

LUNACON 2006



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The New York Science Fiction Society - *The Lunarians, Inc.*: 50 Years of Sheer Lunacy

One of the New York Metropolitan Area's oldest and largest science fiction and fantasy clubs, and the sponsor of Lunacon, the **Lunarians** was founded on November 18, 1956, meeting at the home of Belle Cohen and Franklin M. Dietz, Jr. in the Tremont section of the Bronx. The Club's name was suggested from Frank's "Station LUNA", which he was using as the call sign for his recording activities (and which evolved into LUNA Publications and LUNA Enterprises). David A. Kyle was elected the Club's first President, Frank Dietz Treasurer and Belle Cohen (later Dietz) Secretary. Other founding members were Ruth Landis (later Kyle), George Nims Raybin, Bill Donaho, David A. MacDonald, Allen Glasser, Dave Pollard and Martha Cohen, along with Sam Moskowitz (who was unable to attend that first meeting). Walter R. Cole, later a long-term Secretary of the Lunarians, began attending with the third meeting. Within a year, the Club adopted its double-barreled name, the **New York Science Fiction Society - the Lunarians**.

A lasting legacy of the Lunarians' very first meeting was the proposal to hold a meeting or regional gathering to be called the "LunaCon". The first LunaCon took place on May 12, 1957, and one has been held every year since (with the exception of 1964, due to planning difficulties related to the New York World's Fair), making Lunacon 2006 our 49th annual convention, an achievement that very few other science fiction groups have attained.

The Society's emblem of a spaceman reading a book while sitting on a crescent moon, also used in connection with Lunacon, is known affectionately as "**Little Loonie**". The current version (see above) was drawn by the celebrated cartoonist Wally Wood, after the original design by Christine Haycock Moskowitz and David Kyle. (At right is Robert Germain's rendering from 1965.)



The Lunarians has a long, rich tradition in New York Fandom. During the 1960s, meetings were in the West Bronx, at the home of the Dietzes. Belle often made dinner, meetings would "adjourn for coffee and cake", and later there would be a game of Hearts. Frank served as President for a dozen years, and chaired virtually all of the early Lunacons. This era of the Club ended when the Dietzes' neighborhood began to deteriorate, and he and Ann (his second wife) moved to Oradell, N.J. Many of the older members of the Club dropped out, and new members joined as the meetings moved to other places. In the '70s, meetings alternated between the Dietzes' and the home of John and Perdita Boardman in Flatbush, Brooklyn. When the Club grew too large to meet in members' living rooms, meeting space was rented or borrowed, in succession, at the Williams Club and the 47th Street Y in Manhattan, at the Montauk Club in Park Slope, Brooklyn, at a Manhattan Assemblyman's office, at a Park Slope Democratic club, and ultimately at our current site, one of the conference rooms at TRS, Inc., 44 East 32nd Street, in Midtown Manhattan (though meetings are occasionally still held in members' homes).

The Lunarians' proud roster has comprised Hugo winners, Worldcon and major conventions' Guests of Honor and some of the very creators of SF Fandom. Over the years, members have included such well-known fans and professionals as Dave Kyle, Sam Moskowitz, Don Wollheim, Art Saha, Charlie Brown, John Boardman, Ed Me_kys, Julie Postal, Al Schuster, Brian Burley, Fred Lerner, Elliot Shorter, Devra Langsam, Ben Yalow, Seth Breidbart, Stuart C. Hellinger, Val Sussman (later Ontell), Ron Ontell, Louise Ruth Sachter, Gary c Tesser, Vijay Bowen and Andy Porter. Prominent out-of-town members included Jack Chalker, Ted Pauls and Mark Owings from Baltimore, who for years would drive to New York once a month to take in a meeting. The Lunarians' membership has always been characterized by fluctuation and turn-over, marking distinctive eras in the Lunarians' history; and the present era is likewise one of change.

By the end of the 1960s, the Lunarians had become increasingly structured, and formally incorporated as the **New York Science Fiction Society - the Lunarians, Inc.**, and subsequently as a non-profit educational organization. As happened in other science fiction clubs, the pulls between the Lunarians as a social gathering and as a corporation run by bylaws (and Robert's Rules of Order), and between being an active sf club and the organization that ran Lunacon continued to intensify. Once, to avoid a matter of contention, Fred Lerner made a motion to table the business to the 227th meeting, establishing by this precedent a convenient repository for unwanted business. (Eventually, the 227th meeting arrived, but by then Fred was safely living in Vermont.) In 1990, membership was divided into classes or categories, to accommodate members' individual levels of participation.

In the 1990s, meetings shifted from Saturday evenings to Sunday afternoons. Some of our meetings feature special programming, such as readings by writers, talks by editors and slide presentations by artists. Two special gatherings during the year, our Holiday party in December and our Summer Picnic in August, have become fixtures on the Tri-State fannish scene.

continued on inside back cover

The New York Science Fiction Society – the Lunarians, Inc.
proudly welcomes you to

LUNACON 2006

Writer Guest of Honor

Jim Butcher

Artist Guest of Honor

David B.

Mattingly

Fan Guest of Honor

Byron Connell

Costumer Guest of Honor

Lisa Ashton



March 17-19, 2006

Hilton Hasbrouck Heights

Hasbrouck Heights, NJ

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L.A.con IV

64th World Science Fiction Convention



Noted Faculty:

Connie Willis
Professor of Literature

James Gurney
Professor of Fine Arts

Howard DeVore
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Frankie Thomas
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Class Schedule:

Wednesday August 23rd thru
Sunday August 27, 2006

Classes conveniently scheduled before
Labor Day so more educators and
families can attend

Academy Location:

Anaheim Convention Center
Anaheim, California, USA
Earth, Terran System, Western Spiral Arm

Membership:

\$175 until July 1st, 2006

Installment Plan Available

Campus Housing:

Hilton Anaheim
and Anaheim Marriott
\$99 confirmed room rates
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L.A.con IV, c/o SCIFI, P.O. Box 8442 Van Nuys CA, 91409

www.laconiv.org

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Message from the Chair

Welcome to Lunacon 2006. The 49th Lunacon is both a fresh start and a homecoming of sorts. We're in a new venue, but one familiar (under a different corporate name) to some of our longtime attendees. (Lunacons were held right here in the early '80s.) In that spirit, Lunacon 2006 is the stepping-off point for a year-long celebration of the New York Science Fiction Society - the Lunarians, Inc.'s 50th anniversary as an organization that will culminate next year at Lunacon 50.

As ever, we're going out of our way to provide you with the best Program, Art Show, Dealers' Room and Masquerade possible. We have a lot to offer and there will be a lot to see. Consult our Pocket Program for more details and our Convention Newszine for updates.

For a really unforgettable time, why not participate

more actively by helping out "backstage"? Lunacon relies on the efforts of volunteers just like you. We need volunteers to help at events during the con and at post-con teardown. Come to our Volunteer Table and join in!

Enjoy the Con!

Dora Buck, *Chairperson*

Lunacon Policies

In order to maintain an enjoyable environment for all convention attendees, we have the following policies in force: **Please note that our weapons policy has been amended and therefore we ask you to read it carefully or we will have to amend it back.**

¶ Weapons

Weapons may be included as **part of a hall costume** with the following restrictions:

- No replicas of any current or historical firearm are permitted (a phaser is acceptable, a space marine's assault rifle is not). Working bows are, unfortunately, included with the above.
- All edged weapons must be peace-bound and incapable of being drawn. We will have security staff to assist with enforcement of this.
- Staves, canes and non-working replicas (boffer or cardboard swords, etc.), while not needing to be peace-bound per se, nonetheless must adhere to the same behavioral guidelines as any edged weapon (see below).
- **Weapons may not be drawn in any public area of the convention!**
- Weapons may not be worn in such a way as to create a hazard to other attendees or fixtures of the convention (e.g. scabbards that extend far enough to be a trip hazard to passersby).
- The aforementioned rules apply to costumes included as part of the Masquerade competition. Anyone considering wearing a weapon as part of a hall costume is warned that any violation of the above rules is grounds for immediate expulsion from the convention with no refund. **When in doubt, ASK!**

¶ Drinking Age

The legal drinking age in the state of New Jersey is 21. Convention security and hotel staff will be enforcing this.

¶ Parties

- All parties **MUST** be held only in the designated party wing. Any parties in other areas will be closed down.
- Please note that alcoholic beverages may not be served at open parties. Open parties serving alcohol will be closed down.
- Parties **MUST** register with convention services, regardless of whether they are open or closed.
- Parties posting flyers or other advertisements around the convention will be treated as open parties and subject to the alcohol restriction.

¶ Smoking

This is a **non-smoking** hotel. If someone has the need to smoke, he or she must go **outside**.

¶ Convention Badges

Yes, you **do** need your "stinkin' badges"! You must be able to produce a badge to enter any convention activities or

when requested to do so.

¶ Lost Badges

If your badge is lost, check with Registration or Member Services to see if it has been turned in. A fee of \$5 will be charged if the badge has to be replaced. A second badge replacement costs \$10. We will not issue a third replacement.

Acknowledgments

Lunacon 2006 would like to thank the following for helping make this year's convention possible: our illustrious Guests of Honor, the staff of the Hilton Hasbrouck Heights Hotel, Rick Kovalcik and Team Arisia, the publishers and others who have made generous donations to the Book Exhibit/Raffle and Auction (benefiting the Donald A. & Elsie B. Wollheim Memorial Scholarship Fund), the contributors to this

Program Book, our Program Participants, the Committee and Volunteers (and their tolerant families) without whom this convention could never succeed, our predecessors (who managed to get us this far despite ourselves), Valerie J. Ciani, Vice President, and the staff of Emigrant Savings Bank, Lisa Vasher and the staff of McNaughton & Gunn (for this Program Book), Yuri and the ever-helpful folks at Adegri Printing & Graphics (for our Progress Report and badges), the writers, artists, filmmakers and actors who first gave us the sense of wonder of SF and Fantasy, and last, but not least, the terrific fans, for whom we put ourselves through all this to give them the best convention we possibly can.



LUNACON 2006 Committee

ADMINISTRATION

Chairperson: Dora Buck

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Treasurer: Carl Mami

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Guru: Ira "The" Donewitz

Assistant: Adria Crum

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Hotel Liaison: Dora Buck

Information & Member Services: Alan Rachlin,

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Assistants: Rick Kovalcik, Josh Goldberg

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Ribbons: Andrea Senchy

Tech Director: Marlowe Weissman

Staff: Marie Dahl, Fran Felix, Andrew Kaplan, David

H. Silber, Michelle Weinfeld, Syd Weinstein, Michele

Weinstein, Ellen Weinfeld, Miles Weissman

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Webmaster: Warren Mayer

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Programming & Operations:

Seth Janifer, Leigh Grossman

Assistant: Nuance Shaffer

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Children's Programming: Suc-Rae Rosenfeld

Assistant: Tamarah Balazs

Staff: Frank Balazs, Beth Cohen, Cathy Cooper,

Miranda Cooper, Rawley Cooper, Zach

EVENTS

Film mistress: Roberta Rogow

Assistant: Dave Weingart

Masquerade Director: Elaine Mami

Assistant: Heather Buck

Staff: Kaitlin Dick, Sandy Swank

Judges (Presentation): Lisa Ashton,

Cathleen Cogswell, Byron Connell, Tina Connell,

David B. Mattingly

Judge (Workmanship): Vicki Warren

Photographer: Ken Warren

Regency Dance: John Hertz

FUNCTIONS

Anime: Omega Direx
Art Show: Andrea C. Senchy
Assistants: Bonnie Atwood, Ted Atwood
Construction Crew: Ira "The" Donewitz, Rich Ferree, "Filthy Pierre", Lynn Perkins, plus whoever's around Thursday evening and Friday morning
Staff: Judith C. Bemis, Joni Brill Dashoff, Allison Feldhusen, Michael Feldhausen, Judith Kindell, Jennie Kraus, Sally Mayer, Harold Stein plus the Incredible Floating East Coast Art Show Crew
Book Exhibit/Raffle & Auction: Chris Beaulieu, Lucy Schmeidler
Dealers' Room: Devra Langsam
Assistants: Elan Jane Litt, Su Braviak
Films: "Movie Mike" Olsham
Gaming: Andrew Sussman
Assistants: Matt Lee, Micah Liebert
Staff: Melissa Perry, Joe "hitowter" Russell, Gene Stern, Renny Stern

Registration: Susan Kahn
Assistant: Rich Ferree
Staff: Ira "The" Donewitz, Richard Fine, Larry Kramer, Rebecca Marcus
Stafflets: Tyler Ferree, Ruth Ferree
Sales: Mark L. Blackman

FOOD SERVICES

Food Czar: Jenn Saylor
Con Suite: Wanda Diaz
Green Room: Rose Fox, Josh Jasper, Kathleen Morrison
Staff Den: Sam Saylor

PUBLICATIONS

Progress Report: The Fan Behind the Curtain
Layout: Dora Buck
Program Book and Ad Sales : Mark L. Blackman
Technical Consultant: Robert A. Rosenberg
Pocket Program: Leigh Grossman
Convention Newszine: Lew Wolkoff

www.chicknits.biz



Eliza Shallcross and Paula Entin have been fellow moms and Lunacon-goers for over ten years, but when clicking the needles at panel discussions, wrestling matches and play rehearsals resulted in more knitwear than they knew what to do with, they started selling their work. These two chicks with sticks spend their free time scouring knitting shops and the internet for unusual yarns to blend together into knitwear items guaranteed to be unique. See us on the web at www.chicknits.biz

www.FiberSong.com



Paula Entin has been quilting since 1989, and even her first quilt wasn't quite traditional. Since then, her art quilts and wall hangings have been accepted into juried art shows and quilt shows, and have sold at a number of venues. More recent works are matted and framed, and can be seen on her website, www.fibersong.com. Science fiction, old book bindings, and nature are her inspirations, as are the unusual fabric selections occasionally made by her son.

Be sure to check out Paula's science fiction inspired designs in the 2006 Lunacon Art Show.

Look for us at Lunacon 2006.
We'll be the ones sitting and knitting during all the panels.
Or call (732) 887-5788 to set up an appointment.

Jim's Couch

by Fred Hicks

Any story about how I know Jim, and what I know of him, must inevitably begin on his couch -- for it was there, ten years ago, that I found myself, asleep, with a strange creature climbing on me.

That strange creature would turn out to be his son J.J. who had, as earlier predicted, risen early, and as dutifully inspecting whether or not his Da's guest was, in fact, still asleep. Because if he wasn't... well, then it would be time for cartoons, wouldn't it? Sensing great opportunities for mischief, I feigned slumber -- which, as hoped, proved bait too tempting for the boy. He advanced -- I snored -- he advanced -- and I struck! None could possibly escape, nor resist, the dread tickling that I visited upon him!

Immediately, I realized the error of my plan. He screeched, he laughed -- that was all in order. But I hadn't counted on the volume, and soon I heard his parents stirring in a nearby room. That was it; I'd worn out my welcome. But when Jim and Shannon emerged, all I got was bleary-eyed smiles and an offer of breakfast.

