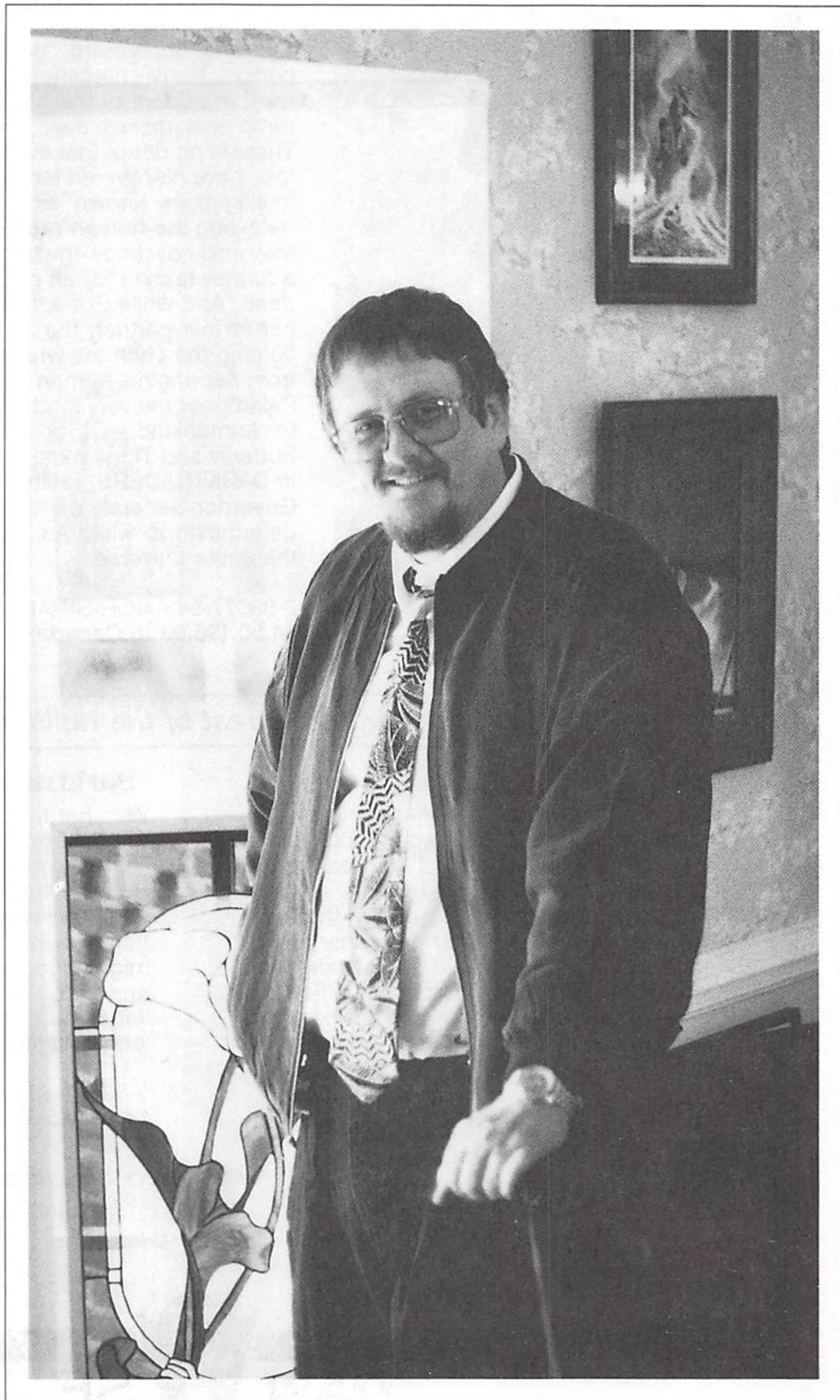
---

*Maia Cowan has run conventions, published a fanzine, written (a few) filksongs, edited an APA, attended more cons than she should probably admit to, read every novel by Robert Heinlein at least twice, and even played poker with Mike Glicksohn—once. However, she does not own a cat.*

*Maia lives in the wilds of southeastern Michigan with George "Lan" Laskowski and his collection of collections. In disguise as a mild-mannered editor for a great metropolitan corporation, she indulges in the ultimate pleasure of changing other people's writing.*

*Maia likes classical music, shaggy dog stories, Diana Harlan Stein's art, PBS' Mystery! series, anything written by Lois McMaster Bujold or Michael P. Kube-McDowell, most cats, dark chocolate, Stan Schmidt's Analog editorials, amethysts, Amaretto, Joseph Campbell's ideas, other people's babies, and trips to England. She dislikes the color pink, anything to do with The Simpsons, the very idea of car phones, cyberpunk, cold weather, Michael Jackson, and football.*

*Her impossible dream is to meet Miles Vorkosigan. \**

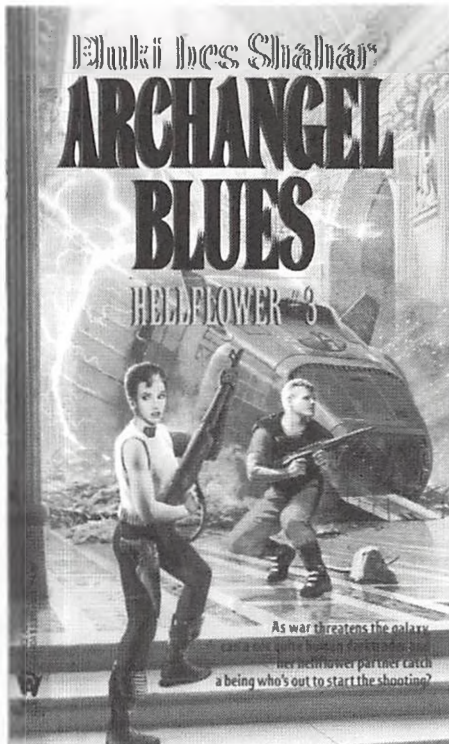


# Eluki bes Shahar



## ARCHANGEL BLUES

*Book Three of the Hellflower series*



This final novel in the trilogy takes Darktrader Butterfly St. Cyr and her young "death is the least of my worries" partner Tiggy—mercenary and heir to the rule of one of the most important of the hellflower families—on an interstellar romp that makes their previous adventures seem tame. There is no doubt that everyone is out to get them because they have discovered far too much about the illegal Artificial Intelligences known as Libraries, which came close to defeating the human race in the previous millennium. And they also now know the truth about the vanished Librarians, a further reason for all good little hellflowers to wish them dead. And while Butterfly is still determined to track down her former partner, the A.I. known as Paladin, she is also fighting the changes which are gradually transforming her from her original human state into either a "true" partner for Paladin—or the very kind of creature who nearly put an end to humankind. Of course, just to complicate things, Butterfly and Tiggy must complete the mission they started in DARKTRADERS, to find and destroy the real Archangel, Governor-General of the Empire, the being who is determined to wield A.I. powers to become the master of the entire universe.

0-88677-543-4/ORIGINAL  
\$4.50 (\$5.99 in Canada)

*...and don't miss the rest of the Hellflower series*

### **Hellflower (Book One)**

Butterfly St. Cyr had a well-deserved reputation as an honest and dependable smuggler. But when she and her partner, a highly illegal Artificial Intelligence, rescued Tiggy, the son and heir to one of the most powerful of the hellflower mercenary leaders, it looked like they'd finally taken on more than they could handle. For his father's enemies had sworn to see that Tiggy and Butterfly never reached his home alive....

0-88677-475-6 (853)/ORIGINAL  
\$3.99 (\$4.99 in Canada)



**DAW Books, Inc.**

For our complete Catalog listing hundreds of DAW titles in print, please write:  
Elsie B. Wollheim, DAW Books, Inc.  
375 Hudson Street, New York, NY 10014

### **Darktraders (Book Two)**

With her former partner Paladin—the death-to-possess Old Federation Artificial Intelligence—gone off on a private mission, Butterfly had no one to back her up when she discovered that not only wasn't Tiggy's home planet a safe haven, it looked like it might become Butterfly's final port of call, and Tiggy would be one dead hellflower if left alone among his "loving" kinfolk for any length of time....

0-88677-507-8/ORIGINAL  
\$4.50 (\$5.99 in Canada)

*Publishers of Science Fiction, Fantasy, and Horror  
Since 1971*

Distributed by PENGUIN USA

DAW  SF

---

# Orson Scott Card:

## A Selected Bibliography

### BOOKS

(in progress)

*The Redemption of Columbus*

Donald M. Grant/Tor

(awaiting publication)

*The Call of Earth*

Volume 2 of the "Homecoming" SF series Tor

*The Ships of Earth*

Volume 3 of the "Homecoming" SF series Tor

(published, reverse chronological order)

*The Memory of Earth*

Volume 1 of the "Homecoming" SF series

Tor, 1992

*Xenocide*

Sequel to *Ender's Game* and *Speaker for the Dead*

Tor, August 1991

*The Worthing Saga*

Omnibus incorporates *The Worthing Chronicle*, most of *Capitol*, and several previously unpublished or uncollected SF stories from the same setting.

Tor, December 1990

*Eye for Eye*

Tor Double novel, with Lloyd Biggle, Jr. "Tunesmith" and Foreword and Afterword by OSC

Tor, October 1990

*Maps in a Mirror: The Short Fiction of Orson Scott Card*

Collection of most published SF stories, except those in *The Worthing Saga* and *The Folk of the Fringe*. Four volumes.

Tor, October 1990

*Writing Science Fiction & Fantasy*

Writers Digest Books, 1990

*The Abyss* with Jim Cameron.

Novelisation of the SF film "The Abyss".

Translated to French, and German. Japanese, Dutch, Italian, Spanish, and Portuguese editions in progress.

Pocket Books, May 1989

*The Folk of the Fringe* Collection of linked SF stories.

Phantasia Press/Tor April 1989

*Prentice Alvin* Volume 3 of *Tales of Alvin Maker*.

American Fantasy

US: Tor February 1989.

UK: Century/Legend

*Treason*

Revised edition of *A Planet Called Treason*, 10% new material.

St. Martin's Press, October 1988

*Character and Viewpoint*

Writers Digest Books, August 1988

*Red Prophet*

Volume 2 of *Tales of Alvin Maker*. American Fantasy.

US: Tor, January 1989

UK: Century/Legend

Germany: *Der Rede Prophet* Bastie Lubbe

Hugo finalist 1989,

Nebula Finalist 1988

Locus Award (Best Fantasy Novel) 1989

*Wyrms*

SF novel

U.S.: Arbor House/Tor, June 1987

UK: Century/Legend

Germany: *Die Stadt am Ende der Welt*, Bastie Lubbe

*Seventh Son*

Volume 1 of *Tales of Alvin Maker*. American Fantasy

US: Tor, June 1987

UK: Century/Legend

Germany: *Der Siebente Sohn*, Bastie Lubbe

Hugo finalist 1988

World Fantasy finalist 1988

Mythopoeic Society Award 1988

Locus Award (Best Fantasy Novel) 1988

*Cardography*

Fantasy collection (all stories to be included in *Maps in a Mirror*)

Hypatia Press, March 1987

*Speaker for the Dead*

SF novel, sequel to *Ender's Game*

U.S.: Tor, February 1986

UK: Century/Legend

France: *La Voce des Morts*, Opta  
Germany: *Sprecher für die Toten*, Bastie Lubbe  
Spain: *La Voz de los Muertes*, *La Saga de Ender*, Nova  
Nebula Award 1986  
Hugo Award 1987  
Locus Award 1987  
SF Chronicle Readers Poll Award 1987

#### *Ender's Game*

SF Novel, based on 1977 novelet "Ender's Game"  
U.S.: Tor, January 1985  
UK: Century  
France: *La Strategie Ender*, Opta  
Germany: *Das Groesse Spiel*, Bastie Lubbe  
Spain: *El Juego de Ender*, Nova  
Holland: *Ender Wint*, Meulenhoff  
Japan: translation by S. I. Hayakawa  
Nebula Award 1985  
Hugo Award 1986  
Hamilton-Brackett Award 1986  
SF Chronicle Readers Poll Award 1986

#### *Saints*

Historical novel  
Berkley 1984 (as *Woman of Destiny*)  
Tor, April 1988  
Named Book of the Year by the Association for Mormon Letters

#### *The Worthing Chronicles*

SF novel (included in the *Worthing Saga*)  
Ace, July 1983

#### *Hart's Hope*

Fantasy  
U.S. Berkley, January 1983  
France: *Esprit-du-cerf*, Donoel  
Spain: *Esperanza del Venado*, Nova Fantasia  
Germany: *Die Hirschbraut*, Bastie Lubbe