Disgusting.

I mean, really, who did these people think they were?



Jim and I had met one another on an online game (back before they had crazy things like moving pictures associated with them) a few years prior, and the various currents of fate had deposited me about an hour north of Norman, Oklahoma for a year. Jim was attending the University of Oklahoma there, focusing on their fiction-writing program. But I hadn't thought much of that at the time -- I'd come visiting thanks to the siren call of Dungeons and Dragons.

As you might imagine, Jim ran one mean D&D game. The Birthright setting was out, and Mister Butcher was in his element. The group had just fended off an assassination attempt -- with the mage ruler of the land, one of the players, having made quite the impression on his subjects by chasing the evildoers off wielding only a dagger and a yell. The wizard's mother was freshly dead, and he was inheritor to a land he wasn't sure he wanted to rule, and all in all was rapidly finding himself in over his head (as is often the case when wizards and Jim's intentions find themselves contiguous). Jim dropkicked me into this situation as a young assassin with a cursed sword, eager to prove himself to a new ruler and -- if he was lucky -- to outrun his curse.

It was the beginning of a series of "guest star" visits and a real opportunity for our friendship to grow. At every step of the way, Jim (and his family) was warm, welcoming, and always willing to have me. I feared I was visiting too much; Jim and Shannon always set those fears at ease. Each visit was full of food, geek-entertainment, and stories.

It was Jim who was responsible for my induction into the mysteries of *Babylon 5* (and, later, *Buffy the Vampire Slayer*). His amazonian wife, an engineer by trade, cooked and hosted and rolled polyhedra with the best of them -- shortly, I confided in Jim that I coveted his wife, and got a fierce grin for it. Jim's son J.J. was an energetic source of great mirth, particularly when he would angrily insist that he was not, in fact, a tiny fairy -- you could roleplay with J.J., yes, but only on his terms! And oy, did he ever inherit his father's gift for getting a reaction out of you...

Eventually, as my character's curse started to catch up with him, and the fledgling ruler's campaign against the Eyeless One looked to be in jeopardy, I got the chance to peer over Jim's shoulder, at his schoolwork. Jim was taking a novel-writing course, and had several irons in the fire. A few of them I got the chance to read, but I'm sure Jim will thank me not to mention them. Two were particular stand-outs, however: one called *Semiautomagic*, and the other, *Shepherdboy's Fury*.

Jim would often tell bemused, amused stories about his novel-writing class. The opening day, when people went around introducing themselves, he positively scandalized the class (but not his teacher) by saying that he wanted to write novels to make money. The horror!

It also turned out that he was embracing the long-standing science fiction tradition of writing stories out of sheer cussedness.

For *Semiautomagic*, Jim had paid close attention to the teacher's warning against putting talking heads into his stories – characters who existed simply to disgorge information at the protagonist. He weighed this advice carefully and saw the importance of it. Then he chucked it over his shoulder. And thus, *Semiautomagic*'s protagonist, a scruffy wizard named Harry Dresden, got a sidekick who was a literal talking head – Bob the Skull. Years later, when Roc finally sat up and smelled the Jim, *Semiautomagic* would be published under the title, *Storm Front*.

Shepherboy's Fury would take a little longer to see its way to publication, but it had a somewhat similar origin story. Story goes, an online discussion group was in one of its philosophical tizzies again, this time about the notion of “bad ideas”. One respondent had insisted that some ideas were, simply, innately bad; Jim stood on the side of “there are no bad ideas, just bad writing”. This guy was having none of it. “Name one,” says Jim. “*Pokemon!*” shouts the e-mailer. “I’ll get back to you,” says Jim. A week later, Jim wrote (I paraphrase), “It’s not a bad idea, but I’m not going to show you why, because I’m going to get it published.” Eight-or-so years later, Ace would publish this story, about a young boy in a land of people who kept duelling elemental furies in their pockets, as *Furies of Calderon*.

(The shortest path between Jim and a story appears to be the one people tell him he can't take.)

If Jim hadn't already hooked me with his hospitality or his infernal tortures of my poor D&D character (“I have to dodge fifty arrows? At the same time?!”), these stories – even in their earliest, dot-matrix-printed form – made a great big Jim Fan Boy out of me. And on the day that I read them, I knew with an easy certainty that he was going to make it.

Jim took on the online moniker “Longshot” because he knew the odds. One in every three thousand prospective authors ever made it to publication. Of those, one in ten did well enough to make an above-minimum-wage living at it. Jim reckoned those were pretty long odds, and even today I think he still thinks of them that way.

Those of us that came to know Jim, and to know his stories, always knew better. Fate bends for the people built to take it head-on. Jim had at his back a wife who could kill you with a spreadsheet at fifty paces, and a son so awesome he was positively bionic. He had a clarity of vision about what he wanted to do, and the sheer stubbornness to keep at it until it got done. As an author (and, gods help me, as a Dungeon Master) he knew how to keep his audience excited, breathless, and hungry. And on top of all of that, damn the man, he was a stand-up, great guy who never held a friend or a fan at arm's length.

Like I said, disgusting.

A few years later, after life and work pulled me away from Oklahoma, news came down the line that Jim had charmed his way around a field of agents (and Laurell K. Hamilton) at a writer's con, and had himself an agent. Shortly afterward, to his total shock and our total not-shock, he had himself a book deal. It was around then that I started one of the first fansites for Jim's work -- a site which grew into today's Jim-Butcher.Com. But the thing was, my site wasn't the only one -- and we're talking prior to publication, here. Jim had brought his stand-up great-guy-ness online and was already growing dedicated fans by the bushel, a trend which I've watched continue (as our mailing list population swells) to this day.

The “secret” of Jim's success is his relationship with his fans. And the relationship, really, comes back to his couch, whether it's the couch of ten years ago or today.

All along the way, Jim has never stopped being one of us. Folks who write to him via the website hear back. He gets into debates about the finer points of Joss Whedon television with his fans on his online mailing list. On Jim's couch, reading the latest story of Harry Dresden or sheperdboy-made-good Tavi, we're never at arm's length. And here, at Lunacon, he's made a space for you. Sit a spell. You're always welcome.

Fred Hicks is the RPG author of Pace and co-author of Fate. He runs the Jim-Butcher.Com website, and is currently doing his best to outrun his curse, and to get the Dresden Files RPG written with his partner-in-crime, Rob Donoghue.

“Solving crimes ... in a magical way...” This summer, the Sci Fi Channel will air the TV movie (and pilot for a possible series). The Dresden Files. The plotline is (in Jim's words) “very close” to Storm Front's, though “not identical by any means.” Paul Blackthorne stars as the Chicago-based wizard and detective Harry Dresden. “Blackthorne really does look the part!” says Fred, adding, “Tell your friends. Get the buzz going early. If we're going to see this thing turn into a full-on series, we need to get the viewership out and active by the time this bad boy hits the airwaves.”

Writer: A Day in the Life

by Jim Butcher

7:00 am -- Your alarm goes off. Deadline is coming and you will be ready to face it. The plan is for you to leap out of bed, seize a cup of coffee and hit the keyboard first thing, bright and early, to bang out your quota for the day.

Instead, you remember that you stayed up until two in the morning participating in a flame war discussion about the psychological dysfunctions of the characters in Winnie The Pooh, so you slam your fist down on the snooze button. The announcer on the radio sounds a little distorted, but he doesn't shut up. By the time your sleep deprived brain has managed to work out the dysfunction of the snooze button, you are irritated and awake.

Moments later, your nine-year old bounces into the room chattering about what a pretty morning it is. You make a mental note to add an irritating morning person into the next chapter. And to kill him hideously.

9:00 am -- The kid is off to school by now, and you have had enough coffee to restore vague function to your brain cells. You sit down at the keyboard to start working on your chapter.

9:04 am -- Telemarketer calls.

9:06 am -- Charity worker calls.

9:09 am -- Telemarketer number two calls.

9:14 am -- You don't know who calls, because the phone breaks into pieces when you throw it at the wall. They didn't warn you about that in the owner's manual. You get a broom and clean up the phone.

9:30 am -- The school calls you and tells you your kid has been sent to the office for referring to his teacher as a "vile minion of darkness," a "gutless varlet," and a "malevolent knave." You explain that you don't know where he picked up those phrases, and agree to come pick him up to let him cool off for the day.

10:00 am -- You finish the talk with the nine-year old about his verbal communications skills. The kid tells you, with a straight face, that you screamed the same thing at a drive-thru fast food operator just yesterday. You send the kid to his room.

10:30 am -- Just as you sit back down to get to work, the fire alarm goes off. You think wistfully of sweatshops and/or straightjackets, and tell the kid to put away his junior science chemistry set.

10:40 am -- The chemical smell hasn't come out yet. The spouse calls and asks you to pick up some things at the store, because after all, you have flexible hours. You clench your teeth and keep your voice nominally pleasant as you agree.

11:00 am -- You get dressed, get the kid to put on something besides underwear and a Batman cape, and run to the store. You pick up lunch while you are out, and make another note to yourself about getting more exercise.

12:30 pm -- Finally, some writing time.

12:31 pm -- Heavy air conditioning usage in your neighborhood blows out the local transformer. Everything in the house shuts down. You realize that the keyboard is going to create a little grid of marks on your face if you leave your head lying on it like that, but you don't have the will to actually sit up.

1:15 pm -- The power comes back on. Your computer doesn't. And the smell still hasn't come out.

1:30 pm -- After calling for technical help, which doesn't, you attempt to reinstall whichever version of Windows is out this week.

2:30 pm -- By now you are gritting your teeth and taking deep breaths.

3:30 pm -- The kid has quietly barricaded himself into his room.

4:30 pm -- Everything has turned a nice, pretty shade of red. You call technical support again, but they only ask you if you or

anyone else in your home can speak any English.

7:43 pm -- Your spouse, having already come home, eaten and settled down comfortably with a good book, coaxes you away from the recalcitrant computer and browbeats you into eating something. You sit down in the kitchen for ten minutes to eat and cool off.

7:48 pm -- You return to the computer to find that the kid (who apparently can't operate the drain in the bathtub or the handle on the toilet) has repaired the computer problem, and is playing your favorite video game. Better than you. You take a little walk outside.

8:00 pm -- The kid gets sent to his bed. You sit down to write.

9:00 pm -- Finally, some work done. At some point your spouse tells you something. The words "important," "money," and "foreclosure" figure prominently, but you're working. You mouth the ritual assurances while chopping excess passive voice from your sentences and get a kiss on the cheek in return.

10:00 pm -- You are finished with the chapter, even if it is a short one. The chemical smell seems to have lessened (or maybe your nose has just been burned out due to overexposure). Pleased, you save your chapter, print it, catch a shower and get into bed.

10:02 pm -- You realize that you forgot an important detail from the last chapter that makes the chapter you just wrote logistically impossible and that there is no way to salvage it. The sound of your head thumping repeatedly against the headboard wakes up your spouse, and you slink down to the computer to sulk.

10:05 pm -- You erase the chapter. You try to get in touch with your muse, but she has gone missing and left no forwarding address. The whore. You look at the calendar. You despair.

10:30 pm -- You start hacking on the chapter again, but it's like pulling out your own teeth. Through your nose.

12:30 am -- Finished at last, you eye the chapter with the same affection as you might a newborn tapeworm. Then you save it and print it out.

12:32 am -- While the chapter prints, you check the mailing list. Some witless loudmouth has posted an argument supporting Pooh's manic-obsessive behavior with regards to honey as his primary psychological dysfunction, when OBVIOUSLY he is simply learning-disabled with an inability to distinguish fantasy from reality. Why else would he try to sneak up on a nest of bees disguised as a rain cloud?

2:07 am -- Finished with your rebuttal, you fire it off to the list with a satisfyingly forceful thump on the enter key. That will show them.

Honestly, some people really need to get a life.

Jim Butcher says that he turned to writing as a career because anything else probably would have driven him insane.

A Jim Butcher Bibliography

The Dresden Files

1. *Storm Front* (Roc, 2000)
 2. *Fool Moon* (Roc, 2000)
 3. *Grave Peril* (Roc, 2001)
 4. *Summer Knight* (Roc, 2002)
 5. *Death Masks* (Roc, 2003)
 6. *Blood Rites* (Roc, 2004)
 7. *Dead Beat* (Roc, 2005)
 8. *Proven Guilty* (Roc, May 2006)
- Wizard for Hire* (collection of 1st 3 Dresden File books, Science Fiction Book Club, Roc, 2001)
"Restoration of Faith" (prequel short story, Jim-Butcher.com, 2004)

Codex Alera

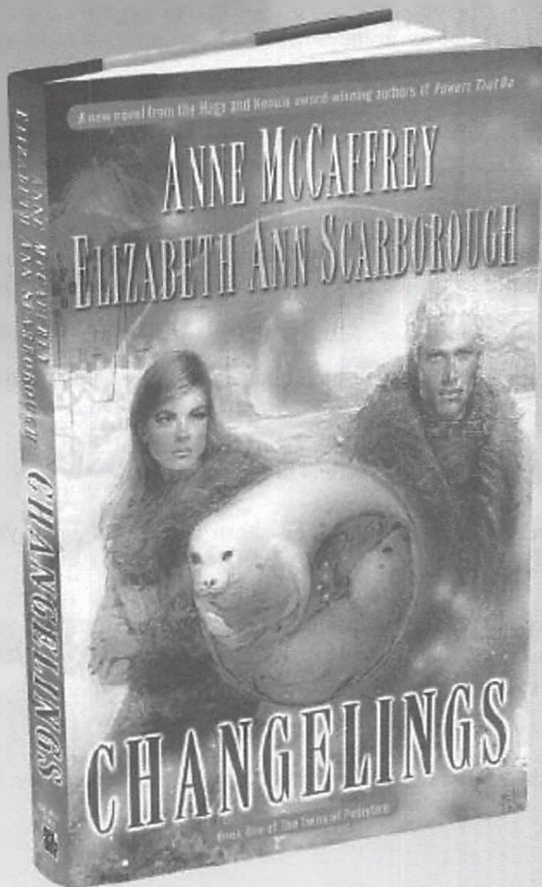
1. *Furies of Calderon* (Ace, 2004)
2. *Academ's Fury* (Ace, 2005)
3. *Cursor's Fury* (Ace hc, December 2006)

Series contributed to

Spider-Man: The Darkest Hours (Pocket Star, July 2006)

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Anatomy of a Painting: The Subway Wizard

by David B. Mattingly

Across the span of art history, many artists have put secret references and in-jokes into their work. For instance, Michelangelo included a flayed skin portrait of himself among the damned in “The Last Judgment” in the Sistine Chapel. A more contemporary example is Al Hirschfeld, the legendary theater caricaturist who hid his daughter Nina’s name in all his drawings, often multiple times.

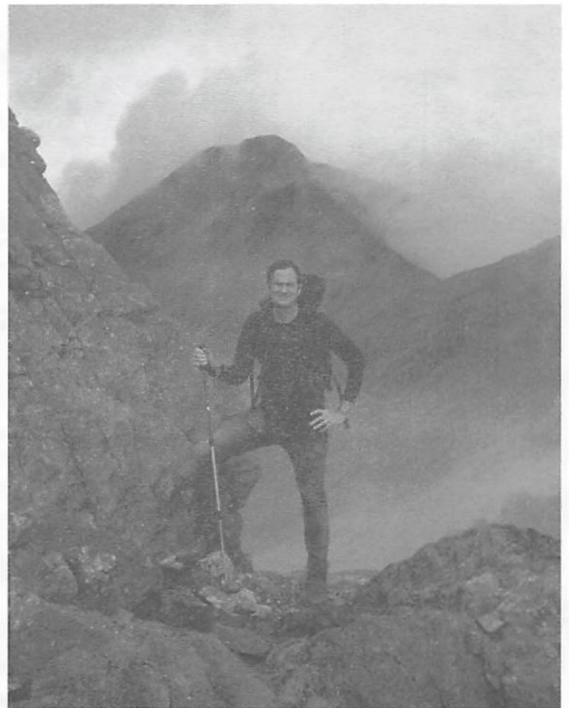
As a child I was fascinated by these secret references, which are as fun to spot as Alfred Hitchcock’s brief film cameos. Since I started my professional career, I have succumbed to the temptation and snuck them into in my own work. It’s not pure indulgence. I’m an artist who puts a lot of detail in my backgrounds. Adding references or subliminal images is a way to reward the viewer who takes the time to look more closely.

Of all the paintings I’ve done, the one that literally teems with insider jokes and references is “The Subway Wizard.” Since the setting is the interior of a New York City subway car, the numerous ad slots and graffiti-covered walls begged for details. I filled the spaces with things I found amusing and that eagle-eyed friends and family members would “get.” Be forewarned: some of the material is silly (even scatological – gasp!) – but then visual pranks, like Vaudevillian set-ups and pratfalls, are not the highest form of comedy.

I rarely show the painting at conventions since it occupies an honored spot above the piano in our living room. Since it is on display here at Lunacon, I thought it might be fun to highlight the references so people can check them out at their leisure. While many of the references are admittedly obscure, I hope that pointing them out adds an extra dimension of fun. A numbered system is provided below.

First a note about the painting’s history: I originally submitted this sketch to Don Puckey at Warner books as a potential cover for Simon Hawke’s *Wizard of 4th St.* They opted for another wizard-themed solution, but since I loved this idea, I put the sketch aside in a special ideas file for future use. A few years later I got a call from Kim Mohan at *Amazing Stories*. The new magazine was looking for cover art, and the composition did not have to relate to any particular story. The art could stand alone, and be a fun or arresting image. I submitted about half-dozen sketches from my files, and Kim chose “The Subway Wizard.”

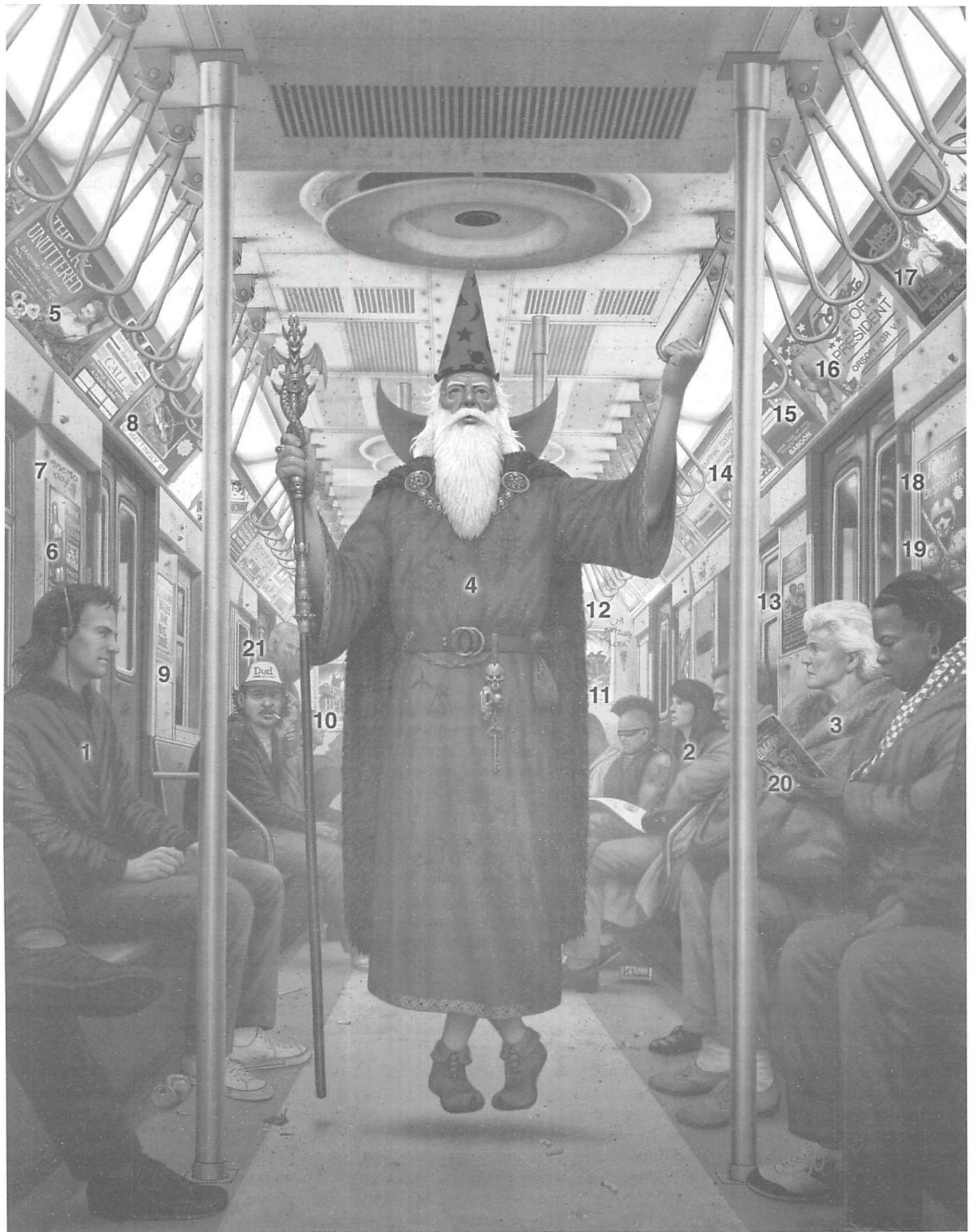
I’ve lived one exit outside of Manhattan for more than 20 years, and remain a huge fan of the city and its vibrant, multicultural population. No matter from where people hail, they eventually become “a New Yorker.” That’s what makes “The Subway Wizard” inherently funny. Although the wizard levitates in their midst, not a single passenger watches the unusual spectacle. If Yoda moved to Manhattan, he’d end up sounding like the late Rodney Dangerfield: “*I can’t get any respect.*”



Oddly enough, the wizard was not afloat in the original sketch I submitted to *Amazing Stories*. The painting was nearly done when it occurred to me that levitation would add the final magical touch. Now it’s hard to image the painting without it.

The models are a mixture of personal references, and New York subway riders who happened to be on the car the day I shot reference. Even before 9/11, some New Yorkers objected to having their picture taken by a stranger. I got around this by posing as a tourist and having my wife pose in any direction where I spotted an interesting face. I still got some flak from one intimidating character, the guy wearing the baseball cap (#21), who snarled, “Make sure I’m not in the picture, buddy!” I took poetic license when reproducing his hat by changing the logo from “Bud” to “Dud.” Any person in the painting who is not identified by name was captured “for posterity” by my camera. However, I changed the likenesses to the point where I couldn’t get sued.

Photo: David Mattingly climbing Mt. Blavin



Here are the numbered references. Enjoy!

1. Your humble artist, David Mattingly
2. My wife Cathleen who appears as blasé as the other passengers, but when you live with a real-life wizard ...
3. My white-haired mother, Phyllis, a lifelong theater-lover who brought me to New York on theater tours, and allowed me at 12 to attend a comic convention in New York alone.
4. The central figure of the wizard is a professional model I used several times, who regretfully has since died. He was an old actor with a magnificent beard and flair for the dramatic. He also took direction well (no small feat when working with models). I really can't take credit for his wonderful face.
5. Ad for *The Cry Unuttered*, the working title of my wife's unpublished novel.
6. Ad for "Tuna Flavored Scotch," featuring our late cat Emily, a sweet cat rescued from the shelter that resembled a bowling ball. Emily had a sweet tooth, but was lactose intolerant. When late in life, she was diagnosed with an inoperable tumor; we brought her home for her final days and gave her whip cream twice a day. Emily got so excited when she saw the red spray can, she'd dance in circles. I only hope my ending is as pleasurable. And, boy, did she love her canned tuna dinners!
7. Graffiti reading "Gnemo Boy" is a shout out to my main man Tom Kidd, who also paints under the name Gnemo.
8. Cover for "Killer Station," a book I did for Baen Books. You'll find numerous examples of my paintings throughout the subway car. Whose work did you expect to see? Frank Frazetti's?
9. Ad for *Cézanne Bites the Big One*. When we first got married, Cathleen and I disagreed about the merit of Cézanne's work, so this was a gentle jab at her. I have since come around to admiring his landscapes and still life paintings (although I still think his people suck; except for "The Bather"). My main criticism now is that he, like many great artists, didn't put enough hilarious personal references in for my taste. I bet Hieronymus Bosch did.
10. My cover for *Heroes in Hell*.
11. My cover for *Orion*. (Note: see #12)
12. The graffiti on "Orion" says "JCM Antelope Killer." The initials belong to my oldest brother John, a longtime Colorado farmer. Several years ago, John got into a dispute with local authorities over hunting antelope out-of-season. (Or hunting a lot of antelope out of season.) The charge was never proven, but it has become part of our family lore.
13. Dr. Agatha's medical ad "Are you a Moron?" This is a tribute to another cat, a contemporary of Emily's. Agatha was an extremely intelligent cat – either that or she was an alien impersonating a cat.
14. "Snappin' Gyro" is a running joke on *The Howard Stern Show*, part of my eclectic studio listening habits that include NPR, Air America, Books on Tape and Howard. In terms of humor, my tastes run the gamut from high to low.
15. "What kind of man reads *Baboon*?" is a nostalgic tip of the hat to my underground newspaper in high school. Freedom of expression was not an unalienable right at Rocky Mountain High (I swear, that is the John Denver-inspired name of the school), and *Baboon* got me into no end of trouble. When I was elected student body president my senior year, the principal called me to his office to tell me how disappointed he was. His dire predictions that I would "doodle my life away" have proven true.
16. Ad for "Concrete for President, Orson for V.P." Paul Chadwick was my roommate at art center and remains a great friend. For awhile I was putting his character "Concrete" into my paintings in starring cameo roles, until his publisher asked me to cease and desist to avoid copyright violation. The stubby-tailed kitty at Concrete's feet is Orson, who has become a posthumous fixture in every painting I do.
17. Ad for *Hose Head*, an album of far-out electronic music by my friend and fellow artist Barclay Shaw. Barclay was into music early in his career. In a weak moment, he gave me a copy of the album. I have never missed a chance to kid him about it since, including using a song as background music on my answering machine.
18. My *Savage Sword of Conan* cover with "Radic the Destroyer" written above it. *Radic* was the comic strip I drew in high school about a Conan-style barbarian whose primary goal in life was to kill hippies. (See #19)
19. Graffiti on the "Conan" painting, reads "Doody on a stick," an old joke between my wife and I that began one night when we speculated about the stupidest imaginable products.
20. The woman is reading a copy of *Company Man*, a wonderful book by the seriously underrated S.F. author Joe Clifford Faust.
21. "Dud" as "knuckle" sandwiches, second-hand cigarette smoke and Travis Bickles's memorable line, "Are you looking at me?" Ka-boom!