#### *Saintspeak*

Humor  
Signature/Orion 1982

#### *Ainge*

Sports biography  
Signature 1982 (out of print)

#### *Unaccompanied Sonata and Other Stories*

Collection  
U.S. Dial/Dell 1979, 1980 (out of print) Germany: *Play Kosmos*, Bastie Lubbe  
France: *Sonate sans Accompagnement*, Donoel  
Japan: *Mubanso Sonata*, Hayakawa Publishing

#### *Songmaster*

SF Novel  
U.S.: Dell 1979, 1980 (out of print in U.S.)  
Tor 1987 (slightly revised)  
UK: Orbit  
Germany: *Meistersanger*, Bastie Lubbe  
Holland: *Zangermeester*, Meulenhoff  
Spain: *Maestro Kantor*, Nova Ciencia Fiction  
Hamilton-Brackett Memorial Award 1983

#### *A Planet Called Treason*

SF novel  
U.S.: St. Martins/Dell 1978, 1979  
(permanently out of print; replaced by *Treason*)  
UK: *A Planet Called Treason* Pan  
France: *Une Planete Nommee Trahison*, Donoel  
Holland: *Werald Van Verraad*, Einar  
Spain: *Un Planeta Llamado Traición*, Nebulae

#### *Hot Sleep*

SF novel  
Baronet/Ace 1978 (permanently out of print; replaced by \_  
*Worthing Chronicle*)

#### *Capitol*

Collection  
U.S.: Baronet/Ace 1978 (permanently out of print; much material included in the *Worthing Saga*)  
German: *Capitol*, Bastie Lubbe

#### **BOOKS EDITED**

*Future on Fire* (Best SF of the 80's, vol. 1) Tor 1990

*Future on Fire* (Best SF of the 80's, vol. 2) Tor 1990

*Future on Fire* (Best SF of the 80's, vol. 3) Tor 1990

*Dragons of Light* Fantasy Ace 1980, Bart 1988

*Dragons of Darkness* Fantasy Ace 1983, Bart 1988



NEW YORK SCIENCE FICTION SOCIETY —  
***The Lunarians, Inc.***

***...Lunacon and a whole lot more!***

The New York Science Fiction Society — the Lunarians, Inc., a recognized non-profit educational organization, is the sponsoring organization of *Lunacon* and is one of the New York Metropolitan Area's oldest and largest science fiction and fantasy clubs. The Lunarians was formed in November 1956. The first *Lunacon* was held in May 1957, and one has been held every year since (with the exception of 1964, due to the World's Fair), making *Lunacon '93* our 36th almost annual convention, a feat very few other groups can claim.

The Lunarians has a long and rich tradition in New York Fandom. Over the years, members of the Society have included many well known people — including Dave Kyle, Sam Moskowitz (two of our founding members), Donald A. Wollheim, Art Saha, Charles N. Brown, Jack L. Chalker, and Andy Porter. The Society's logo of a spaceman reading a book while sitting in a crescent moon (see above), is often used in conjunction with *Lunacon*, and is known affectionately as "Little Loonie". The current version was drawn by Wally Wood, after original designs created by Christine Haycock Moskowitz and Dave Kyle.

In addition to *Lunacon*, the Lunarians hold monthly meetings, usually on the third Saturday evening or, occasionally, Sunday afternoon of the month. We're currently meeting in one of the comfortable meeting rooms at TRS, Inc., 7 East 30th Street, in the heart of Midtown Manhattan. At some of our meetings, we feature special programming, such as readings/discussions by guest writers or editors or slide presentations and discussions by guest artists. There are two special meetings during the year: our Holiday party in December and our Summer Picnic in August, which have become fixtures on the New York fannish scene.

In late 1989, the Society established a scholarship fund for the purpose of helping beginning Science Fiction and Fantasy writers from the New York Metropolitan area attend either the Clarion or Clarion West Science Fiction and Fantasy writers workshops. This scholarship fund was renamed early in 1991 in memory of the late Donald A. Wollheim, legendary fan, writer, editor, publisher and Honorary Member of the Lunarians. The **Donald A. Wollheim Memorial Scholarship Fund**, has been able to provide partial scholarships to Graham P. Collins, Alexandra E. Honigsberg and Meryl Yourish in 1990, Kevin Helfenbein in 1991, and Aimee Kratts in 1992.

Additionally, in 1992, the Society established **The Isaac Asimov Memorial Award** as an everlasting tribute to Dr. Asimov's life-long contributions to the fields of Science Fact and Science Fact. The award will be presented at *Lunacon*, starting in 1994, to honor those who have contributed significantly to increasing the public's knowledge and understanding of science through his or her writings and works in these fields, and who exemplify the qualities which earned the late Dr. Asimov the admiration of those who knew his work, and the love of those who knew the man.

It's easy to become a member, because there are several categories of memberships. *Subscribing Membership*, currently \$10.00/year which entitles you to receive all our mailings and notices of what we're doing, including minutes of the most recent meeting. *General Membership* and *Regular Membership*, allow fuller participation in *Lunarians* meetings, events and activities.

If you're interested in learning more about becoming a member, attending one of our meetings, or any of our other activities, please write to:

***New York Science Fiction Society — the Lunarians, Inc.***  
Post Office Box 3566  
New York, NY 10008-3566.

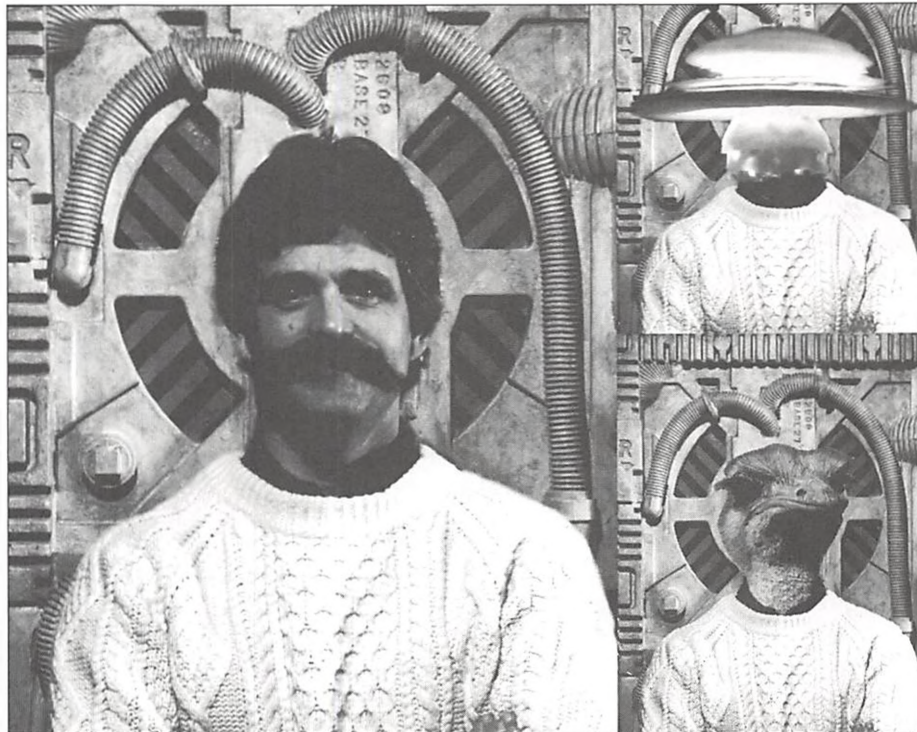
# Artist Guest of Honor

**B**arclay Shaw, renowned artist and illustrator, has been thrilling us for over 10 years with book covers which excite the imagination and bring our favorite stories to life. Aside from that, he is one of the most charming and likeable people you could ever hope to meet. For both reasons, Lunacon is greatly honored to present Barclay Shaw as this year's Artist Guest of Honor.

I am pleased to be asked to say a few words of appreciation of Barclay Shaw. Unlike some fields of art, the artists who illustrate SF and Fantasy are, by and large, a very good lot. They are some of the best representational artists in the United States. And they are confident enough as artists not to be petty. If one of the SF artists does well, his (or her) peers will not be cursing in jealousy. They will be enjoying the work themselves, learning from it, and cheering him on. As I said, it is a good crew to be a part of. And Barclay Shaw is one of the best of a good lot.

Barclay is a master of representational technique. He will present you with a fascinatingly detailed study of light and shadow-play on textures rendered so painstakingly that art and reality begin to blend and the scene before you comes alive. Or, he can back away from reality in any of a number of directions: exaggerate lighting effects for extreme focus on mood; forget light almost altogether and go very graphic to use shape, space, line, and color to tell a different story, touch different feelings and emotions.

The choices are his, depending on what he feels will work best to communicate the feel of his paintings or the book he happens to be working on. But whichever way he goes, you can count on it being a work which touches you in some way. It may be a soft tug at your sleeve, a subtle something which draws your attention. Or it may just assault your senses with work that spins you around, grabs your arm, and says, "Come with me. I've got a story



you're going to love!"

You don't get to be as good as Barclay Shaw overnight. Barclay has spent years and years on the road to his present level of skill and status. He was born in 1949 in Bronxville, NY and was raised in Westchester County, New York. Barclay is *not* one of those artists who was born with a pencil in his hand, created a mural over his playpen, and knew from an early age that he would someday be a great artist. It was expected that Barclay would be an attorney. His father was an attorney, so it was only natural that Barclay should follow in his footsteps, attend law school, and spend his life practicing before the bar. Obviously, things didn't quite turn out like that. Barclay may not have been born with pencil in hand, but inside him was that thing all artists have — the compulsion to create —, and, although it started slowly, it grew to consume him and take him in entirely unlooked for directions.

When Barclay was in high school, it was the time of the hippies, flower power,

free love, and anti-war protests. Peter Max was the hot pop artist. I know he is dapper and GQish now, but you have to envision him with longer hair, "luv" beads, tie-dyed T-shirt, bell bottom pants and sandals. It was the anti-cultural GQ look of the day — and Barclay has always been extremely stylish.

At any rate, in high school, Barclay created 8 and 16 mm films and psychedelic posters. That gave him a taste for art, but he wasn't quite hooked yet. He went to Trinity College at Hartford, CT for four years, [majoring in Philosophy of Religion], and took art courses during his last two years, studying painting and sculpture. Times being what they were, he completed that section of his artistic schooling without ever once doing a painting on canvas. Everything he did was totally unstructured. This fit quite well into the New York art scene of the day. For one exhibition, which was judged by Robert Motherwell, Barclay chopped up a couch and mounted the various sections



---

# BARCLAY SHAW:

## An Appreciation by David A. Cherry

---

on wheels. Motherwell was so impressed with the result he gave the work an award.

Barclay graduated in 1972 and for six months after graduation tried his hand at free-form sculpture. Following that he moved around a bit, tried out a number of different jobs, and ended up for a while working at a furniture factory in Massachusetts, a job that he obtained by showing them one of his works of art [at that time a work in progress] — a certain desk which figures fairly importantly in his story later on.

In 1977 Barclay attended art school for a year with the intent of studying design and working in the world of advertising. He did work for a while in that field but found it a little *too* commercial for his tastes. He needed more freedom and more creativity.

Barclay's artistic schooling and early years as an artist may have been unstructured and fairly free-form, but there was always a part of Barclay which held great appreciation for the flip-side of

the coin, for the more tightly structured works of representational artists. He concentrated on learning to draw and paint the human form. This resulted in surrealist works which found their way to publication in the *Magazine of Cinefantastique* in the late 1970's, works which foreshadowed the direction and greatness of his work to come.

Do you remember I mentioned a desk that Barclay had been working on? It was exhibited as a work of art at the 1980 Worldcon in Boston. Try to imagine a surrealist art nouveau sculpture which functions as a desk. Harlan Ellison fell in love with it, and bought it, thereby bringing together what was probably the most dynamic writer/artist team of the decade. Barclay began to do the covers for a whole series of Harlan's works published through Ace Books. Harlan, great idea man that he is, would come up with stunningly innovative cover concepts which made arresting use of surrealist symbolism. Barclay would run with the

concept, bending it this way and that, and bring it to life through his art. The results were tremendous. Even today both men recognise the days of that collaboration and the work they produced for us to enjoy as some of their very best.

But from there, Barclay has gone on to become one of the most celebrated and valued illustrators working in SF and Fantasy today. You can't think of this field without acknowledging Barclay Shaw's personal influence upon it.

The exciting thing for me, knowing Barclay and working in the same field with him, is to think of what is to come from this man. When he masters one area, he doesn't slow down. He just reaches out to learn a new medium, a new technique. And he keeps taking it all in so that the whole of his knowledge not only increases in size and complexity but changes its very composition and character with each new addition. And all the while, there is Barclay — shaping it, playing with it, interpreting it, using it to transform and transcend.

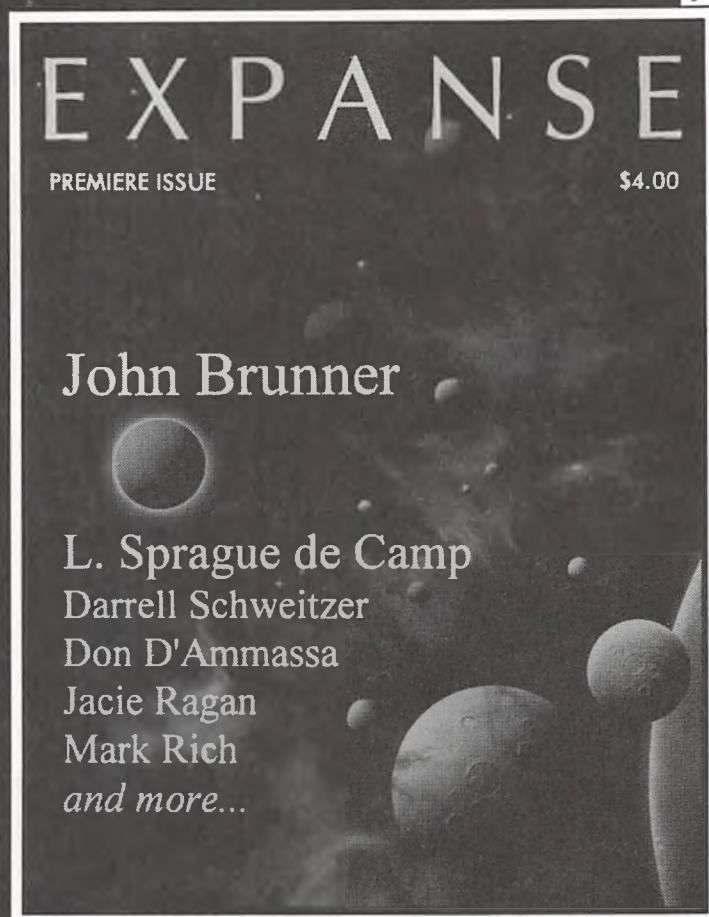
As much as he has done, even greater works are on their way from Barclay Shaw, and they will touch you, speak to you in new ways, and have that twist of perspective that is uniquely Barclay Shaw. You *will* enjoy his work in the Art Show. And you *will* enjoy Barclay himself if you catch him in the halls and say hello. He is a great man and a great artist, but he is also extremely nice and easy to talk to. In fact, as magical as his art is, I would say you are really missing something if you are enjoying his art without knowing the person behind it. There is something about knowing that wonderful work was created by someone equally wonderful himself that makes it all that much more enjoyable.

So — enjoy the weekend. Enjoy the convention. And treat yourself to the great pleasure of enjoying the art of Barclay Shaw and the company of Barclay himself.

PREMIERING THIS SPRING

# A NEW SF MAGAZINE

**More exciting stories - by the names you know. Less advertising. And great *new* art!**  
**Finally, a science fiction magazine that publishes science fiction! *Not fantasy or horror.* And articles that go beyond the superficial. We dig deep and explore the limitless expanse of time, space and the human imagination!**  
**Intelligent science fiction for the serious reader, in a full-size format...**



**Order your copy of the Premiere Issue today!  
Send \$4 to:**

**EXPANSE Magazine  
Box 43547, Dept. J  
Baltimore, MD 21236-0547**

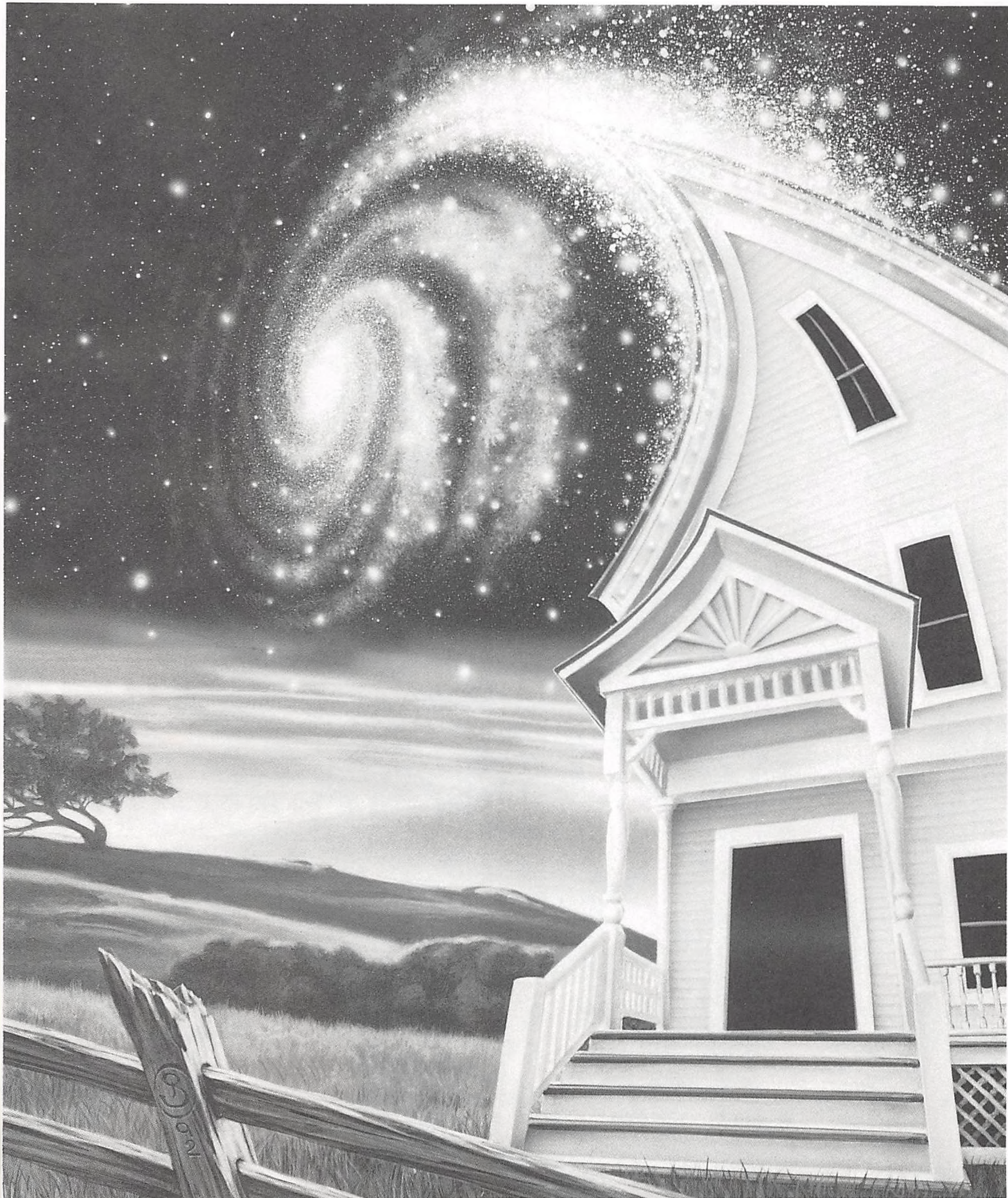
(MD residents please add 5% sales tax)

Attn. Booksellers:  
Special promotional opportunities and  
deep discounts available on quantity subscription orders

---

# Barclay Shaw: A Portfolio

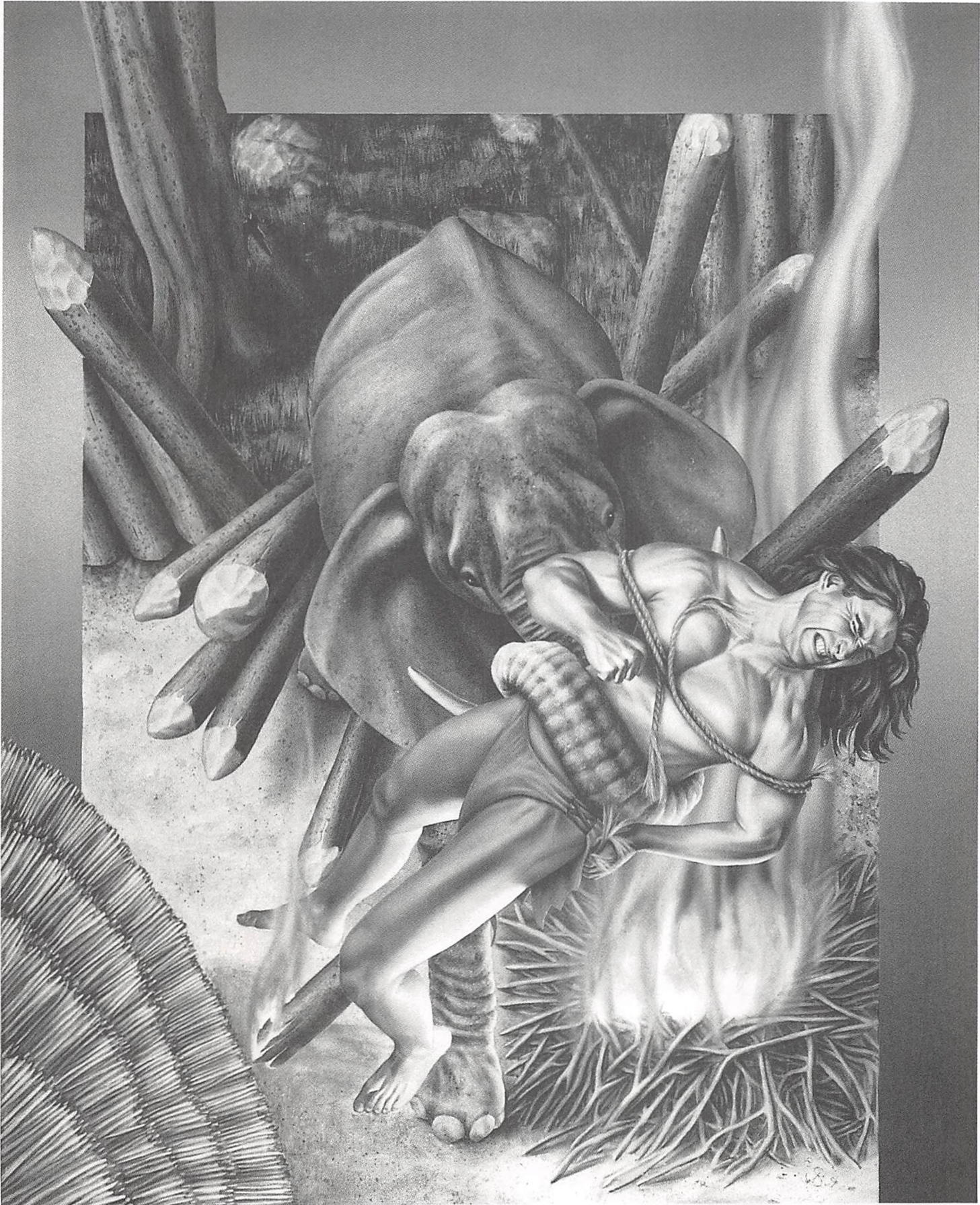
"Way Station"