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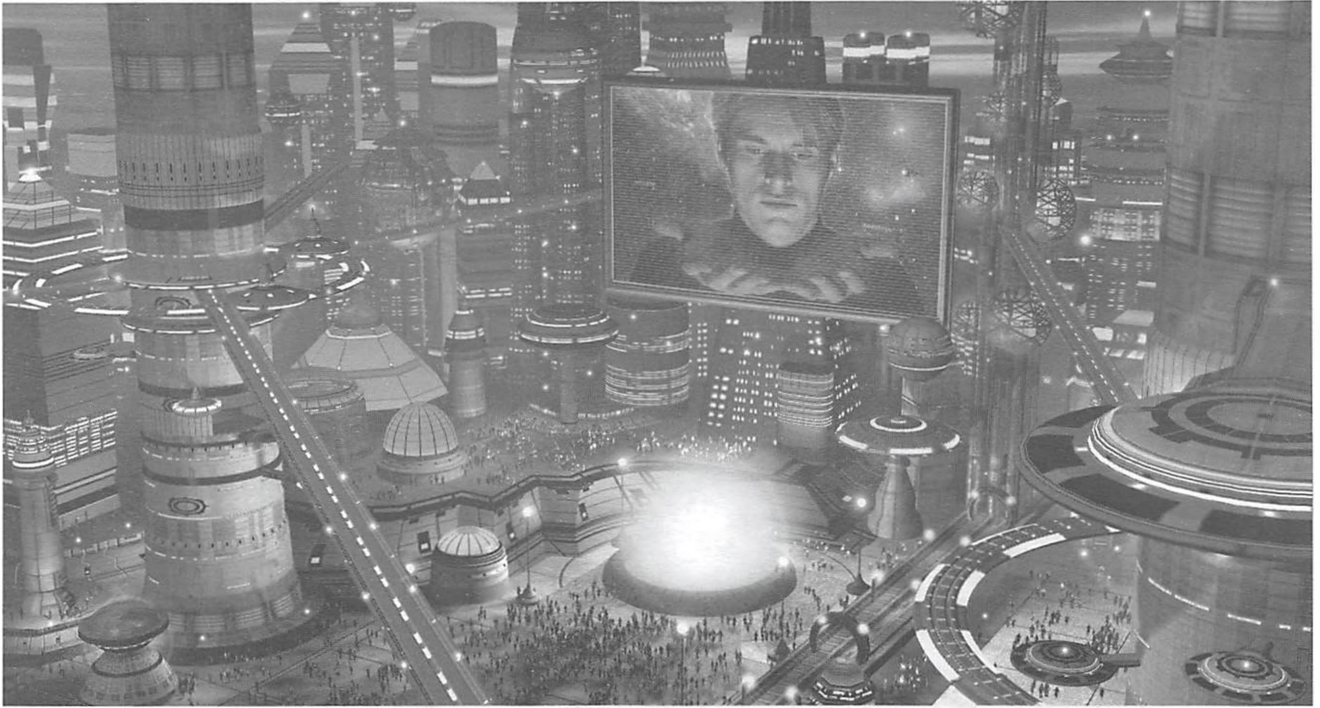
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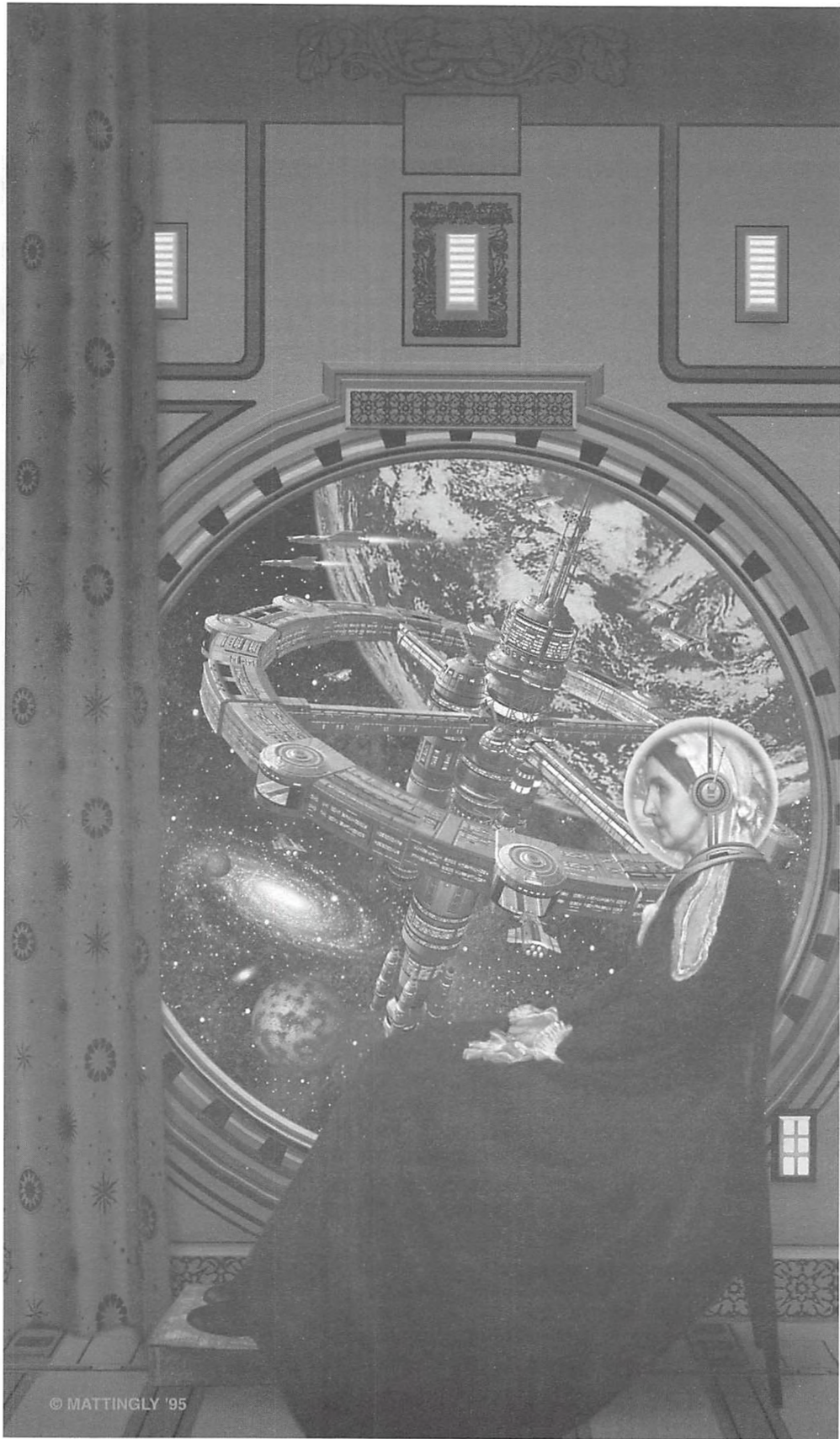
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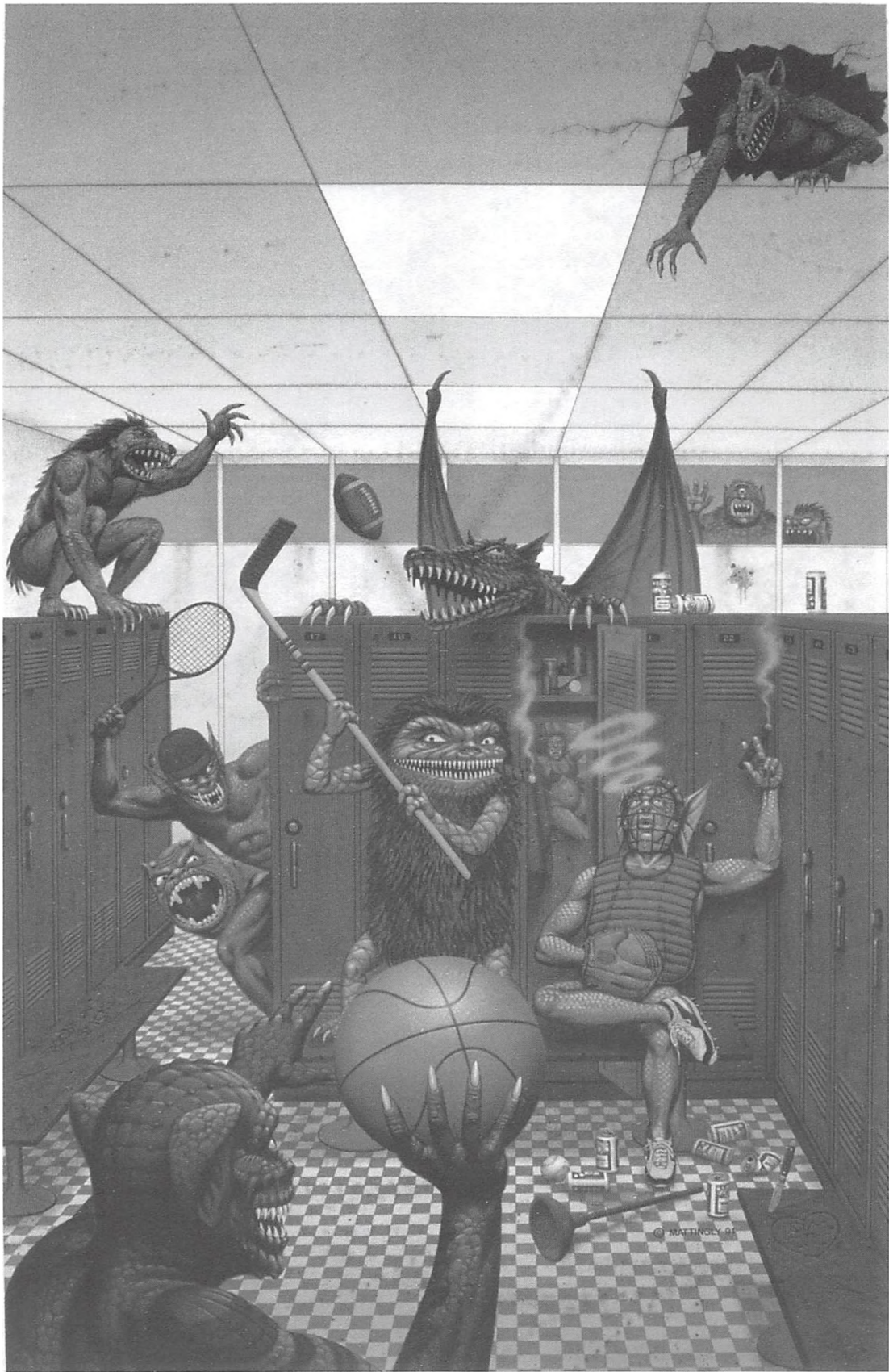


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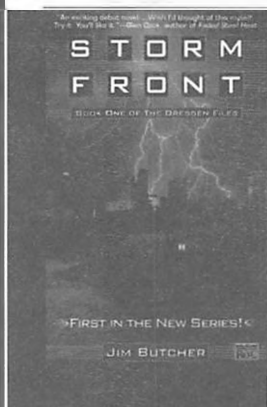
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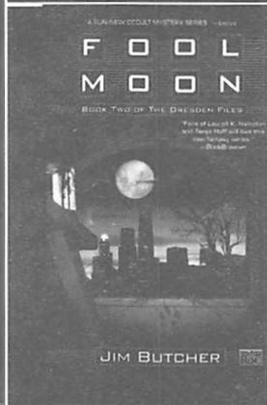
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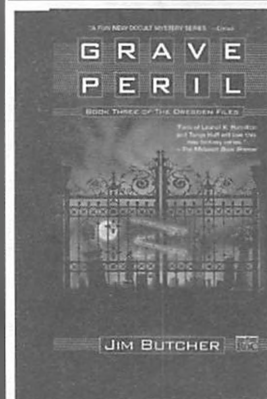
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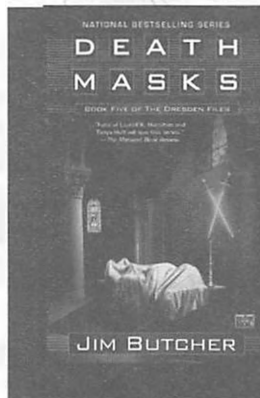
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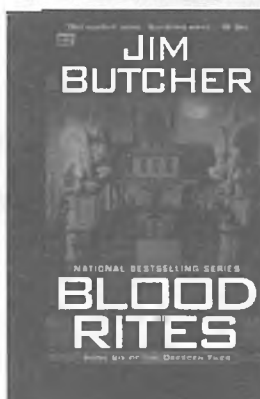
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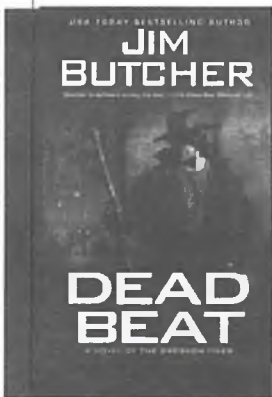
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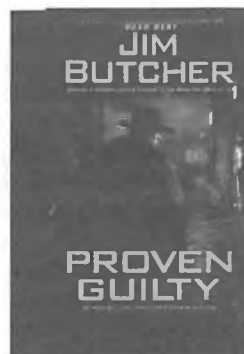
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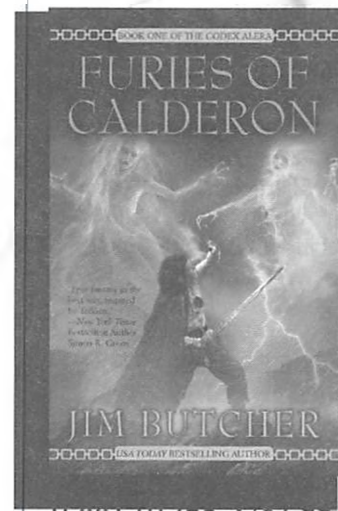


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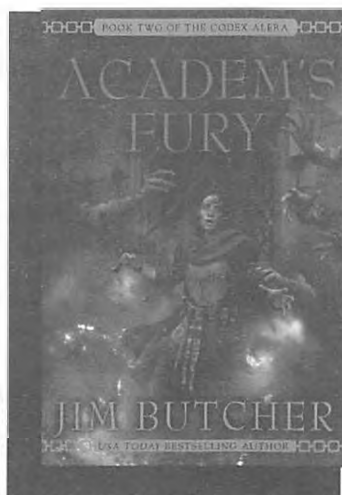
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The Fan GoH in Spite of Himself

by Tina Connell

"They want me to be *what*?! Fan Guest of Honor?! But I'm not a FAN - I just *read* the stuff!"

Well, what makes a fan? Is it the propeller beanies? Is it the fanzines? Is it only people who go to cons? Or who have seen every *Star Trek* episode twenty times? Or is it the people who keep right on "reading the stuff" year in and year out, and thereby supporting the authors who keep giving us our SF "fix" on a regular basis. I'm a fan, you're a fan, we're *all* fans, whether we do it in anime, SF, fantasy, LARPs, or whatever. And Byron *still* can't figure out why they picked him, instead of one of you.

I first met Byron over 40 years ago, when I was shortly out of high school, and he was a newbie college instructor in Trenton, NJ. I saw him reading an *Ace Double* that I had finished only a few weeks earlier and I said "I think you'll like that; it's really good," at which his eyes sort of lit up with an eerie glow.

One could see him thinking "Here's a girl who reads "that stuff" too!" Back then, nice girls didn't read "that stuff". Nice girls read *Seventeen* and *Movie Screen*, and spent their time doing their nails, going to Elvis movies, etc. So I wasn't a "nice girl" by those standards, but to someone who loved reading SF, I was a *very* nice girl. I'd been reading SF and fantasy since I was small, but with the distinct advantage that my mother, a librarian, let me read absolutely anything; Byron's mother was always after him to stop reading that weird stuff. So now all of a sudden Byron had someone to talk to about the important things in life – books. About books that we both liked. We started trading books back and forth (I had never been exposed to Tolkien before), and then we were dating, and finally (as I tell people) we had a marriage made, not in heaven, but in a bookstore.



Byron and I missed the whole *Star Trek* craze. We married in late '66, and moved into a house surrounded by hills in upstate New York, which meant zero TV reception. We didn't see anything on TV for the next three years, not that we missed it as long as we had books to read. So Fandom was just something that got an occasional mention in *Astounding* (later *Analog*), *Galaxy* and *The Magazine of Fantasy and Science Fiction*. After *Newsweek* did an article about a humongous *Trek* convention in New York, we knew that there were conventions out there for "people like us" but we still didn't have much interest in going to one.



The turning point (in '78 or '79) was when one of our magazines arrived by mail, and in the convention listing in the back was one to be held right there in Albany, NY. I immediately called the phone number given to get more information, and that is how we became acquainted with jan (Wombat) finder. It was his con. He suggested that we get our feet wet by going along with him to a small con-vention, Hexacon, in Lancaster, PA; we did and enjoyed ourselves very much. C.J. Cherryh was the GoH; it was the first time we had ever met someone who had written books that we had read and enjoyed. I don't think that we had ever thought of authors as people one could meet and talk to, before. We also discovered that people at cons liked to dress up as characters from their favorite books – what fun! Then we went to jan's con, Novacon 9 West, in Albany, which guest-starred Marion Zimmer Bradley (one of our favorite authors), and we also met Pat and Peggy Kennedy there, getting a better introduction to costume-oriented fandom. Our next con after that (jumping into the deep water with both feet) was Noreascon 2. In less than a year, we had gone from being people who "just read the stuff" to being attendees at the largest Worldcon up to that point. We were hooked! But we *did* draw the line at wearing propeller beanies. So you see, this is all jan finder's fault! We've attended just about every Worldcon since, and worked at most of the ones we've attended, in addition

to many local and regional cons.

A year later we got sucked (or is it "suckered"?) into joining the committee for another con which was to be held in Albany. A group of young RPI fans basically said "hey, if jan can do it, we should be able to put on a con also." So LASTSFA, Inc. (the Latham-Albany-Schenectady-Troy SF Association) was born, as well as LASTCON, which is presently being revisited as Albacon. There were four of them before we burned out/went broke. Byron co-chaired two of them with Pat Kennedy. It was about then that we introduced Carl and Elaine Mami to Fandom – like drug dealers, fans also tend to be "pushers" – "try it, you'll like it!" (Carl got even with us by selling us our first computer, an Apple II+.) Our daughter also became a devoted fan for several years. She still reads SF, but prioritizes paying her mortgage over attending cons.

Gradually we became more and more involved with cons, and with the costuming side of fandom. Byron was asked to appear as a supporting character ("spear carrier") in Barb Schofield's "Demon Lords of Darkness" group at ConStellation in '83. He has appeared on the Worldcon stage three more times, twice in a "supporting role" and then most recently, in 2003, in the Best In Show group in the Torcon Masquerade, "The Trumps of Amber" (based on the works of Roger Zelazny), wearing a costume (photo above)

made by me, and to which he contributed assistance in both costume and presentation design. He also along the way discovered a talent for managing the backstage Green Room for con Masquerades, to the point that he is in such demand that he is sometimes booked ahead for up to three years in advance of costuming events. He has been running the Green Room for the Lunacon Masquerade for almost two decades (except for the year that he got time off for good behavior, in order to serve as a judge). As a result, he hasn't gotten to see a Lunacon Masquerade in almost two decades!

The very first Lunacon we attended was held right here in this building, in '80 or '81, but at that time it was the Sheraton Has-brouck Heights. Not too many years afterwards, Lunacon needed to move and eventually settled in Rye, NY, but now it's back, and so are we. We haven't missed a Lunacon since that first one in '80 or '81.

Since he's a fan who "just reads the stuff" perhaps you'd like to know what it is that he reads. There were, of course, the classic authors such as Isaac Asimov, Robert Heinlein, Hal Clement, Marion Z. Bradley, L. Sprague de Camp, Randall Garrett, Eric Frank Russell, A.E. Van Vogt, J.R.R. Tolkien, and so forth, who are unfortunately now no longer with us. We've been delighted to see collections of reprints of great authors who had fallen out of print: Manly Wade Wellman, H. Beam Piper, Cordwainer Smith, A.E. Van Vogt, Avram Davidson, William Tenn and James Schmitz, to mention just a few luminaries. We have an extensive list of "buy it if we see it" authors. The "buy anything by..." list is rather long (which explains our overflow-ing bookshelves and the piles of books stacked everywhere), but includes Harry Turtledove, David Weber, Lois McMaster Bujold, Eric Flint, John Ringo, Robert Sawyer, this year's Lunacon GoH Jim Butcher, C.J. Cherryh, Robert Forward, Greg Benford, Arthur Clarke, Larry Niven, Ben Bova, Connie Willis, Esther Friesner, Anne McCaffrey, Diane Duane, Mercedes Lackey, Katherine Kurtz, Susan Shwartz and, of course, the Harry Potter series. As a historian (with a graduate degree in modern Russian history), Byron has a special fond-ness for well-written (and well-researched) alternate histories, as well as time travel stories. We occasionally buy SF art, as well, when we spot something that says to us "you've *gotta* have this!" and have originals by Kelly Freas, Tom Kidd, and Jack Gaughan gracing our walls.

Byron is also a devotee of Sherlock Holmes, and frequently buys Sherlockian pastiches, including most recently those by Roberta Rogow, Carole Nelson Douglas (the Irene Adler series), and Laurie R. King. Other mystery series we follow are those by Peter Tremayne (Sister Fidelma), Lindsey Davis (Marcus Didius Falco), Tony Hillerman's Indian reservation mysteries, Lillian J. Braun (*The Cat Who...* books), John Maddox Roberts (the Decius Metellus Roman series), and Carole Nelson Douglas (Midnight Louis). Byron also collects large quantities of books about militaria (would you believe an entire book just about chevrons?!), as well as lots of books about trains and model railroading.

And remember— *it's all jan finder's fault* that Byron's here as a fan today!

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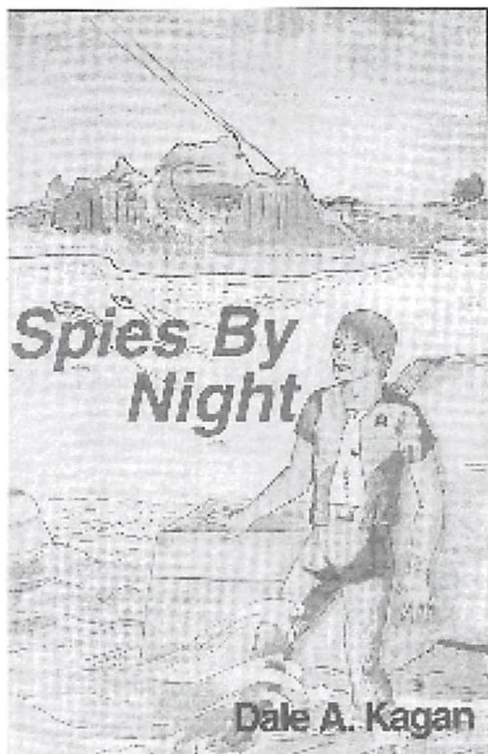
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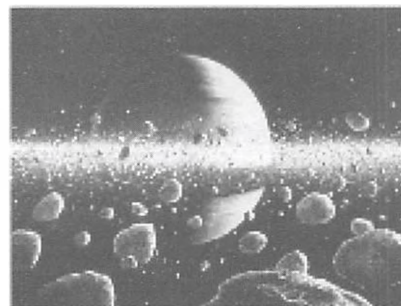
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About Lisa Ashton

by Marty Gear

O.K., I admit it, I have "a thing" about attractive redheads, so in the early 1990's when an attractive and very talented costumer began to compete at con masquerades I decided that I wanted to get to know her better. That was my first "exposure" to Lunacon's Costumer Guest of Honor, Lisa Ashton, and over the years we have become good friends.

About the time I was graduating from high school, Lisa was being born in Brookline, MA. Her family moved from Boston, to New York City, to Washington and back to Boston before finally settling in suburban Maryland in 1962. This may have something to do with Lisa's wanderlust, as she spent her high school senior year living in Japan studying ceramics. Lisa went to college at the University of Rochester in Rochester, NY and graduated magna cum laude with a BA in Japanese Studies & Language. Graduate school was University of Connecticut in Storrs, CT in the field of Medical Anthropology. After grad school she spent a year in West Berlin becoming fluent in German, good coffee and pastries. After returning to the states Lisa ran Ace Excavating for a few years (don't ask) before going to the University of Maryland for a post graduate degree as a Physicians' Assistant, a profession that she practices today. Lisa loves her job because it involves a lot of difficult problem-solving plus hands-on work, such as dealing with fracture dislocations and suturing complex lacerations.

On Christmas of 1984 Lisa married her husband Robert, a talented artist in his own right, and shortly thereafter began attending science fiction cons. One of her first regionals was a Balticon, and her first Worldcon was the 1989 Noreascon where she was bitten by the costuming bug. Since that time Lisa has competed at numerous Balticons, Lunacons, Albacons, Philcons, Disclave, Evecon, L.A.con III, LoneStarCon, ConFrancisco, and won more awards than I can keep track of. But then, this should not come as a surprise to anyone as Lisa learned to embroider denim jeans in high school (a picture of her backside in heavily embroidered jeans was on the inside front cover of her high school year book, and while in college she learned to do loom woven beadwork.



Since that time that time, Lisa has added quilting, hand-beading, fabric painting, and skinning and tanning animal hides to her repertoire of skills. This latter came about when Lisa discovered that she likes to shoot things. She started out with still targets, graduated to skeet and moving targets, then squirrels. She also hunts pheasants, and deer and of course uses the feathers and hides in her costumes. Recently Lisa bought and learned how to use a black powder rifle which re-awakened her interest in history. She also practices with a bow in her back yard and is planning on hunting wild boar later this spring in Tennessee. (Lisa promises me that she will use a gun for the boar, not a spear, but nothing she does would surprise me.)

Lisa's favorite part of costuming is the actual creation of the costume; learning new skills and techniques,, working with different materials, and especially fine detail work such as beading, which has led to many awards for workmanship. This interest in beading has also resulted in Lisa going to the Czech Republic to tour the bead factories and bring back large quantities of beads to both use and sell. This past October she combined two disparate interests and went to Pennsylvania where she spent the morning hunting and the evenings as "Lizzie B" at Karen & Ricky Dick's Castle Blood.

In her copious free time (yes, I'm kidding) Lisa likes to read, particularly stories set in other time periods. She is also building a home to retire to in West Virginia, and has two children in college. Truly a woman of many talents.

And now, presenting Lisa Ashton ...



Above Left: "Alien Bride 2"



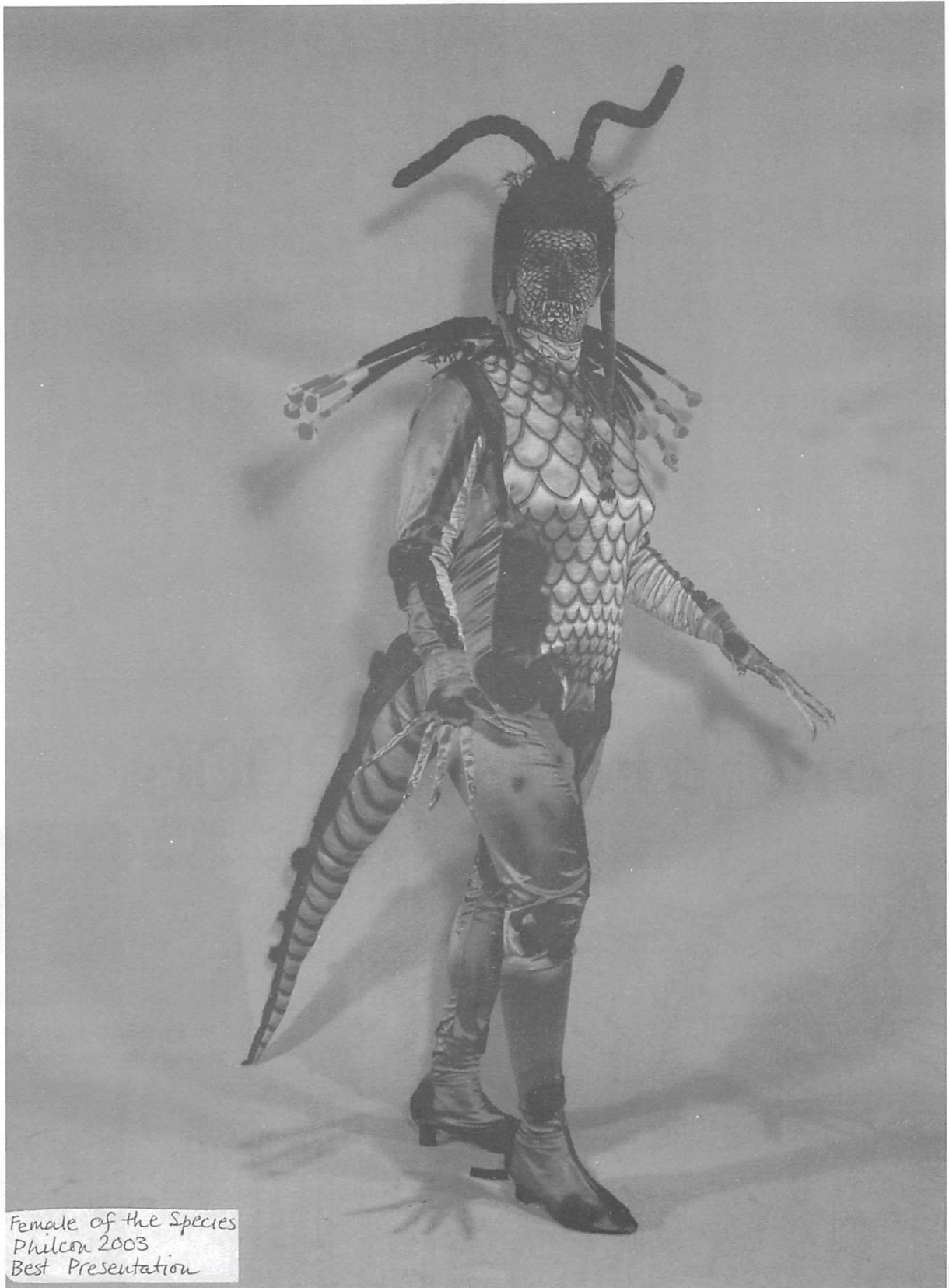
Above Right: "Home Improvement"

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Who's Who On Program

Danielle Ackley-McPhail has worked both sides of the publishing industry for over a decade. She has used her talent and her passion for writing to expand her knowledge of the rich mythology of her Celtic heritage and to make her mark in the world of fantasy. Her novels, *Yesterday's Dreams* and *Tomorrow's Memories*, have both been signed for publication by Mundania Press (www.mundania.com). You can learn more about her work at www.sidhenadaire.com.

John Joseph Adams is the assistant editor at *The Magazine of Fantasy & Science Fiction*. He is a reporter for *SCI FI Wire*, and reviews books for *Kirkus*, *Publishers Weekly*, and *Orson Scott Card's Intergalactic Medicine Show*. He has also sold articles to: *Amazing Stories*, *The Internet Review of Science Fiction*, *Locus Magazine*, *Novel & Short Story Writers Market*, *Science Fiction Weekly*, *Strange Horizons*, and *Subterranean Magazine*.

Charles Ardai is the Edgar and Shamus Award-nominated author of *Little Girl Lost* and the editor of Hard Case Crime, the celebrated pulp-revival imprint that has published authors including Stephen King, Ed McBain, Lawrence Sanders, and Donald Westlake. Charles was also the creator of the Internet service Juno.

Ellen Asher has been editing the SF Book Club for over thirty years now and still has trouble believing she gets paid to read science fiction. When she's not reading, she rides horses, takes ballet lessons, and travels. She has no desire to write books, because it seems too much like real work.

John Grant is the author of over 60 books, both fiction and nonfiction, and the winner of two Hugos, the World Fantasy Award, the Locus Award and a number of other awards. He was the author of the three editions of *The Encyclopedia of Walt Disney's Animated Characters* and editor with John Clute of *The Encyclopedia of Fantasy*; other nonfiction books include *Masters of Animation* and (with Elizabeth Humphrey and Pamela D. Scoville) *The Chesley Awards: A Retrospective*. His satirical novel *The Dragons of Manhattan* is currently being serialized in *Argosy*. His most recent fiction book is the story collection *Take No Prisoners*. Under his real name, **Paul Barnett**, he has written a number of books, was for a number of years Commissioning Editor of Paper Tiger, and received the Chesley Award.

Marleen S. Barr, a scholar who has won the Science Fiction Research Association Pilgrim Award, for lifetime achievement in science fiction scholarship, is an expert on feminist science fiction and the author of the humorous campus science fiction novel *Oy Pioneer!*

Jill Bauman has been an illustrator over 25 years. She has produced hundreds of covers for horror, mystery, fantasy/science fiction and been nominated for the World Fantasy award 5 times, and the Chesley award several times. Her artwork has been shown at the Delaware art museum, Moore College of Art, and NY Illustrators Society, and her dark

poetry has been published in *Weird Tales*, *Flesh and Blood*, *Time and Space*, *Inhuman*, and *The Horror Express*.