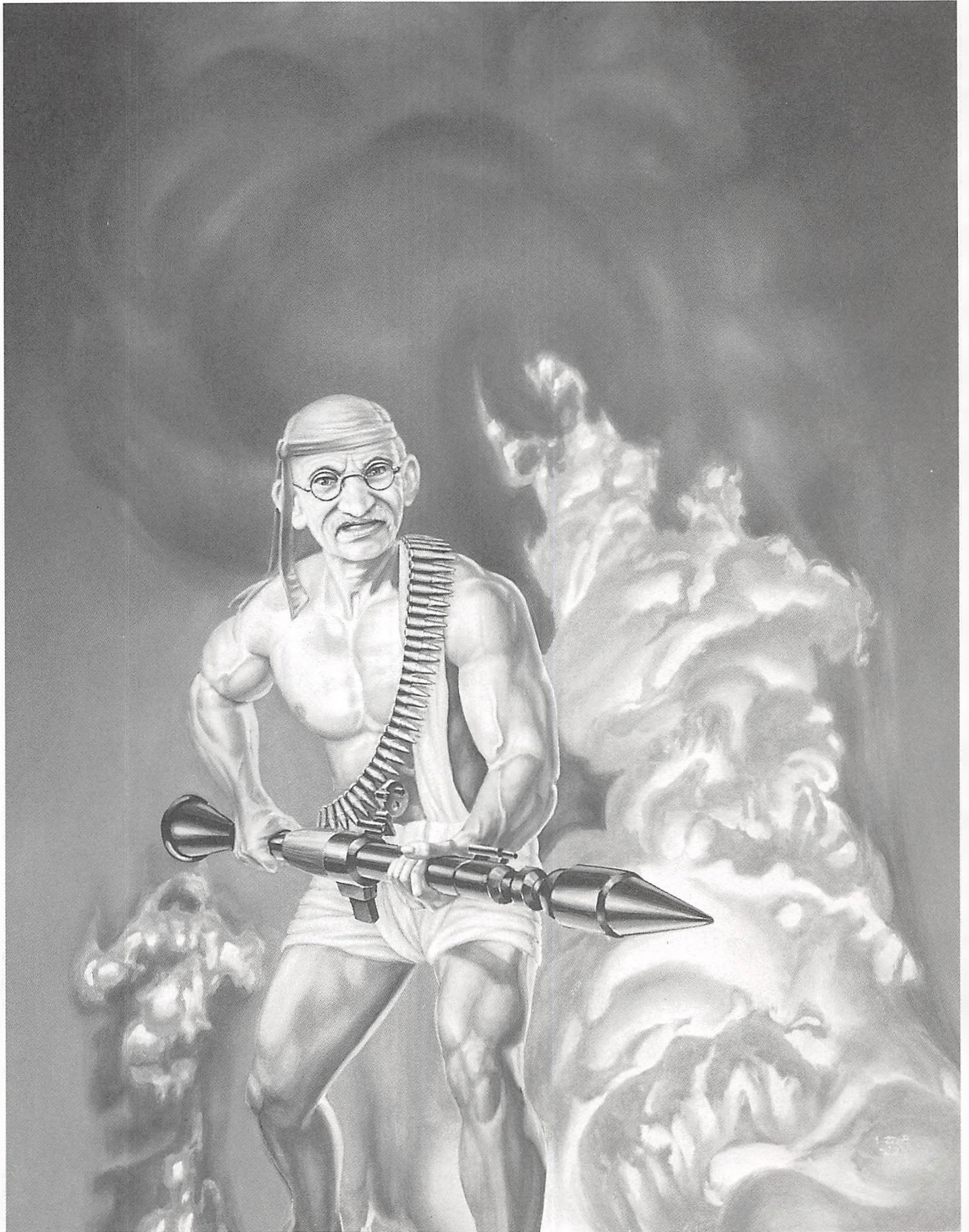
"The Spoils of War"



"Son of Tarzan"



"Alternate Warriors"





**T  
O  
R  
  
B  
O  
O  
K  
S**




**BY THE SWORD**

Greg Costikyan

A publishing event: the first novel ever serialized on the Prodigy™ network before hitting print—available in “hard copy” at last!

AVAILABLE JUNE • 0-312-85489-8 • \$18.95

**SPLIT HEIRS**

Lawrence Watt-Evans and Esther Friesner

Flashing swords. High magic. Palace intrigue. And a dragon who thinks she’s a sheep.

An epic tale of epic confusion.

AVAILABLE JULY • 0-312-85320-3 • \$18.95

**RAVEN**

Charles L. Grant

“[A] crisp psychothriller... As cool and clean as a snowflake.”—*Kirkus Reviews*

0-312-85364-5 • \$18.95

**THE GRAIL OF HEARTS**

Susan Shwartz

“An enigmatic tale of love, betrayal and ultimate redemption, this dark fantasy is a replay of the Parsifal legend... a strong, eerie and often painful world inhabited by a woman difficult to forget.”—*Publishers Weekly*

0-812-55409-4 • \$4.99/\$5.99

**FLIGHT OF VENGEANCE**

Andre Norton, P. M. Griffin and Mary Schaub

“This addition to the new Witch World series surpasses its acclaimed predecessor... excellent entertainment.”—*Publishers Weekly*

0-312-85014-X • \$21.95

**JUMPER**

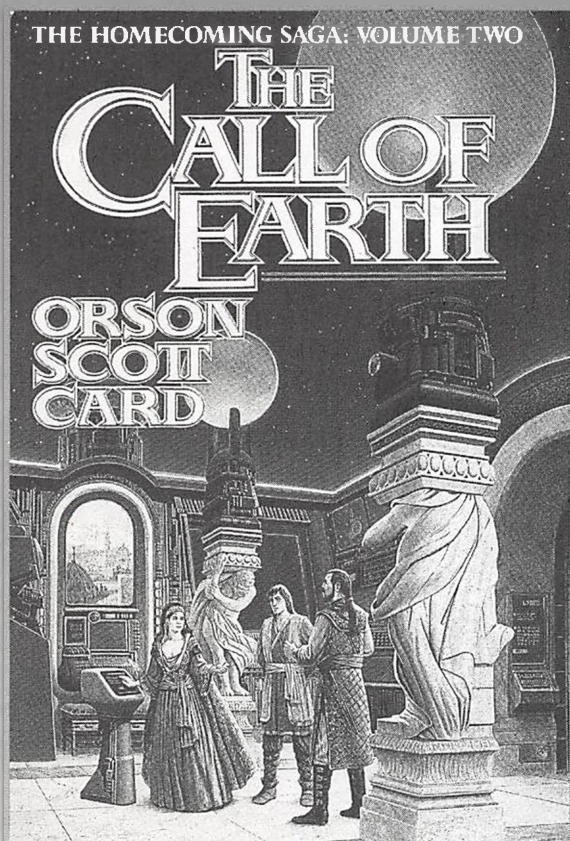
Steven Gould

“An exceptionally well-organized debut, with thoughtful ideas, a controlled plot, and characters—particularly the young protagonist—portrayed with insight and compassion.”—*Kirkus Reviews*

0-312-85272-X • \$21.95



TOR BOOKS SALUTES  
LUNACON GUEST OF HONOR  
**ORSON SCOTT CARD**



0-312-93037-2 • \$21.95

Now available—  
the second volume in the  
Homecoming saga

**THE CALL OF EARTH**

*Praise for Volume One—  
The Memory of Earth*

“Card gives us an interaction between supreme intelligence and human mental capacity that is at once an intellectual exercise, a biblical parable and a thoroughly enjoyable piece of storytelling.”

—*The Chicago Tribune*

“Card has succeeded once again in making absorbing ideas and situations that could have led other authors to disaster.”

—*Chicago Sun-Times*

**“Some science fiction series are simply accretions of novels tied together... but Mr. Card’s Ender books form one philosophical rumination on the question of whether taking life can ever be morally justified.**

**(The Homecoming saga) poses the same question in the context of a planetary civilization.”**

—*The New York Times Book Review*

TOR BOOKS



---

## Publishing Guest of Honor

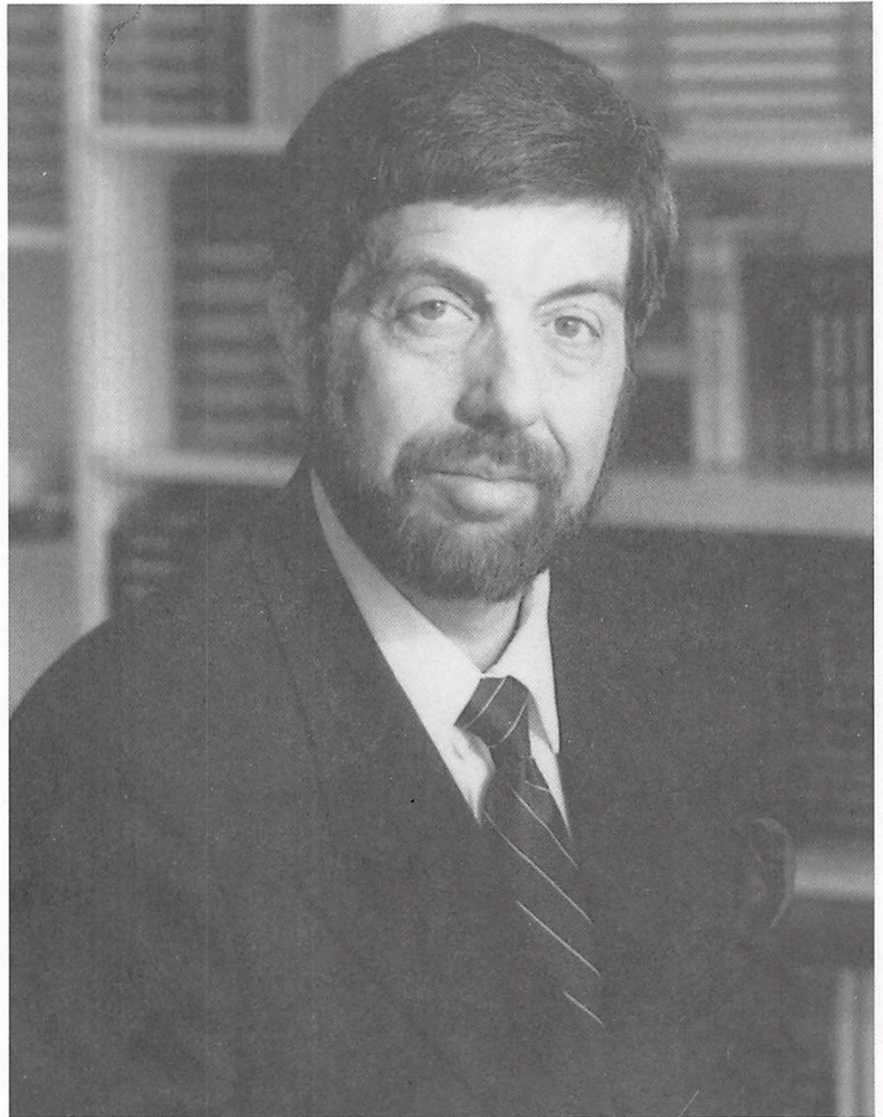
**T**he relationship between author and agent has often been compared to a marriage. And that leads into a number of off-color jokes, which I won't go into here. But the delicate dependency of each for the other is undeniable. Without authors, agents are like leaves without a tree. Without an agent, most authors are like a tree without leaves — stuck in winter.

I once rather impolitically told a famous author, with regard to his famous but controversial agent, "You've shown an incredible loyalty. I suspect the only thing that would make you change agents is if he'd been accused of pederasty."

The author replied, "He has been, and I'm still with him."

Richard Curtis (who has never been so accused) became my agent in 1978. His first job was to negotiate the contract for my first novel, *Hegira* which had already been accepted by Jim Frenkel at Dell Publishing. The Curtis Agency was fairly young at the time — not yet incorporated — and so was I, almost a complete unknown. Within the next seven years, Richard would become the hottest literary agent in science fiction, and I would *still* be waiting for a chance to hit the New York Times best seller list. But I was doing okay, perhaps a bit better than okay, and that was due in no small part to Richard.

Let us go back in the halls of memory, to even earlier days: Richard as an infant, taking 10 percent of the formula of other babies in return for guaranteeing more attention from their mothers. Oops! Too far back.



## Richard Curtis:

A Biased View  
By Greg Bear

Richard was born in 1937. Shortly after, he helped negotiate the Armistice with Japan, and sold literary rights to Tojo's autobiography. Tojo, unfortunately, reneged on the deal, teaching Richard not to deal with politicians. (He had no such scruples about representing politician's paramours.) In 1958, he graduated from Syracuse University with a B. A., and went on to the University of Wyoming for his Masters. Ask him about his days as a Jewish cowboy. After graduating, he served an apprenticeship with the Scott Meredith Literary Agency, the proving ground for many a fine agent.

Having more than a restless urge to write, Richard began to publish in 1967. To date he has published over 50 books, from novelisations of motion pictures (*Squirm*), to essential collections of essays on publishing (*How To Be Your Own Literary Agent and Beyond The Bestseller*). In brief, he's published more books than most of his authors.

In the early '70s, Richard decided to form his own agency. In New York, an agent requires three things to begin: *Chutzpah*, a telephone, and a manuscript to sell. Other imponderables are also involved: oil for smoothing ruffled feathers and pouring on troubled waters, asbestos gloves for handling author's egos, and shoes with tassles, for an agent must also think and behave like a lawyer. Richard's agency grew quickly, representing now some two hundred clients, and soon became a training ground for other agents. I personally have steered at least five authors to the Richard Curtis Agency.