Alan F. Beck, Artist, Illustrator. Award winning artist participating in art shows across the country, producing paintings, magazine illustrations and book covers. Style of work is Science Fiction, Fantasy and Surrealistic in nature. In addition to using traditional materials, some pieces are produced using acrylics, watercolor & pastels combined with digital media. His carbon-based life form can be found in Brooklyn, NY. His silicon-based presence resides at www.alanfbeck.com.

Joseph Bellofatto is an artist/illustrator from the D.C./Baltimore suburbs.

Taylor Blanchard received a degree in Astrophysical Sciences from Princeton University in 1977 and an MFA in stage design from NYU in 1980. Since 1984 his work has appeared on books, magazines, games, and CDs in the US, Germany and Italy.

The **Boogie Knights** are celebrating their 24th year in filkdom! Come hear them perform some of their greatest hits as well as some new songs being debuted this year! Be sure to pick up their latest CDs and songbooks so you can sing along with your favorite tunes!

Passion and playfulness define **Phil Brucato's** work. Known best as the author of *Deliria: Faerie Tales for a New Millennium*, *Mage: The Ascension* and the "Chalice & Keyboard" column in newWitch magazine, Phil also writes for Disinformation Press, Talisman Studios and other publishers. Check out his blog at www.livejournal.com/users/satyrbld.

Carole Bugge is the author of five published novels and a dozen or so short stories. Her play *Strings*, about quantum physics, has just been optioned for production in New York City. She is the recent winner of both the Chronogram Literary Fiction Award and the Jerry Jazz Musician Short Fiction Prize.

A former bond trader, the first book in **S. C. Butler's** fantasy trilogy, *Reiffen's Choice*, is coming out from Tor Books in the fall of '06.

Stephanie Carrigg has been costuming for over 10 years, competing at the master level. Her interests include original design work, beadwork, and jewelry design.

James Chambers has been published in *Dark Furies*, *The Dead Walk*, *No Longer Dreams*, *Sick: An Anthology of Illness*, and the magazines *Bare Bone*, *Cthulhu Sex*, and *Inhuman*. His short story collection, *The Midnight Hour: Saint Lawn Hill and Other Tales* was published in 2005. Visit online at www.jameschambersonline.com.

Christopher M. Cevasco is the editor/publisher of *Paradox: The Magazine of Historical and Speculative Fiction*. His own fiction has recently appeared or is forthcoming in *Allen K's Inhuman*, *The Leading Edge*, *Twilight Tales*, *Flashquake*, *Simulacrum*, *Dreaming in R'lyeh*, and *Lovecraft's Weird Mysteries*.

Ariel Cinii (a.k.a I Abra Cinii, a.k.a. Abby) has been involved in Fandom for 30 years. Her first exposure to filk in 1976 left her slack-jawed in wonder when she thought the singers were making the stuff up on the spot. Ever since, she's been singing and writing filk as well as original melodies. One of her first songs, "Droozlin' Through the Cosmos", is a familiar favorite among filkers. Abby also helped run the New York area filk con Contata in 1994 and 1998. She has been a member of APA-NYU since 1979, has also participated in art shows at many northeast cons, and is currently at work on novel-length science-fantasy.

Douglas Elliott Cohen is the assistant editor at *Realms of Fantasy*. He is a graduate of the Odyssey Fantasy & Science Fiction Writing Workshop, and also Uncle Orson's Literary Bootcamp, run by Orson Scott Card. His fiction will be appearing in a forthcoming issue of *Interzone*.

Laurel Cunningham Hill is married to Richard Hill and mom to Zachary. She is celebrating 20 years in costuming and is best known for her Gargoyle and "Nightmare" costumes, and for having the most over-the-top Halloween parties in the Northeast.

Randy Dannenfels is author of *The Deceiving Eye: The Art of Richard Hescox*; "A Writer's Halloween Tale" (included in the *Strange Pleasures 3* anthology); and *The Historical Dictionary of Fantasy Cinema* (Spring 2006). He is principal creator of *The Amazing Science Fiction & Horror Trivia Game* and non-fiction book reviewer for InfinityPlus.

Kathleen David - Master Puppeteer, Book Editor, Writer, Stage Manager, Costumer, Blogger. Artist, Director, Actor, Playwright, Animé Adaptor (*Negima* 1-4), Former Fan-Fic Writer, Whovian, Trekkie(er), Browncoat, Dwarf(er), 'Scaper (and too many other fandoms to list), Muppet Head, Sculptor, Puppetmaker, Master of Trivia, Mac User, Wife and Mother.

Ef Deal's work has appeared in *The Fortean Bureau*, *Eternity Online*, and *The Magazine of Fantasy and Science Fiction*. She has taught online writing workshops for AOL, and currently teaches high school creative writing in Woodbury Heights, NJ.

Keith R.A. DeCandido (www.DeCandido.net) has written several billion novels, short stories, eBooks, essays, and comic books in a huge variety of media universes, as well as editing anthologies, playing percussion, and generally making trouble.

Susan de Guardiola is celebrating her 25th Lunacon and the start of her 25th year in Fandom. She is best known at conventions for her role as Masquerade emcee. She knows

nothing about sheep. Susan researches and teaches historic social dance at workshops and dance events across the United States.

Wendy S. Delmater lives on Long Island and is the managing editor of *Abyss & Apex Magazine of Speculative Fiction* (www.abys sandapex.com/aboutus.html).

Bill DeSmedt turned to writing science fiction after several lifetimes of reading the stuff. His first novel, *Singularity*, won *Foreword Magazine's* Book of the Year Award for Science Fiction and The Independent Publishers Group's IPPYPrize for Best Science Fiction/Fantasy. Bill is now hard at work on a sequel entitled *Dualism*.

Lucienne Diver has been an agent with Spectrum Literary Agency for eleven years, specializing in fantasy, science fiction, mystery, suspense and romance. She's a member of AAR, SFWA, MWA and RWA.

Inspiration for many of **Donato's** paintings hold deep historical roots: Botticelli, Memling, Bouguereau and Mondrian. He acknowledges the role science fiction and fantasy play as a significant cultural undercurrent and makes personal efforts to contribute to the expansion and appreciation of the genre. His illustrations have won numerous awards, including multiple Chesleys, Silvers and Golds from Spectrum, and have appeared on hundreds of book covers.

John R. Douglas has attended conventions since 1969 (his first was a Lunacon) and has worked in SF publishing since 1978, most recently as a freelancer handling editorial work of all kinds. He has appeared on many convention panels and has an opinion on almost everything.

Jennifer Dunne is a multi-published author of erotic romance, fantasy, and science fiction. Her latest novels are *Not Quite Camelot* (Jan. '06) and *Shadow Prince* (March '06) from Cerridwen Press, an imprint of Ellora's Cave.

Louis Epstein co-founded the National Tolkien League in 1973 and has attended every Lunacon since 1979. He is a reader, infoholic, Internet provider, science buff, and occasional writer.

Shanti Fader is a Craftsman-class costumer, and Associate Editor of *Parabola, the Magazine of Myth and Tradition*. She enjoys recreating and reinterpreting costumes, both historical and from media, and doing the sort of intricate, tiny work that makes most people scream. Shanti also enjoys roleplaying games, art, and vintage dance.

Gregory Feeley is a writer and literary critic.

Lois Fitzpatrick has been reading tarot cards for more than 25 years. She is currently in charge of the Soothsayers Guild within the East Kingdom of the SCA, a medieval history study and re-creation group.

Author of *The Wreck of "The River of Stars"*, the forthcoming *Eifelheim*, and other novels and stories, **Mike**

Flynn has won the Sturgeon, Heinlein and other awards for his writing. He is a consultant in statistics and quality management who has worked with commercial, government, military, aca-demic and international organizations.

Sean P. Fodera is a Writer/Rights Agent/Publishing Contract Manager. Recent achievements include negotiating to make Amazon.com's short fiction contracts author-friendly, and representing clients like Wildside Press and Harlan Ellison. Sean lives in Brooklyn, NY with his wife Amy and their two adorable children, Christina and Austin.

Horror and pin-up artist **Ric Frane** has worked with many popular models to create his pin-ups. He also continues to create images of classic horror monsters. Ric's work has appeared on many books and magazines, and is featured in the new artbook, *Aphrodisia: Art of the Female Form*.

Esther M. Friesner, PhD has been keeping out of the pool halls and speakeasies by diligent effort, which includes over 30 published novels and over 100 published shorter works. She has won the Nebula Award twice and been a Hugo finalist once. (She would like to win the pretty rocket just once, too, but it is an honor just to be nominated.) Upcoming books for 2006 include the Young Adult novels *Crown of Sparta* from Random House and *Temping Fate* from Penguin/Puffin (and no, the title is *not* a typo).

Roberta Gellis has published about 40 novels and half-a-dozen short stories. In 2001 she won a Lifetime Achievement Award for Historical Fantasy. Currently she is co-authoring a series of historical fantasies with Mercedes Lackey. The first, *This Scepter'd Isle*, was published in February 2004. She is working on the second, *Ill Met by Moonlight*.

Elizabeth M. Glover is serving the eleventh year of her life sentence as a publishing minion. She hopes to escape some day using a gun carved out of soap.

Amy Goldschlager has edited science fiction, children's, and craft books for several major publishers. She currently writes about genre fiction for Muze, Inc., an entertainment database company.

As **John Grant**: Co-Editor with John Clute of *The Encyclopedia of Fantasy*. Author of over 60 books, most recently the fantasy/political satire *The Dragons of Manhattan* (written as a serial novel for Blue Ear, www.blueear.com) and *The Chesley Awards: A Retrospective* (with Elizabeth Humphrey & Pamela Scoville). Winner of Hugo, World Fantasy Award, Locus Award, others. As **Paul Barnett**: For many years Editor Paper Tiger. Winner of Chesley Award. May have achieved unique "double" in 2003 when shortlisted for Hugo under one name and WFA under the other.

Michael Grapin is a photographer of some reputation but is much better known as a collector of original art.

Bob Greenberger is a Senior Editor-Collected Editions at DC Comics. Additionally, he writes lots of fiction, mainly *Star Trek*, and lots of non-fiction for young adults. A lifelong Mets fan, he makes his home in Connecticut. For more, check out www.bobgreenberger.com.

Scott Grimando is an award-winning illustrator and acclaimed fine artist. He has participated in several museum exhibitions and his series of Fairy paintings is being sold nationally as limited edition prints through Elemental publishing.

Leigh Grossman is an editor, writer, game designer and college instructor. He teaches science fiction, fantasy, creative writing, and book publishing at the University of Connecticut, and is the president of Swordsmith Productions, a book production company. Grossman is the author of nine books (most recently *The Wildside Gaming System* and a new edition of *The Red Sox Fan Handbook*), and has reviewed books for *Absolute Magnitude*, *Horror* magazine, and *Wavelengths*.

Russell J. Handelman, who has written fiction and non-fiction, lives next to a swamp in Connecticut.

Glenn Hauman: The man, the myth, the miracle worker. Writer, editor, colorist, graphic designer, webmaster.

Peter Heck is the author of the Mark Twain Mysteries, and co-author (with Robert Asprin) of the *Phule's Company* humorous SF series. He is a former editor at Ace and has been a regular reviewer for *Asimov's* for eight years. He plays guitar with Colonel Leonard's Irregulars, an eclectic band in his home town on the Eastern Shore of Maryland.

Jennifer Heddle is an editor at Pocket Books/Simon & Schuster, specializing in media tie-in and entertainment-related titles. Prior to that she was an editor at Roc Books.

James Henderson has done some writing on lidium.com and several other websites, and is a writer of fan-fiction. has an unhealthy obsessive love of Anime, puns, miniatures & strategy gaming, and fantasy/sci-fi in general.

John Hertz infected Fandom with English Regency dancing.

Stephen Hickman has done approximately 350 covers for SF and Fantasy novels, calendars, prints and posters, designs for T-shirts, murals, designs for an Art Deco nightclub, and a series of postage stamps for the US Postal Service. He has also two HP Lovecraft sculptural pieces, one fantasy novel, and another on the way.

Jack Hillman is a journalist and freelance writer, published in science fiction, fantasy, horror and mystery. His new young adult fantasy *There Are Giants In This Valley*, was released October 2005 by Archebooks Publishing.

DENVER 2008

The title 'DENVER 2008' is rendered in large, bold, black letters. Several gnomes are integrated into the design: one is inside the 'V' of 'DENVER', another is on the left side of the 'D', a third is on the left side of the '2', and a fourth is on the right side of the '8'.

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Butch Honeck has been a sculptor for many years. He loves motorcycles and racing.

Alexandra Elizabeth Honigsberg writes on the arts, history and religion. *The Best of Dreams of Decadence* (Angela Kessler), *Strange Attraction* (Lisa Snelling), *On Crusade* (Katherine Kurtz), *Blood Muse* (Esther Friesner) and *The Crow* (James O'Barr) are her literary homes. She lives in Manhattan, and lectures at St. John's and Oxford Universities.

New York City author **David M. Honigsberg** has been published in numerous anthologies, and is co-author of *Ars Magica Kabbalah*. An accomplished singer/songwriter/guitarist, his new CD is being released this weekend. As a rabbi, he has taught Kabbalah, lectured at Oxford, and written for *Parabola*.

Heidi Hooper is an award-winning artist and costumer. She studied sculpture at Virginia Commonwealth University and metalsmithing at the Mass. College of Art. Since cancer took her upper arm muscle, she has had to focus on easier materials, such as clay and dryer lint. She is one of the founders of NERO live action roleplaying game and runs the NERO Emporium costume store, which has a booth at the New York Renaissance Faire. Her web page is www.HeidiHooper.com

Walter H. Hunt is the author of four critically praised science fiction novels published by Tor Books, including *The Dark Crusade*, published in 2005. His work has been favorably compared with the novels of Frank Herbert, David Weber, Orson Scott Card and J.R.R. Tolkien, as well as being reminiscent of mainstream adventure writers such as C.S. Forester.

Saul Jaffe has been involved with Fandom on the Internet as long as there has been an Internet. He is best known for being the Moderator of SF-Lovers Digest—one of the Internet's oldest mailing lists. His domain sflovers.org, is dedicated to SF fandom, and fannish activity. It plays host not only to the SF-Lovers web site (including the largest and best maintained list of sf conventions) but also the SMOFS and TIMEBINDERS mailing lists, among other activities. He has also been active in conrunning, working on regional conventions as well as Worldcons.

Once referred to as the gypsy of publishing, **Jane Jewell** began her science fiction career as a reporter and photographer for *Locus*. She has worked freelance or full-time for almost every science fiction publisher (or at least it seems that way) including Ace, Baen and Tor. At St. Martin's and Tor, she helped drag publishing into the computer age. Now she herds cats for SFWA as its Executive Director. Jane is also involved in local community theater where she's been everything from director, actor and costumer to stagehand and president of the board. Ask her about her floor-stripping.