Early on, Richard's attachment to the

science fiction field blossomed into a mutually beneficial relationship. Appreciating SF and fantasy as artistic as well as commercial forms, he began writing columns on publishing for the trade journal, *Locus*, in the 1980's. About the same time, or shortly after, he worked with the Science Fiction Writers of America, and became the agent for publications sponsored by the organisation and point man for its grievance procedure. When I served as chairman of the SFWA Grievance Committee, I worked closely with Richard to solve a number of nasty problems, some of them involving other agents. Tricky situations indeed. Richard's knowledge and mastery of negotiation and keeping a cool head helped enormously.

Most of this work brought no money to his agency, but did contribute (at least in some nebulous way) to the overall health of the industry. It contributed a great deal to the careers of individual authors.

Now, writing the biography of an agent can be difficult. Many of the most exciting things an agent does cannot be publicised. The life of an agent is a continuous round of letters, phone calls, negotiations, literary lunches and dinners, and of course, nurturing authors and receiving and mailing checks. The skill of Richard Curtis is proven in those secret moments, working with a publisher on behalf of an author, when Richard suggests to an editor that his author must be paid an (un)reasonable amount for a book, that five books down the road, the author's career will be limned in gold. The editor, not exactly starry-eyed, listens with a polite smile, his or her job potentially on the line, thinking privately that he or she is

terribly underpaid, but that at least Richard is not BS'ing beyond belief, that Richard can probably handle his author well enough to get the book in on time and keep things going relatively smoothly.

Then Richard must take the deal back to the author, and explain that for the time being, this is the best that can be done. And, in fact, it almost certainly is.

But the golden moment in every agent's career is when the deal goes wonderfully well, the book is very hot, the editors are clamoring, and the author is waiting in some far off land (or getting drunk in a New York bar). The deal is struck, the editors and publishers are sweating bullets, and Richard can call the author and say "Well, It's done. You're rich, and I'm financially independant."

As if that isn't enough, looking ahead to the major changes coming for publishing, Richard has started a science fictional enterprise, the Content Company. Content specializes in multi-media publishing, where books come out not on paper, but on PVC disks, or tapes; and not just as words, but as sounds, pictures, and moving images. Soon, Richard will be representing sales not just through bookstores, but through computer software outlets and over fiber optic cables. Some of it is here already.

I've been represented by Richard Curtis for fifteen years now. a more informed, compassionate, and and hard-headed agent you're notlikely to find in publishing.

And he's still trying to find a *ghostwriter* for Tojo. Any takers?

# The New York Review of Science Fiction

## FEATURES BY

**Kathryn Cramer • John Crowley • Samuel R. Delany • Gwyneth Jones • David Ketterer • Dave Langford  
Ursula K. Le Guin • James Morrow • Debbie Notkin • Susan Palwick • Alexei and Cory Panshin  
Frederik Pohl • Charles Platt • Jessica Amanda Salmonson • Joan Slonczewski • Brian Stableford**

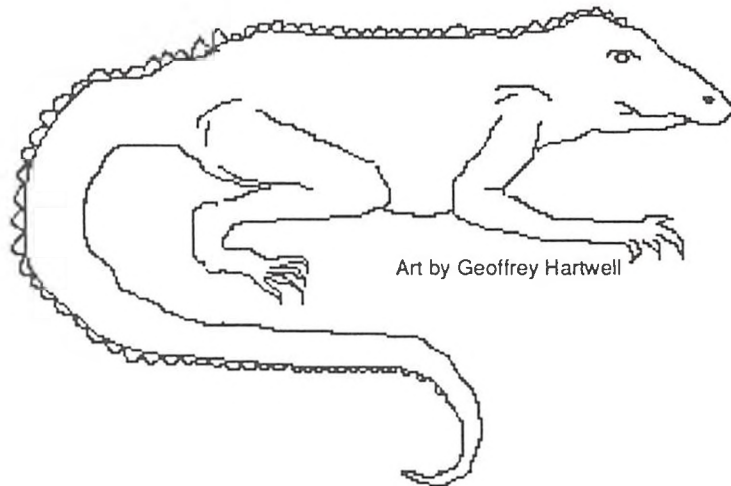
## REVIEWS BY

**James Cappio • John Clute • Arthur Byron Cover • Alexander Jablokov • Gwyneth Jones  
Richard A. Lupoff • L. E. Modesitt, Jr. • Larry Niven • Leonard M. Rysdyk • Darrell Schweitzer  
Bruce Sterling • Delia Sherman • Jennifer K. Stevenson • Michael Swanwick • Gene Wolfe**

## PLUS

Reading Lists by: **Eleanor Arnason • Bradley Denton • Rachel Pollack • Dan Simmons**

Staff: **Kathryn Cramer • Shira Daemon • Samuel R. Delany • David G. Hartwell  
Kevin G. Helfenbein • Kenneth L. Houghton • Donald G. Keller • Robert Killheffer • Gordon Van Gelder**



Art by Geoffrey Hartwell

## Good criticism affects you on the lizard level.

*The New York Review of Science Fiction*

*Please enter my subscription for one year of monthly issues of The New York Review of Science Fiction.  
I enclose \$25. (\$29 Canada; \$33 First Class; overseas, \$37 (via Air Printed Matter). Back issues available.*

Name: \_\_\_\_\_

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

Please make all monies payable to Dragon Press. P.O. Box 78, Pleasantville, NY 10570.

An all-new adventure never  
seen on TV

Based on the hit Universal  
series starring  
Scott Bakula  
and Dean  
Stockwell

**THE LEAPS JUST  
KEEP ON COMING!**

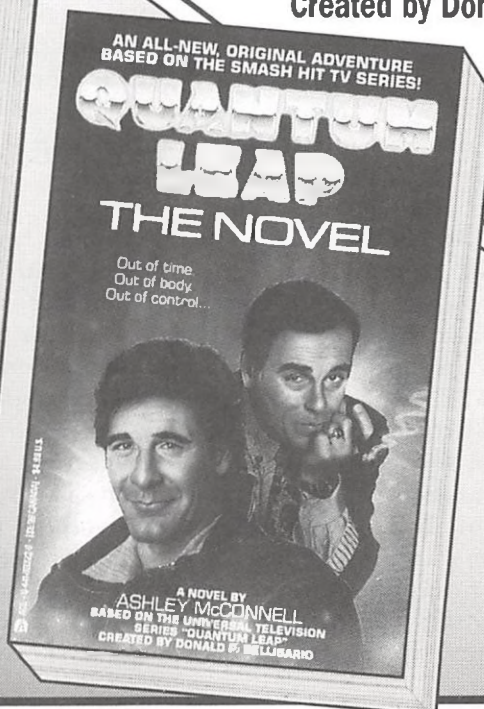
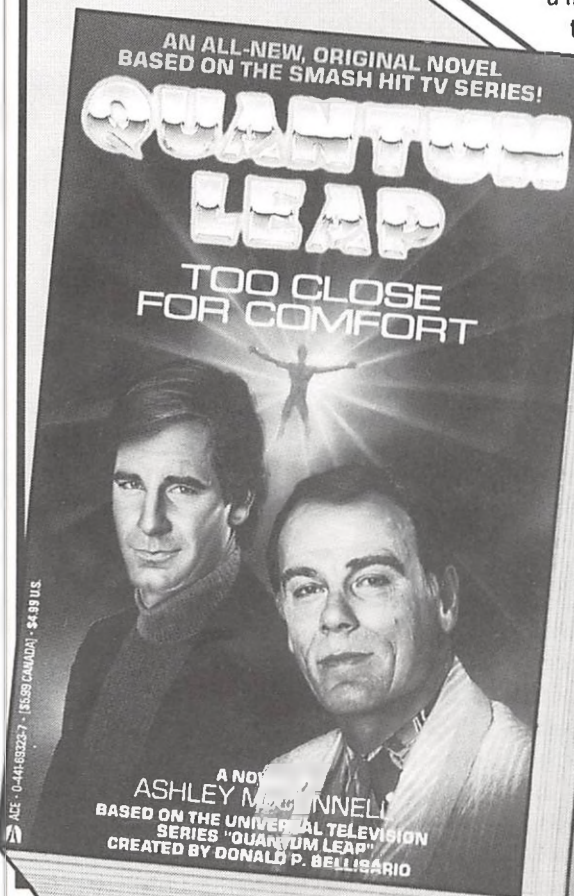
**QUANTUM LEAP:  
TOO CLOSE FOR COMFORT—**

The second original "Quantum Leap" novel from Ace

Dr. Sam Beckett is transported into the middle of a men's encounter group, circa 1990. There he meets Al, his holographic contact from the near-future. Only this time Al's a middle-aged man on a soul-searching quest, beating his chest in a mock-tribal ritual designed to reveal his true self. The whole thing seems pretty funny to Sam—except for the fact that Sam's role in the group could make or break the Quantum Leap Project... for all time.

Based on the Universal television series  
"QUANTUM LEAP"  
Created by Donald P. Bellisario

\$4.99  
ON SALE IN MARCH



---

## Fan Guest of Honor

Alexis Gilliland:

# The Down East

by Robert E. Sacks

**T**o properly envision Alexis Gilliland, you start with a standard issue Leprechaun (or elf, or Hobbit), grown to man-size, and change the accent to Down-East New England overlaid with the Mid-West, and finally Virginia. Replace the trademark green jacket with the trademark pink jacket. The sense of humor is DRY. The pot of gold can be found in his books.

An example of the sense of humor: recently, I asked him about his books to come. He mentioned that he wanted to write some military SF, but he couldn't interest XXXXX (big name military SF publisher, which shall remain nameless to protect the guilty) because they felt he had no experience with military SF. I laughed. Not counting his collections of drawings, he has written seven books: the Rosinante trilogy was about ideological conflict, political assassination, civil war, mutiny, terrorism, subversion and foreign invasion on Earth and in the Asteroid Belt; "The End of the Empire" was

about ideological conflict, revolution, treason, subversion, and foreign invasion in a collapsed interstellar empire and a nearby solar system where the established form of government is anarchy; the Wizenbeak trilogy is of course totally different, being about religious conflict, royal assassination, dynastic civil war and foreign invasion in a fantasy world where magic and dragons can be found. Alexis Gilliland writes military SF: can he help it if the military usually loses?

He is an award winning fan artist. This is deceptive: he does *NOT* do the breath-taking astronomicals, realistic portraits or landscapes, scenes from SF, fantasy, or media, cute unicorns, cute rabbits or winged cats or anything similar; he does what he calls "cartoons", but these are not the cartoons in the funny pages, comic books, or Saturday morning cartoon television shows. More properly, they are caricature assassinations, which is just as well since you would never want to meet most of the subjects

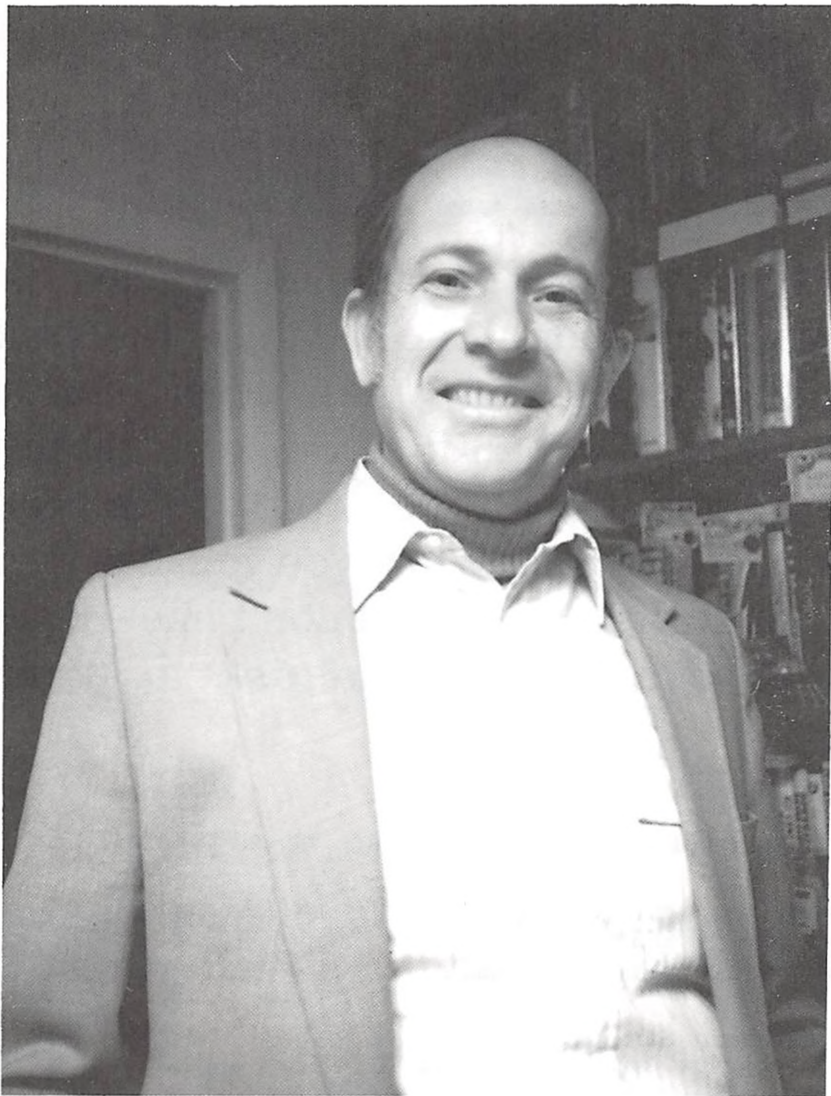
alive. It is here that you will meet the originals for Wizenbeak and the incorporated artificial intelligences of the Rosinante books.