Andrea Kail has worked in New York's television industry for nearly 20 years. Currently she is the script coordinator at

Late Night With Conan O'Brien. She is also a graduate of the Odyssey Writing Workshop.

Dr. Robert I. Katz is Professor of Clinical Anesthesiology at SUNY, Stony Brook. His first science fiction novel, *Edward Maret*, was published in 2001. *Surgical Risk* and *The Anatomy Lesson*, the first two books of the Kurtz and Barent Mystery series followed in 2002 and 2004. He is currently at work on a new science fiction novel.

Marvin Kaye edits *H. P. Lovecraft's Magazine of Horror* and *Sherlock Holmes Mystery Magazine*. Author of *The Incredible Umbrella* series, co-author of *The Masters of Solitude* and *A Cold Blue Light*, he edits anthologies for the SF Book Club and other publishers. He heads The Open Book theatre company.

Tom Kidd is an artist who most recently decided that he would design and write a book about himself and his art, and then did so. The book's title is *Kiddography: The Art and Life of Tom Kidd*. This book is 128 pages of words and paintings reproduced using inks of different colors. It is an observable fact that when people look at this book they laugh. Those people reading the words laugh more. You can easily find the book on the web and read the rave reviews it has received: "... very much the finest fantasy art book this year and probably so far this century" – *Gateway Monthly*.

Kim Kindya is a producer, writer and costumer. She's worked on CD-ROMs for Simon & Schuster Interactive, including *Star Trek*, *Farscape* and original roleplaying games. She's written short stories (including "Ice Prince" in the *X-Men Legends* anthology) and children's books (*Powerpuff Girls* and *Looney Tunes* tie-ins for Scholastic). She is competing in Craftsman-level costuming this year, and collects American comics, anime, manga, dolls, and SF-related toys.

David Barr Kirtley was born in 1977. His short fiction appears in magazines such as *Realms of Fantasy*, *Weird Tales*, *On Spec*, and *Cicada*, and in anthologies such as *New Voices in Science Fiction* and *Empire of Dreams and Miracles*.

Karl Kofoed owns Kofoed Design, specializing in photo restoration. He is also a SF illustrator and writer, and has done covers and illustrations for SF mags. He has written *Deep Ice*, techno-fiction, from BeWrite Books, and has written, illustrated, and produced the *Galactic Geographic Annual 3003*, for Paper Tiger Books, now in bookstores. Karl and wife Janet, a jewelry designer, live in Drexel Hill, PA.

Adam P. Knave is the publisher (or "Mook In Charge") of TwoHeadedCat.com as well as a columnist, writer of the cartoon strip *What the Hell!?* and oft times interviewer. His work has appeared in *Too Much Coffee Magazine* and other non-fiction publications and fiction works.

Diane Kovalcin is a costumer (she competes in the Master Class for both Science Fiction and Historical Masquerades), quilter and fan-fiction writer. She also loves *Star Wars* – just ask her. quilter and fan-fiction writer. She also loves *Star Wars* – just ask her.

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Toni Lay is a member of the New Jersey-New York Costumers Guild (aka The Sick Pups), and the Society for Creative Anachronism which gives her plenty of opportunity to costume. Her other fannish interests include *Star Trek*, *Stargate*, British TV comedies, alternate history books, and mysteries set in times past.

Evelyn Leeper and her husband Mark started their weekly fanzine, *The MT VOID*, in 1978; it is now at #1320. Evelyn has been nominated for the Best Fan Writer Hugo twelve times for her convention reports and travelogues, and is currently a judge for the Sidewise Awards for alternate history.

Suzanne Lenore is a costumer and makeup artist whose specialty is historic and fantasy makeup and costuming.

Paul Levinson wrote *The Silk Code* (1999 Locus Award for Best First Novel), *Borrowed Tides*, *The Consciousness Plague*, *The Pixel Eye*, and over 25 SF short stories, many nominated for awards. His nonfiction has been translated into nine languages. He is Professor and Chair of Communication & Media Studies at Fordham University.

Pat Morrissey Lewis has illustrated more than fifty books, magazines, and trading cards. Her work is exhibited nationally. Pat, who lives in the Northeast, is also a martial artist.

Andre Lieven has been involved with SF and Fandom for <cough,cough> years and has attended, participated at, and worked on, some 250 plus conventions from relaxicons to Worldcons. His primary related interests are hard sf, history and alternate histories, and the policies, technologies and operational histories of modern militaries. Space history is a particular interest.

Peter Liverakos received his MBA in Finance from NYU/ Stern, put in two years on Wall Street, and then moved to financial planning and analysis for Fortune 100 companies. He's currently at Schering Plough as a manager of marketing finance, and spends much of his spare time explaining the financial world to his writer-friends and family. And vice versa.

Perrienne Lurie is a long-time fan who has worked on local, regional and Worldcons and local sf clubs in various capacities. In her day job as a public health physician she works on infectious disease epidemiology.

Jeff Lyman is a 2004 graduate of the Odyssey writing program. He recently assisted editing the anthology *No Longer Dreams*, which also includes one of his short stories. He writes supernatural horror and fantasy.

Jonathan Maberry is a writer and writing teacher. His next books are *Ghost Road Blues* (Pinnacle, June '06) and *Vampire Universe* (Pinnacle, Sept. '06). He is the Executive Director of www.careerdoctorforwriters.com; and a writing mentor for the Horror Writers Association.

Victoria McManus completed her master's degree in anthropology, which has turned out to be extremely useful for writing sf and fantasy. She serves as a genre reviewer for sfrevu; her other nonfiction includes interviews with author Gregory Frost and Ann Zeddies for *Strange Horizons*. She has published a media tie-in story as well as science fiction.

Virginia G. McMorrow is the author of Books 1 and 2 of the Tuldamor Trilogy, *Mage Confusion* and *Mage Resolution*, published by ArcheBooks, along with *Firewing's Journey*, a young adult fantasy. Book 3, *Mage Resolution*, will be published in spring 2005.

Maggie Masetti has been costuming for 7 years now, and learns more every day. She runs the popular *Star Wars* costume site, The Padawan's Guide (padawansguide.com), as well as the sister site, The Costumer's Guide to Movie Costumes (costumersguide.com).

A member of the NJ/NY Costumers Guild), **Signe Merrifield's** costume "Recycled Ring Cycle" won best in show at Philcon '97. It was Valkyrie armor made from aluminum cans. She's known for making costumes out of really cheap stuff.

Reading SF from 1950 after discovering it on radio, **Ed Me_kys** has been an active fan 50 years. His fanzine *Niekas* received a Hugo once, and was nominated two other times. He is currently doing a free e-fanzine, *The View From Entropy Hall*.

Wendy Mitchell is an artist who focuses on images of women. She has also modeled for other artists including her husband, Ric Frane. Together they own a gallery in Wilmington, Delaware.

Joe Niedbala is a Boston-based artist who splits his time between making stuff, collecting stuff, reading stuff, and hanging out with friends and stuff.

Naomi Novik is a debut author whose Temeraire series, historical fantasy set in the Napoleonic era, is launching this spring from Del Rey in the US and HarperCollins in the UK. The first three books are *His Majesty's Dragon* (UK title: *Temeraire*), *Throne of Jade*, and *Black Powder War*.

John Ordovery was the longtime editor of Pocket Books' *Star Trek* line, and is now a freelance editor.

Terri Osborne began transitioning from years of fan-fic writing to professional work through *Star Trek* with 2003's critically-acclaimed "Three Sides to Every Story" in *Deep Space Nine: Prophecy and Change* and "'Q'uary" in *New Frontier: No Limits*. Current project is *Starfleet Corps of Engineers #50*, a 24th-Century locked-room mystery.

Joshua Palmatier is a writer with a PhD in mathematics. He was born in PA, but has lived in numerous states, and currently resides in NY. *The Skewed Throne* is his first work of fantasy.

Misty Pendragon is a Published Fan Girl, and has been working at conventions representing the fan girls point of view. She used to write for fan sites, and currently developing the Fan Girl's Page of Delight. Favorite quote: "I am Fan Girl, hear me roar!!!!"

Dan Persons is the founder of the Internet video boutique Upstart Company NYC and producer/director of the Independent Film Channel's first original, made-for-the-web series *ANIME in the USA*. He has regularly contributed to such publications as *Cinefantastique* and *Disney Magazine*.

John J. Pierce is an independent SF scholar, historian, and critic; author of *Imagination and Evolution* and numerous essays and reviews. Faves range from classic literary SF to TV (*Babylon 5*, *Farscape*, *The X-Files*). Also writing online fiction with wife under pseudonyms at <http://brightempire.com>.

Andrew I. Porter, former editor/publisher of *Science Fiction Chronicle*, won Hugos in 1974 for *Algol* and in 1993 and 1994 for *Science Fiction Chronicle*; a Special Worldcon Award in 1991 and a Special British Fantasy Award in 1992. In 46 years in Fandom, he's published many fanzines, was Secretary of the 1967 Worldcon, and Fan Guest of Honor at the 1990 Worldcon. Professionally, he was assistant editor on *Fantasy & Science Fiction*, associate editor at Lancer Books, and an editor/production manager on *Quick Frozen Foods* (under Sam Moskowitz). He's attended hundreds of conventions; the first Lunacon he went to was in 1961.

Roberta Rogow has been involved in Fandom since 1973 as a filker, costumer, fanzine writer and artist (specializing in needlework). She has had four novels published in which the Reverend Charles Dodgson (Lewis Carroll) and Dr. Arthur Conan Doyle solve mysteries together. Her latest

story, "Death in the Garden", appears in the anthology *Murder Across the Map*. Currently, she also reviews books in *Mystery Scene Magazine*. When not attending SF cons, Roberta is a children's librarian in Union, NJ.

Robert Rosenberg has been a computer programmer for over 40 years, is a member of the Lunarians, a long time Animé fan, and does DeskTop Publishing and Web Design.

Carol Salemi is a Master level costumer with over 25 years of experience either on stage or behind the scenes as a Masquerade director, a judge or a stage ninja. Carol is also an artist, making jewelry-painting sets, making props and teaching classes in theatrical makeup, in between working as a massage therapist.

Peggy Rae Sapienza is the daughter of Jack McKnight (who machined the first Hugo Award Rockets), the Chair of the 56th Worldcon, Buconeer, held in Baltimore in 1998, and the current North American Agent for Nippon 2007, the 65th Worldcon which will be held in Yokohama August 30-September 3, 2007.

Darrell Schweitzer is the author of *The Mask of the Sorcerer*, 2 other novels, about 300 short stories, etc. He reviews for *The New York Review of SF* and *Publishers Weekly*. He is co-editor of *Weird Tales*. He has written books about Lord Dunsany and H.P. Lovecraft.

Best known for chairing the first and last Buffycon, **Meredith Schwartz's** stories "Double Time" and "Override" have appeared in *Reflection's Edge* (www.reflectionsege.com). She is editing an e-anthology of homoerotic urban fantasy, *Alleys and Doorways*, forthcoming from Torquere Press in December 2006. She writes fanfiction, loves dancing, and rarely shuts up.

Susan Shwartz, a renegade medievalist and financial services marketer, is the author/editor of 30 books and more than 70 pieces of short fiction, has been nominated for major awards, and is published in eight languages.

Josepha Sherman is a fantasy novelist, folklorist and editor. Most current titles include *Star Trek: Vulcan's Soul: Exodus* with Susan Shwartz, the reprint of the *Unicorn Queen* books, and *Mythology for Storytellers*. Sherman also owns Sherman Editorial Services, which handles everything from writing and editing to PR and design. To see information about these services go to www.ShermanEditorialServices.com. You can visit her at www.Josepha.Sherman.com.

Jane T. Sibley, Ph.D. is a longtime presenter at Lunacon, as well as at many Pagan gatherings, SCA events, and science fiction conventions. She is a specialist in Scandinavian folklore, mythology, and runes, and is the author of *Norse Mythology...According to Uncle Einar*.

Anne Sowards is an Editor at Penguin Group (USA) Inc. She has worked there for nine years, primarily on books published in the Ace and Roc SF/F imprints. Authors she has edited include Jim Butcher, S.L. Viehl, Anne Bishop, James

A. Hetley, Patricia Briggs, Sarah Monette, Dawn Cook and Carol Berg. She lives in New York City.

Hildy Silverman is a freelance writer and editor of both fiction and fact. She is a Contributing Editor for *Achieving Families Magazine* and the editor of an planned *Phobos Impact* anthology. She has sold a handful of short stories to date and is in the process of completing her first dark fantasy novel, *The Way of Things*.

An avid gamer and geek, **Lois Spangler** has been making stuff up for nearly 30 years, and intends to continue doing so. Preferably for profit. Or at least fame.

2003 John Campbell winner, **Wen Spencer's** newest book, *Wolf Who Rules*, is the sequel to *Tinker* and will be out in April 2006.

Bob Stacy attended Clarion at MSU back when typewriters roamed the earth. He writes fiction and songs, and sings and plays right-handed guitar in *Clashing Headstocks*.

Raven Stormbringer is a makeup FX artist specializing in old age and xeno-biological makeup

Ian Randal Stroock is the news editor of *Chronicle: SF, Fantasy and Horror's Monthly Trade Journal*, and copy editor of *Kiss: The Officially Authorized Quarterly* magazine. He is also a writer of science fiction.

Karen Sullivan specializes in the analysis of science fiction and fantasy's impact on popular culture (and vice-versa). A longtime resident of New Jersey, she earned her BA in English from Rowan University of New Jersey and MAED from the University of Phoenix.

Sue Toker is a costumer who must compete in the Master class due to sheer dumb luck, an artist, a movie going junky, and a reading addict - but who here isn't?

A nationally touring musician and circus artist, **SJ Tucker** returns to Lunacon to give two concerts and a fire performance with acrobat K' Wiley. SJ's sound is described as "Celtic blues", "folk rock full of fire" and "Tori Amos with-out the random orgasmic screams", and her fire performances as "cutting-edge".
(Website: <http://www.skinnywhitechick.com>.)

Catherynne M. Valente is the author of *The Labyrinth* and *Yume no Hon: The Book of Dreams*, as well as two books of poetry, *Apocrypha* and *Oracles*. Her first major fantasy series will be published by Bantam/Dell, beginning in 2006. She lives in Virginia.

Michael A. Ventrella is one of the founders of the NERO live roleplaying game and currently runs the NERO Alliance (www.NeroHQ.com). He is the founder of *Animato! Magazine* and has written about animation for a variety of magazines, including *Entertainment Weekly* and *FPS*. In his spare time, he is a lawyer and is married to artist Heidi Hooper.

Michael J. Walsh attended his first convention - Disclave - in 1969. He's chaired a few Disclaves since then, a Worldcon (and apparently lived to tell the tale), a Balticon, and in 2003 his second World Fantasy Con. Walsh also has a small press (www.oldearthbooks.com) and works as East Coast sales rep for Johns Hopkins University Press.

Diane Weinstein was an assistant editor and an art director with *Weird Tales* magazine, and an editorial assistant at Wildside Press. She also draws, paints and throws great parties.

Andrew Wheeler is Senior Editor of the Science Fiction Book Club, but he tries not to let it go to his head.

Richard White's first *Star Trek* novella, "Echoes of Coventry" will be released this April for the S.C.E. series. His novel, *Gauntlet: Dark Legacy*, was a best seller for ibooks in 2004, with the sequel scheduled for 2006. His new fantasy comic, *Chronicles of the Sea Dragon*, debuted at San Diego ComiCon in 2005, and his dark fantasy comic, *Troubleshooters, Inc.*, will debut at SDCC this year.

Joan Winston has spent thirty-three years in fandom and is still here. She did an interview for *Trekkies II*. They let her blather for 50 minutes. (That's 30 seconds in the film, right?) Also an article in the *Star Trek Communicator* about her contributions to Fandom (?).

Alex Wittenberg is a longtime comic book reader and SF fan.

Batya "The Toon" Wittenberg is a New York filker and a founding member of the intercontinental filk group Lady Mondegreen. She doesn't get nearly enough sleep.

Lew Wolkoff attended his first convention, Lunacon, in 1968. He's been active in Fandom ever since, and he's the editor of the newsletter you'll be reading at this year's Lunacon. His day job is as a planner/analyst for the PA Department of Health.

Ben Yalow has been to over 500 cons, and worked on about a third of them, including most of the Worldcons for the last three decades. He's edited four NESFA Press publications, two of which were nominated for the Hugo Award.

Ann Tonsor Zeddies' most recent book, *Steel Helix* (2003), is a Philip K. Dick Award nominee. It's a prequel to *Typhon's Children* (also a Philip K. Dick Award nominee, in its year, 1999) and *Riders of Leviathan* (2001), both written as **Toni Anzetti**. Ann and Toni are confused, but honored.

Zenforfree, L.L.C. (www.zenforfree.com) are local film makers who have recently completed a project called *The Slack Shack*, which is a series of internet comedic shorts. Missed the premiere? Don't fret, now you can see it all in the comfort of the convention center.

And a host of others.



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- MOOKIE Writer/Artist - Dominic Deegan
- SCOTT RAMSOOMAIR Artist/Writer - VG Cats
- WOODY HEARN Artist/Writer - GuComics
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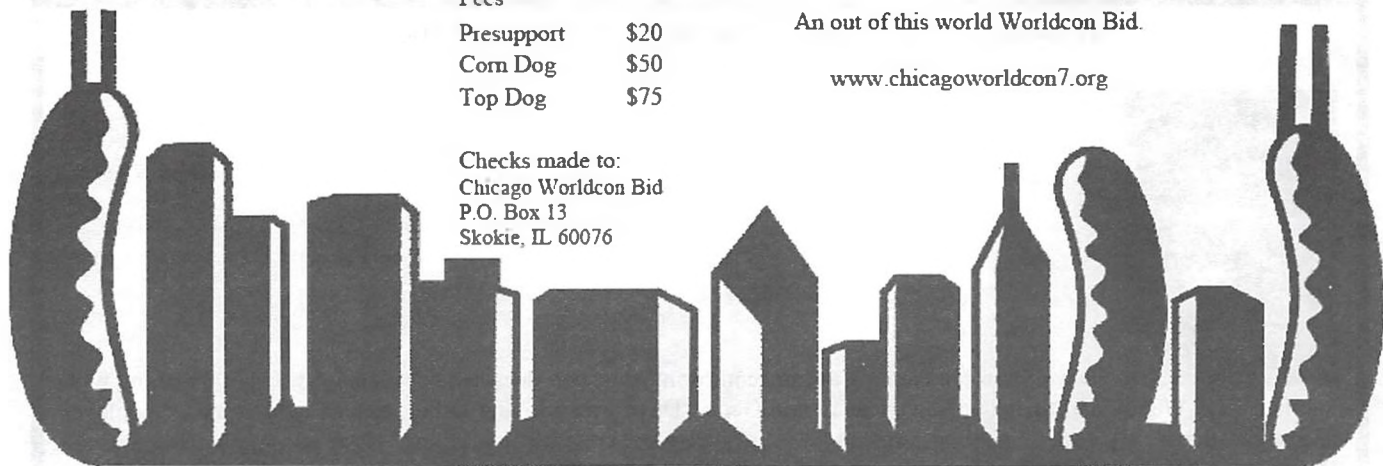
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In Memoriam

Don Adams
Jim Aparo
Barry Bard
Peter Benchley
Stan Berenstain
Dr. Hans Bethe
Ed Bishop
Julian (Bud) Blake
Dr. Keith Boardman
Tommy Bond
Bill Bowers
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John DeLorean
Bob Denver
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Andreas Katsulas
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Stanley Sutton
Kelly Turner
Myron Waldman
Robert Wise
Jerry (JN) Williamson
("Julian Shock")
Paul Winchell
Pat York
Bernie Zuber

And our heartfelt condolences to those in our Lunacon/Lunarians family who have lost loved ones this past year.

"It seems to me that you need a good irrational approach, since, if rationality could serve you, I'd have had the matter solved already."

-- Robert Sheckley (1928-2005)

Dave Stern (1951-2006): "His Wisdom Surpassed His Years"



Dave Stern ran Gaming at Lunacon for most of two decades, between 1983 and 2003, along with his then-wife Wendy and their two sons, Renny and Gene. Dave was a loving father, and an avid fantasy roleplayer and poker player. (A deck of playing cards and a set of dice were cremated with him.) He was commemorated in the Dave Stern Memorial RPG(ame), and will be remembered as well in a series of Dave Stern Memorial Poker Championship games at DREAMATION, DEXCON, Southern Exposure and Spring Gathering, and, of course, by his legacy, the bustling Gaming Rooms at Lunacon.

Lunacon and the Lunarians extend their deepest sympathies to his family and closest friends.

Lunacon*50

Setting the **Gold Standard** by building on everything that's come before.

Starring:

Writer Guest of Honor: **Christopher Moore**

Artist Guest of Honor: **Dave Seeley**

Fan Guest of Honor: **Frank Dietz**

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March 16-18, 2007

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Registration Information:

Before July 5th, 2006 - \$30 Adult Registration Fee

Between July 6th and February 19th, 2007 - \$40 Adult Registration Fee

After February 19th or at the Door - \$50 Adult Registration Fee

Children between the ages of 6 and 12 (as of March 16th, 2007) are half price.

Children under the age of 6 get in for free (when they're with a paid adult).

Look, bottom line here? We're gonna be doing our best to throw the biggest party this side of a Worldcon. If not bigger. Because honestly? It's **Lunacon*50**, we don't get to go this crazy for another 50 years. We might as well get it right this time. Because in another 50 years, well...

PAST LUNACONS (PLUS)

YEAR	DATE	GUEST(S) OF HONOR	ATTENDANCE
1957	May 12	No Guest of Honor	65
1958	April 13	Frank R. Paul	85
1959	April 12	Lester Del Rey	80
1960	April 10	Ed Emsh	75
1961	April 9	Willy Ley	105
1962	April 29	Frederik Pohl	105
1963	April 21	Judith Merrill	115
1964	NO LUNACON — NEW YORK WORLD'S FAIR		
1965	April 24	Hal Clement	135
1966	April 16-17	Isaac Asimov	235
1967	April 29-30	James Blish	275
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	Mar 31-April 2	Theodore Sturgeon	1200
1973	April 20-22	Harlan Ellison	1600
1974	April 12-14	Forrest J. Ackerman	1400
1975	April 18-20	Brian Aldiss	1100
1976	April 9-11	<i>Amazing/Fantastic</i> Magazines	1000
1977	April 8-10	L. Sprague & Catherine de Camp	900
1978	Feb 24-26	Writer: Robert Bloch Special Guest: Dr. Rosalyn S. Yalow	450
1979	Mar 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	1100
1983	March 18-20	Writer: Anne McCaffrey Artist: Barbi Johnson Fans: Donald & Elsie Wollheim	1500
1984	March 16-18	Writer: Terry Carr Artist: Tom Kidd Fan: Cy Chauvin	1400
1985	March 15-17	Writer: Gordon R. Dickson Artist: Don Maitz Fan: Curt Clemmer, D.I.	800
1986	March 7-9	Writer: Marta Randall Artist: Dawn Wilson Fan: Art Saha	1100
		Special Guest: Madeline L'Engle	
1987	March 20-22	Writer: Jack Williamson Artist: Darrell Sweet Fan: Jack L. Chalker	1200
		Toastmaster: Mike Resnick	
1988	March 11-13	Writer: Harry Harrison Artist: N. Taylor Blanchard	1250
		Fan: Pat Mueller Toastmaster: Wilson Tucker	
1989	March 10-12	Writer: Roger Zelazny Artist: Ron Walotsky Fan: David Kyle	1450
		Editor: David Hartwell	
1990	March 16-18	Writer: Katherine Kurtz Artist: Thomas Canty Publisher: Tom Doherty	1500
1991	March 8-10	Writer: John Brunner Artist: Kelly Freas Fan: Harry Stubbs	1200
		Publishers: Ian & Betty Ballantine Science: Prof. Gerald Feinberg	
1992	March 20-22	Writer: Samuel R. Delany Artist: Paul Lehr Fan: Jon Singer	1350
		Featured Filkers: Bill & Brenda Sutton Special Guest: Kristine Kathryn Rusch	
1993	March 19-21	Writer: Orson Scott Card Artist: Barclay Shaw Fan: Alexis Gilliland	1250
		Publishing: Richard Curtis	
1994	March 18-20	Writer: Vonda N. McIntyre Artist: James Warhola Fan: Walter R. Cole	1300
		Comics Industry: Walter & Louise Simonson Featured Filker: Peter Grubbs	
		Special Musical Guest: Dean Friedman	
1995	March 17-19	Writer: Poul Anderson Artist: Stephen Hickman Fan: Mike Glycer	1300
		Featured Filker: Graham Leathers	
1996	March 15-17	Writers: Terry Pratchett, Esther Friesner Visual Humor: Phil Foglio	1300
		Fan: Bruce Pelz Special Origami Guest: Mark Kennedy	
1997	March 7-9	Writer: C.J. Cherryh Artist: David Cherry Fan: Michael J. Walsh	1250
		Media: Michael O'Hare	
1998	March 20-22	Writer: Octavia E. Butler Artist: Donato Giancola Fans: John & Perdita Boardman	1250
1999	March 5-7	Writer: Vernor Vinge Artist: Bob Eggleton Fan: Anthony R. Lewis	1200
2000	March 24-26	Writer: George Alec Effinger Artist: Lisa Snellings Fan: Stu Shiffman	1200
		Special Guest: Barbara Hambly	
2001	March 23-25	Writer: Charles Sheffield Artist: Jody Lee Fan: John Hertz	1150
		Special Guest: Nancy Kress	
2002	March 15-17	Writer: Alan Dean Foster Artist: James Gurney Fans: Ron & Val Ontell	1050
		Special Guest: Peter F. Hamilton Toastmistress: Roberta Rogow	

2003	March 21-23	Writers: Spider & Jeanne Robinson	Artist: Rowena	
		Fans: Joni & Todd Dashoff	Mistress of Ceremonies: Susan de Guardiola	1200
2004	March 19-21	Writer: Storm Constantine	Artist: Michael Whelan	Fan: Lucy Schmeidler
		Special Webtoonist Guest: Pete Abrams	Costuming: Ricky & Karen Dick	1211
2005	March 18-20	Writer: Michael Swanwick	Artist: Butch Honeck	Fan: Skip Morris
		Costumers: Pierre & Sandy Pettinger		1122
2006	March 17-19	Writer: Jim Butcher	Artist: David B. Mattingly	
		Fan: Byron Connell	Costumer: Lisa Ashton	????
2007	March 16-18	Writer: Christopher Moore	Artist: Dave Seeley	Fan: Frank Dietz
				????

The New York Science Fiction Society - *The Lunarians, Inc.:* 50 Years of Sheer Lunacy

continued from inside front cover

In 1989, the New York Science Fiction Society - the Lunarians, Inc. took an active role in the future of the genre by establishing a scholarship fund to help 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. Subsequently renamed in memory of the Wollheims, renowned fans, publishers and members of the Lunarians, the **Donald A. and Elsie B. Wollheim Memorial Scholarship Fund**, so far, has been able to provide partial scholarships to some three dozen aspiring writers, including Michael A. Burstein, Pat York, Graham P. Collins, Alexandra Elizabeth Honigsberg, Jeremy Bloom and Jamie Kress.



Additionally, in 1992, the Lunarians established the **Isaac Asimov Memorial Award** as an everlasting tribute to Dr. Asimov's lifelong contribution to the fields of Science Fiction and Science Fact. The Award (left) features a portrait of Dr. Asimov by famed artist Frank Kelly Freas on a medallion embedded in a lucite pyramid on a dark wooden base. It is announced or presented at Lunacon to honor those who have contributed significantly to increasing the public's knowledge and understanding of science through his or her writings, and who exemplify the personal qualities which made the late Dr. Asimov so admired and well-loved. Recipients of this Award to date are Hal Clement (Harry Stubbs, 1993), Frederik Pohl (1994), Dr. Ben Bova (1995), Dr. Stephen Hawking (1996), Dr. Stephen Jay Gould (1997), Dr. Michio Kaku (1998), Dr. Charles Sheffield (1999), Charles Pellegrino (2000), Sir Arthur C. Clarke, Dr. Yoji Kondo (Eric Kotani (2002), Dr. Neil deGrasse Tyson (2003), John Noble Wilford (2004) and Stephen Baxter (2005)..

In 1997, in memory of the legendary fan, fan historian and editor, the Society created the **Sam Moskowitz Memorial Award** for best non-fiction contribution to the genre published in the previous year. The first recipient of this Award was Vincent Di Fate's *Infinite Worlds: The Fantastic Vision of Science Fiction Art*.

The Lunarians abides. February 2006 saw the Club's 456th meeting. This fall we'll be commemorating the Club's 50th anniversary, and next year we'll be holding the 50th Lunacon. There's no better time than now to join in the celebrations. It's easy to become a member of the Lunarians. **Subscribing Membership**, currently \$15 per year, entitles you to receive all our mailings and notices of what we're doing, including minutes of the most recent meeting. **Regular Membership**, currently \$30 per year, allows fuller participation in Lunarians meetings, events and activities. (A third category, **Honorary Membership**, is bestowed in recognition of special service to the Society and/or the genre.)

If you're interested in learning more about becoming a member of the Lunarians, attending one of our meetings, or any of our other activities, you're invited to write to us at: **New York Science Fiction Society - the Lunarians, Inc.**, PMB 234, 847A Second Avenue, New York, NY 10017-2945 or at info@lunacon.org. You may also check off the appropriate box on your Lunacon registration form.

Historical information courtesy of Frank Dietz, Perdita Boardman, Stu Hellinger, Dave Kyle, Fred Lerner, Brian Burley, Ed Me_kys, Andy Porter and others, along with meeting minutes taken by the late Belle Cohen Dietz (later Cassidy).