His fan writing is less well known. When MCFI (Noreascon N for  $N > 1$ ) began to institutionalise pass-along funds (the Worldcon to hand over at least half its net proceeds to those selected Worldcons who had agreed to do the same before they were selected) he attacked the retention of ANY net proceeds. He felt that Worldcon bids had to raise funds from the fans in the traditional ways if the bids were not to become isolated from the fans. Having bankrolled some isolated bids, I can appreciate his point.

I cannot testify to his contributions to the Washington Science Fiction Association, of which he has been the President from time to time, and whose meetings he has hosted from time to time, but his contributions to its annual convention are notable. In the '70s, he chaired five consecutive Disclaves, in the same hotel, while

---

# Leprechaun



attendance grew monotonously from 384 to 1005. (He has chaired one, even larger, since then.) As an occasional conventional convention organiser, I cannot emphasize how impressive that record is.

I first met Alexis at a reading he gave at my first DisClave in 1980. If memory serves, it was chapter 5 of *Wizenbeak*, though the publication date (1986) seems wrong for that, so I suppose it could have been an excerpt from *Rosinante*. Since then, he has been a good friend (he once remonstrated with me that he thought I was too sensible to run a Worldcon bid) if at a distance: perhaps one of the true reasons why I haven't missed a DisClave since then. If you get a chance (and if you don't, *make one*), listen for a while to the man-sized Leprechaun in the trademark pink jacket with the dry voice and dry sense of humor. He is one of fandom's true gentlemen, fan, caricaturist, writer and worker, and it will enrich your experience.

# MidAtlanticon



## ON OUR OWN HEADS BE IT

The New York in 1998 bid won't survive to file, let alone win, if the support doesn't increase very soon. The dream of returning the Worldcon to the city that gave it birth can never die, but opportunities can be lost. And, if we all take our own reasons for failing to seize the moment, will be. If you've been disappointed too often--why go out a loser? If you've never been involved with a bid--why not start? And if you don't like the ads the bid runs ... *why not join the bid and ask to handle advertising??*

(First we got it UPSIDE DOWN, then we got it BACKWARDS, this time we got it RIGHT . . .)

## New York in '98!

487 East Main Street, Suite 285  
Mount Kisco, New York 10549-0110

Presupporting membership: \$6.00



EXPLORE YOUR FANTASIES WITH BAEN IN JANUARY

## A STRANGE AND ANCIENT NAME JOSEPHA SHERMAN

*A Faerie Prince's Quest to End a Curse—High Fantasy by the Award-Winning coauthor of Castle of Deception*

Hauberin, ruler of a Faerie principedom, and (most shamefully) part human, sits on an uneasy throne. Now the curse of a dying foe denies Hauberin sleep until he dies, and only his mother's father's name can release him. Now Hauberin must search the world of his mortal mother, where Cold Iron promises hot death to anyone of Faerie. And the truth behind that strange and ancient name he seeks will indeed set him free—by destroying him utterly....

### Praise for Josepha Sherman:

"Sherman manages to capture the feel of wonder and awe that made such reading so delicious...." —Charles de Lint

"Sherman weaves a traditional yet sparkling tale of romance harried by enemies both mundane and magical." —Dragon

72151-8 • \$5.99

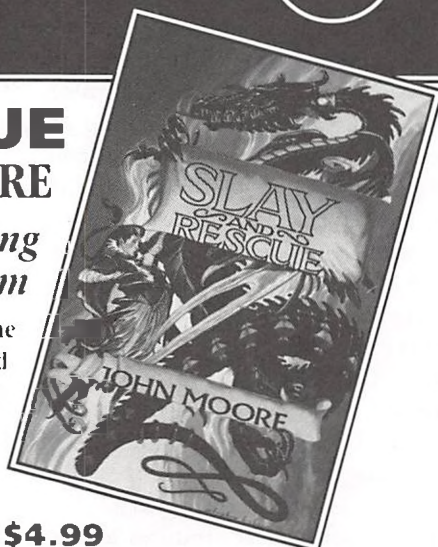


## SLAY AND RESCUE JOHN MOORE

*The True Adventures of Prince Charming  
—and How He Survived Them*

There's always trouble in Illyria: dragons to slay, villains to fight, and one beautiful princess after another to be rescued from a fate worse than death. And Charming, noble prince and professional hero, could use a vacation. Instead, he becomes embroiled in a plot involving an evil sorceress, an enchanted castle, one angry dragon, and no fewer than three beauteous damsels in distress, and none of them to be trusted long enough to shake a sword at....

72152-6 • \$4.99



Distributed by Simon & Schuster • 1230 Avenue of the Americas • New York, NY 10020

# TOKMI, RAVEN,

## A Story by Alexis Gilliland

In the beginning, there were twin brothers: Tokmi, who became the Sun, was full of life and light, while Raven, who may have been born first, was dark and cunning. Jealous of his brother's radiance, Raven created a great cloud of dust to blot out the Sun's light. Tokmi, however, was too strong for him, and shone so brightly that the dust was driven far, far away, and so hotly that the dust became sticky.

Trying to rally the forces of darkness, Raven danced and sang with all his might. Alas, Tokmi had the greater magic, and the only thing resulting from his brother's dancing was a certain turbulence in the dark and sticky dust. Disheartened, Raven gave in and Tokmi accepted the apology he gave for his rude and unseemly behavior. Where Raven had danced, however, a race of dust creatures sprang up. They were small and weak and stupid, but they worshipped Raven, who was, after all, their creator and this made Tokmi angry.

Tokmi pushed one of the dust creatures so that it banged into another, breaking both into pieces. Then he did it again. Raven thought this was great fun, so he pushed a dust creature into another. Raven and his brother played together for a long time, pushing dust creatures around to make them crash. After awhile, however, they noticed that all the little dust creatures were reassembling themselves after each crash, becoming fewer and fewer but bigger and bigger. So big, in fact, that Tokmi and Raven together couldn't move the biggest ones. Without meaning to do so and quite by accident they had created the planets. When they were through playing, the planets were just as we see them today, with a tiny handful of dust creatures left over.

If Tokmi and Raven had taken the trouble to sweep the tiny handful all together, they might have made another small planet, but Raven was too lazy and Tokmi didn't care.

Once the planets were finished, Raven went and rested on the night side of his particular favorite. He wasn't trying to make mischief, he was just tired of being with his brother. He sat looking at the sky, enjoying the darkness, and when his eyes adjusted he saw the sky was full of stars.

"How really strange," he said, for he had never noticed the stars before. "How truly remarkable." The reason he had never noticed the stars was that all his attention had been on his brother, the Sun, and Raven had never sat quietly in the dark long enough for his eyes to see the wonders of the night. He spent a long time studying the stars and then went and told his brother about them.

Tokmi looked out at the sky. "I see nothing, Raven," he said at last. "Are you trying to trick me again?"

"You are the Sun," replied Raven. "And the Sun is full of light and heat. How can you see something so dim and faint unless you come with me into the darkness to see the night sky?"

So Tokmi left the Sun and took his regular form. "Show me, then," he said, and Tokmi and Raven went to the night side of the planet where Raven had seen the stars. Sure enough, when his bright eyes became used to the darkness, Tokmi saw that the sky was full of stars, just as his brother had said.

"What are they?" asked Raven. "Where did they come from?" He wasn't trying to commit mischief; he

really wanted to know.

Tokmi didn't know either, but he was so annoyed he couldn't answer his brother's question that he got very huffy and went back to being the Sun. He kept thinking of the stars, however, and finally Tokmi decided to ask their older sister, Swombao.

Swombao was beautiful, but she was also very wise, and she knew more than both her brothers put together. She went with them to the edge of a lake to look at the night sky, and there were the stars, shining in the darkness. "What are the stars?" she asked, repeating their question. "They are beautiful, filling my soul with peace when I look at them."

"Well, yes, they do, sort of," said Tokmi, who was bright but not much inclined to philosophy. "But what are they?"

"Creatures like yourself, Tokmi," Swombao said softly. "Only far, far away."

"What about me?" asked Raven. "Are there creatures like me, also?"

"Why of course, brother," replied his sister. "In some places other Ravens created Dark Stars that soak up the light of the Sun like a sponge. In other places, they have created their own Sun, just like Tokmi did, so they don't have to bother playing in the dust like little children." She knew all about the dust creatures and the planets.

Raven was annoyed, for he thought that creating the planets had been a great thing. "Yes, yes," he said, clattering his beak. "That's all well and good, but where did the stars come from?"

---

# and SWOMBAO

His sister smiled at his annoyance. "Where did the dust people come from?"

"Don't answer a question with another question." said Tokmi. "Tell us the answer."

"Very well," said Swombao, smoothing her long black hair. "In the beginning the Universe was completely empty except for a box of green stone carved in the shape of a turtle. It was about so big." she held up her hands to show, "and inside it was a piece of paper on which was written a very powerful magic spell."

"Why was the magic spell inside a turtle box?" asked Raven.

"Because it was a very, very powerful magic spell." said his sister, who knew quite a lot about powerful magic. "If that spell hadn't been inside a box it could have called up a wind and danced itself free. And if it had been in any other kind of box, except only the turtle box, the spell could have gotten right out."

"Ah, indeed." said Tokmi and Raven together, nodding their heads. "What happened then?"

"Three things." said Swombao. "First, and this was what took the longest, the magic spell made the stone turtle come to life. The second thing was the magic spell made the turtle itch until the poor turtle took it out. The third thing that happened . . ." she paused to smile at her brothers, and her eyes got very wide.

"What was the third thing that happened?" the brothers asked together.

"Turtle read the spell out loud."

whispered Swombao, leaning forward and speaking ever so softly, "and that set free the magic with a big BANG!" She shouted out the bang so loudly that Tokmi and Raven both jumped into the air and Raven flew around in fright. When they settled back down, Swombao finished her story. "There was a bang and a flash and matter was all over the place, creating the Universe."

"What happened to the turtle?" asked Tokmi.

Swombao looked sad. "Poor turtle." she said.

Raven rustled his feathers. "Poor turtle." he agreed. "Where are the others, the ones like us who are the stars? I would like to go play with them."

His sister sat back on her rock and looked up into the sky. "There." she said, shaking her head.

Raven was annoyed; he could see where they were. "I mean, where it there? How far away are they?"

"Far, far away." replied Swombao, smiling, "Far too far for you ever to play tricks on them, little brother."

Tokmi laughed and picked up a stone to throw in the lake. It was green and about the size Swombao had described. "Wait." said Raven. "Isn't that the turtle?"

He took it from his brother, and shaped it with the point of his beak, scrape, scrape, chip, chip. "Indeed, yes." he declared, handing it back. "A little the worse for wear, but still the turtle that created the Universe."

Tokmi studied the crudely shaped green stone for a moment. Then he chanted a rhyme which Raven didn't quite hear and breathed on it. He set the live turtle on the ground and let it walk awkwardly to into the water. "A little magic goes a long way, Raven" he remarked smugly.

"A little magic indeed." said Swombao with a sisterly sneer. "A very little magic. What is the poor thing going to eat?" She picked up a handful of dirt and gravel and sang to it softly enough so that Raven couldn't quite hear her words. Then she danced along the lakeshore and let it dribble through her fingers. As each bit of dirt hit the water, it became a plant, rushes and cattails, water lilies and duckweed, algae and green slimy stuff.

She picked up another handful of dirt and gravel, and over this handful she sang a different song: try as he might, Raven could not make out all the words. This time she danced along the edge of the lake and threw her enchanted stones into the air. Some became insects and flew away. Some became frogs and fish and splashed into the lake. One rock, which wasn't even greenish, turned into a mate for the turtle which Raven had carved and Tokmi had breathed into life.

"We already have a turtle." said Raven. "Why did you make another turtle?"

"So they could have baby turtles." said Swombao, who had made everything in pairs, even if Raven hadn't noticed. Thus was the Earth quickened into life.

Looking around at what his brother and sister had done, Raven was envious. He badly wanted to create his own life,

but first he needed to know how it was done. In spite of paying close attention to the magic of his brother and sister, he had missed some of the words. However, he was sure that if he could hear their magic one more time it would become his magic as well, so he racked his brains to devise a plan.

"This is truly wonderful," he said, looking around at the plants which had grown up, and at the animals running through them. Then Raven got his idea. He picked up a big, hard, rock and carefully shaped it with his beak until it was the spitting image of Tokmi. Raven grinned as far as his beak would allow and gave the statue to his brother.

"Why thank you" said Tokmi, turning it over in his hands.

"That is a good looking person you haven't made yet, I'll bet." Raven said

craftily.

Tokmi studied Raven's carving, and thought it was, indeed, very handsome. Enchanted by his own beauty, he sang over it, and breathed on it, thereby bringing the stone to life, and this time Raven heard every word.

"What a handsome looking man," he said, flattering his brother but looking at his sister with an artist's calculating gaze.

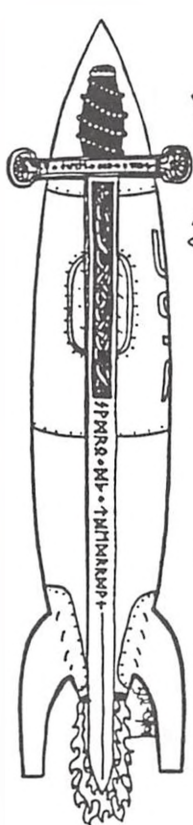
Raven then picked up a smaller stone, but fine grained and very tough, and shaped it with his beak until it looked like what Swombao would have liked to look like. "You told me why the turtle needed a mate," he said slyly, giving his sister the rock which looked so much like her, only better. "Maybe the man needs a mate, too."

Swombao looked at the carved stone from different angles and thought it

was a reasonably good likeness. Afterwards, she said that she only made her stone figure live because the man needed a mate, but for whatever reason she sang over it and brought the stone woman to life. This time Raven heard every word, so that he, also, learned how to create life. A learning which proved not to be an entirely good thing.

In this manner were men and women created, to serve the needs of Raven by playing on the vanity of Tokmi and Swombao. Shaped in the image of Tokmi and Swombao as they were, men still show an echo of the power of Tokmi along with much of his pride. Modelled after the beautiful Swombao, women have retained a vestige of Swombao's wisdom along with much of her vanity. And, of course, bearing the marks of Raven's beak as they do, both men and women have altogether more cunning than is good for them.

The End



Hi! We're The  
**NJ S F S**  
 New Jersey Science Fiction Society

We Meet Every 3rd Sat. of the Month  
 at the Belleville Masonic Temple [126 JORALEMON AVE.  
 BELLEVILLE, N.J.  
 -CALL FOR DIRECTIONS-]

We Have Guests and Good Times

WRITE US AT: **NJ S F S**, P.O. Box 65, PARAMUS, NJ. 07653

OR

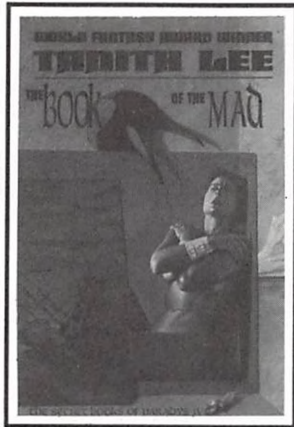
CALL US AT: **ALLAN** (Club Treasurer & Publicity): (201)-251-9123

**MARYANN** (Club Secretary): (201)-393-0541



Visit Our Party Night At **LUNA CON '93**

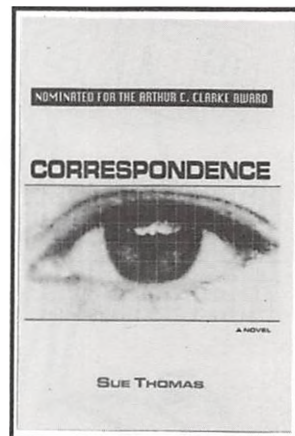
## NEW SCIENCE FICTION AND FANTASY FROM THE OVERLOOK PRESS



**THE BOOK OF THE MAD** by Tanith Lee  
Fourth in the Secret Books of Paradys series. Journey to the asylums of the forgotten city of Paradys, where the mad and the magical collide with terrifying results. "A dose of glamorous perversity and elegant wit!" — *Locus*  
Coming in July. \$19.95.

**CORRESPONDENCE** by Sue Thomas  
Nominated for the Arthur C. Clarke Award. \$19.95.

"Original and entertaining . . . Akin to William Gibson." — *The Voice Literary Supplement*



### OTHER TITLES IN TANITH LEE'S SECRET BOOKS OF PARADYS SERIES

THE BOOK OF THE DAMNED, The Secret Books of Paradys I \$19.95  
THE BOOK OF THE BEAST, The Secret Books of Paradys II \$19.95  
THE BOOK OF THE DEAD, The Secret Books of Paradys III \$19.95

### THE GORMENGHAST TRILOGY

by Mervyn Peake  
TITUS GROAN, GORMENGHAST  
and TITUS ALONE.  
Paperbacks, \$13.95 each.  
"A masterpiece!" — *Interzone*

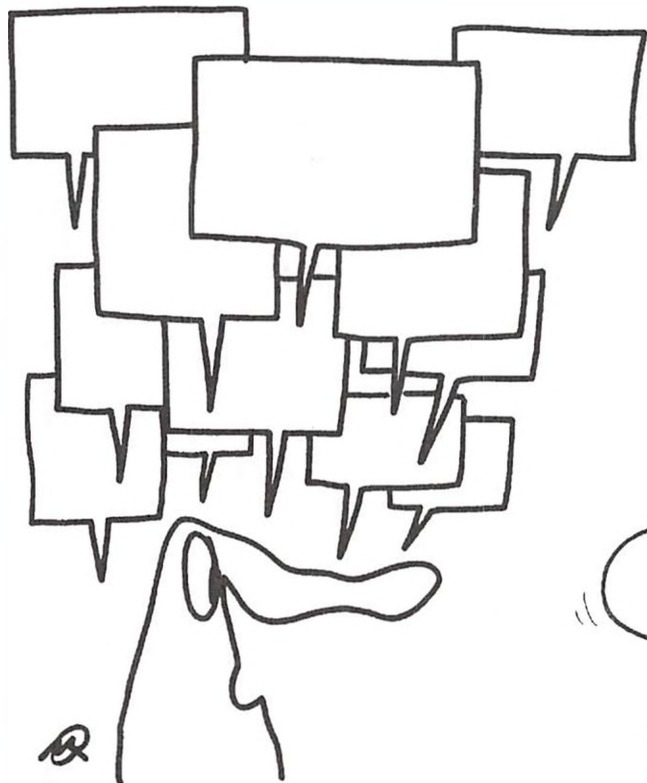
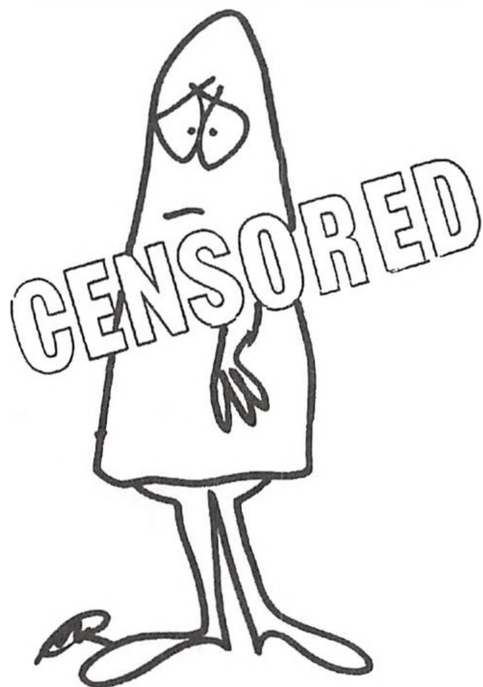
### UNQUENCHABLE FIRE

by Rachel Pollack  
Winner of the Arthur C. Clarke Award. \$23.95.  
"Not only the best fantasy of the year, but possibly the best of the decade!" — *The New York Review of Science Fiction*

Available at your bookstore, or order directly by sending a check or money order for the amount of the book(s) plus \$2.95 shipping & handling (\$1.00 for each additional book) to: **The Overlook Press, 2568 Route 212, Box L, Woodstock, NY 12498.** Write for a catalog.

# Cartoonist's Duet

Alexis Gilliland and William Rotsler are probably the two premier cartoonists in science fiction fandom. Alexis is in Washington, D.C., and Bill is in Los Angeles, California, so their paths don't cross that often. When they do, they can usually be found in the middle of a crowd of delighted onlookers, passing sheets of whatever paper is available back and forth in a hilarious cartoonist's duet. Lunacon is pleased to present a few of the results of these encounters.



BUT...

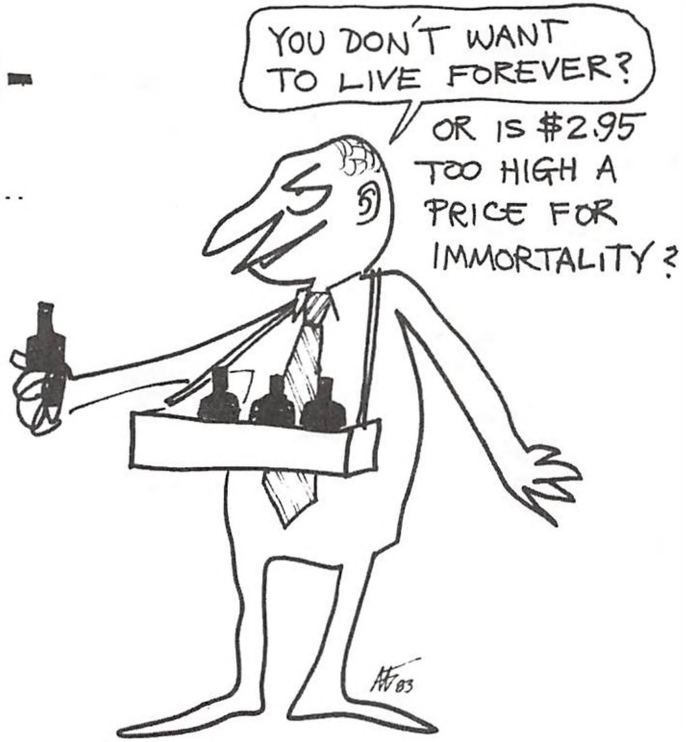
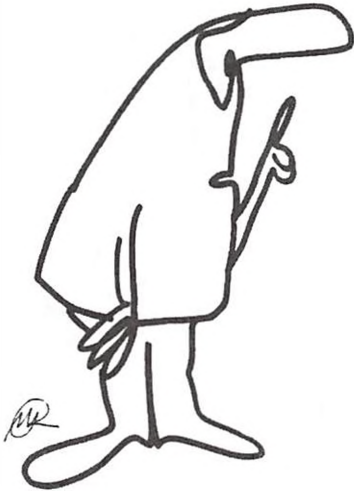
**BUT...**

**BUT...**

**BUT-**

**BUT...**

BUT...



YOU DON'T WANT TO LIVE FOREVER?

OR IS \$2.95 TOO HIGH A PRICE FOR IMMORTALITY?

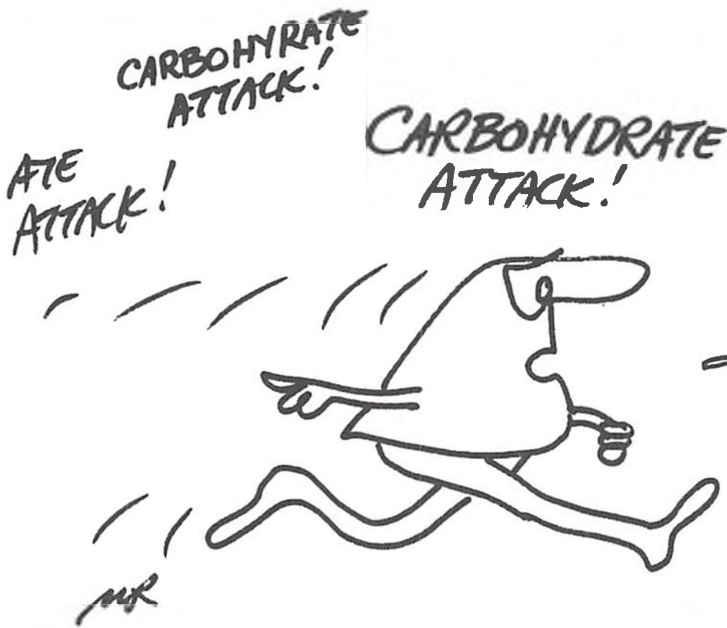
WHY DO YOU THINK IT'S SO ANGRY?

MUST HAVE A BUG IN ITS PROGRAM.



*Kill!*  
**KILL!**  
**KILL!**  
**KILL!**  
**KILL!**





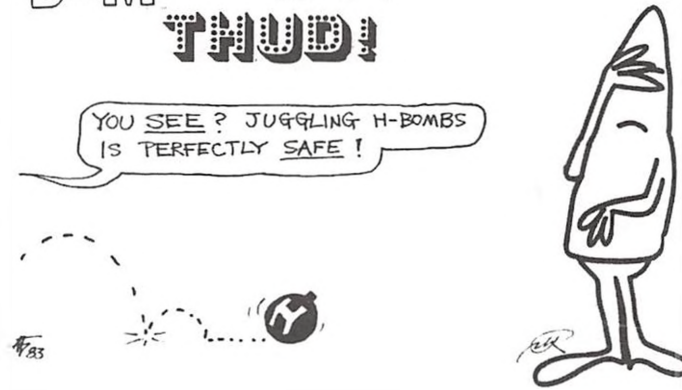
GERARD McKEON  
**gmk**  
 COMMUNICATIONS

**Complete**  
**digital and traditional**  
**color separation and**  
**pre-press services**

165 West 29th Street NYC 10001  
 PH: 212.947.4014 FX: 212.947.4993

BLAM!  
 POW! CRASH!  
 BLAM! POW! POW!  
 BLAM! CRASH!  
 THUD!

YOU SEE? JUGGLING H-BOMBS IS PERFECTLY SAFE!





# NASFiC

**NORTH AMERICAN SCIENCE FICTION CONVENTION**

**JULY 13 - 16, 1995**  
**ATLANTA, GEORGIA**

*Guests of Honor:*

**BJO TRIMBLE**

**TIMOTHY ZAHN**

**MICHAEL WHELAN**

**ORSON SCOTT CARD**

**GEORGE ALEC EFFINGER**

*Membership Rates:*  
**\$25 to 3/15/93, \$30 to 9/15/93**

**P.O. Box 47696**  
**Atlanta, GA 30362**

**Info Line: (404) 925-2813**

# Past Lunacons

YEAR	DATE	GUEST(S) OF HONOR	ATTENDANCE	YEAR	DATE	GUEST(S) OF HONOR	ATTENDANCE
1957	May 12		65	1983	March 18-20	Writer: Anne McCaffrey Artist: Barbi Johnson Fan: Don and Elsie Wollheim	15,00
1958	April 13	Frank R. Paul	85	1984	March 16-18	Writer: Terry Carr Artist: Tom Kidd Fan: Cy Chauvin	1,400
1959	April 12	Lester Del Rey	80	1985	March 15-17	Writer: Gordon R. Dickson Artist: Don Maitz Fan: Curt Clemmer, D.I.	800
1960	April 10	Ed Emsch	75	1986	March 7-9	Writer: Marta Randall Artist: Dawn Wilson Fan: Art Saha Special Guest: Madeline L'Engle	1,100
1961	April 9	Willy Ley	105	1987	March 20-22	Writer: Jack Williamson Fan: Jack Chalker Toastmaster: Mike Resnick	1,200
1962	April 29	Frederik Pohl	105	1988	March 11-13	Writer: Harry Harrison Artist: N. Taylor Blanchard Fan: Pat Mueller Toastmaster: Wilson Tucker	1,250
1963	April 21	Judith Merrill	115	1989	March 10-12	Writer: Roger Zelazny Artist: Ron Walotsky Fan: David Kyle Editor: David Hartwell	1,450
1964	NO LUNACON — NEW YORK WORLD'S FAIR			1990	March 16-18	Writer: Katherine Kurtz Artist: Thomas Canty Publisher: Tom Doherty	1,500
1965	April 24	Hal Clement	135	1991	March 8-10	Writer: John Brunner Artist: Frank Kelly Freas Fan: Harry Stubbs Publishers: Ian & Betty Ballantine Science: Prof. Gerald Feinberg	1,300
1966	April 16-17	Isaac Asimov	235	1992	March 20-22	Writer: Samuel R. Delany Artist: Paul Lehr Fan: Jon Singer Special Guest: Kristine Kathryn Rusch Featured Filkers: Bill & Brenda Sutton	1,350
1967	April 29-30	James Blish	275	1993	March 19-21	Writer: Orson Scott Card Artist: Barclay Shaw Fan: Alexis Gilliland Publishing: Richard Curtis	???
1968	April 20-21	Donald A. Wollheim	410				
1969	April 12-13	Robert A.W. Lowndes	585				
1970	April 11-12	Larry T. Shaw	735				
1971	April 16-18	Editor: John W. Campbell Fan: Howard DeVore	900				
1972	March 31-April 2	Theodore Sturgeon	1,200				
1973	April 20-22	Harlan Ellison	1,600				
1974	April 12-14	Forrest J. Ackerman	1,400				
1975	April 18-20	Brian Aldiss	1,100				
1976	April 9-11	Amazing/Fantastic Magazines	1,000				
1977	April 8-10	L. Sprague & Catherine de Camp	900				
1978	February 24-26	Writer: Robert Bloch Special Guest: Dr. Rosalyn S. Yalow	450				
1979	March 30-April 1	Writer: Ron Goulart Artist: Gahan Wilson	650				
1980	March 14-16	Writer: Larry Niven Artist: Vincent Di Fate	750				
1981	March 20-22	Writer: James White Artist: Jack Gaughan	875				
1982	March 19-21	Writer: Fred Saberhagen Artist: John Schoenherr Fan: Steve Stiles	1,100				

# New from DAW Books!

**TO GREEN ANGEL TOWER** (Memory, Sorrow and Thorn #3) by Tad Williams

In this long-awaited final volume in Tad Williams' epic trilogy, the evil minions of the undead Sithi Storm King prepare for the kingdom-shattering culmination of their dark sorceries. Meanwhile, the call to battle leads the valiant followers of Josua Lackhand to the haunted halls of the Sithi's greatest stronghold!

0-88677-521-3 Fantasy/Original Hardcover \$25.00 (\$29.99 in Canada) Mar. '93

**AN EARTHLY CROWN** (Sword of Heaven #1) by Kate Elliott

The jaran people, led by Ilya Bakhtian and his Earth-born wife Tess, are sweeping across their planet on a campaign of conquest. But even more important than this war is the battle for control about to ensue between Ilya and Tess' brother, the ruler of this sector of space.

0-88677-546-9 SF/Original \$5.99 (\$6.99 in Canada) Mar. '93

**REDISCOVERY** by Marion Zimmer Bradley and Mercedes Lackey

Now, with nearly 20 Darkover novels in print, Marion Zimmer Bradley has combined forces with Mercedes Lackey to write the story of the rediscovery of Darkover by a ship from the mother planet, Earth--the book Darkover fans have been clamoring for for decades!

0-88677-561-2 SF/Original Hardcover \$18.00 (\$22.99 in Canada) Apr. '93

**CHILD OF THUNDER** (Renshai #3) by Mickey Zucker Reichert

As Colbey faces the challenges of the Seven Tasks of Wizardry, Chaos is staking its claim on the mortal world, and soon not even the Renshai warrior/wizard may be able to avert the end of the worlds.

0-88677-549-3 Fantasy/Original \$5.99 (\$6.99 in Canada) Apr. '93

**THE GHATTI'S TALE** (Book One: Finders-Seekers) by Gayle Greeno

Someone is attacking the Seekers Veritas, an organization of Truth-finders composed of Bondmate pairs, one human, one a telepathic, catlike ghatti. And the key to defeating this deadly foe is locked in one human's mind behind barriers even her ghatta has never been able to break.

0-88677-550-7 Fantasy/Original \$5.50 (\$6.50 in Canada) May '93

**JAYDIUM** by Deborah Wheeler

Unexpectedly cast adrift in time and space, four humans from different times and universes unite in a search to find their way back--even if it means confronting an alien race whose doom may prove their only means of salvation.

0-88677-556-6 SF/Original \$4.99 (\$5.99 in Canada) May '93

**HIS CONQUERING SWORD** (Sword of Heaven #2) by Kate Elliott

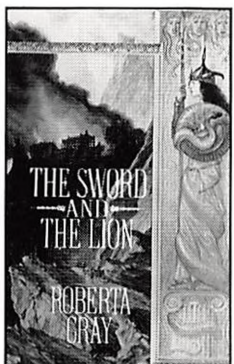
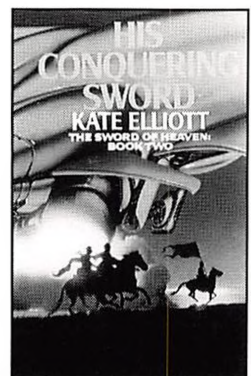
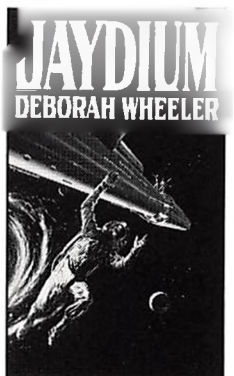
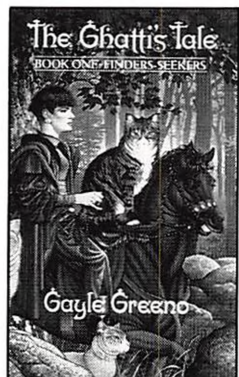
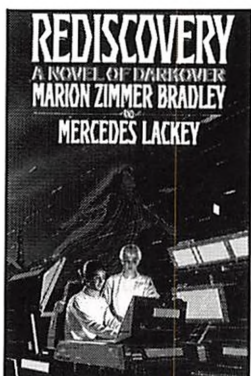
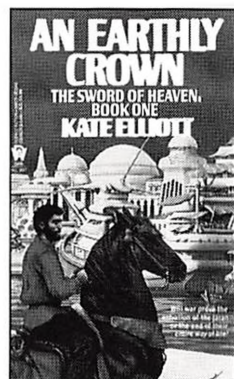
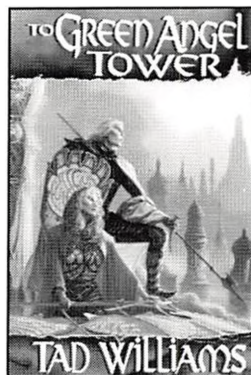
Charles Soerensen, leader of the rebellion against the alien Chapalii Empire has come to the planet Rhul for two reasons: to reclaim his sister Tess, and to decipher long hidden and invaluable data about the Mushai, the legendary Chapalii who once led his own rebellion against the Empire. But what hope is there of overthrowing an Empire that was thriving before humans learned to walk erect?

0-88677-551-5 SF/Original \$5.99 (\$6.99 in Canada) June '93

**THE SWORD AND THE LION** by Roberta Gray

For centuries, the city-state of Ghezrat has survived unceasing war. But now an enormous army is preparing to take Ghezrat by storm. Yet even as Ghezrat prepares to fight, one young warrior woman has a terrifyingly real vision of the city's defenses breached by magic, her home destroyed and her world changed forever....

0-88677-558-2 Fantasy/Original \$4.99 (\$5.99 in Canada) June '93



**DAW Books, Inc.**

For our complete Catalog listing hundreds of DAW titles in print, please write:  
Elsie B. Wollheim, DAW Books, Inc.  
375 Hudson Street, New York, NY 10014

*Publishers of Science Fiction, Fantasy, and Horror Since 1971*

Distributed by PENGUIN USA

