

FALL SCIENCE FICTION STARS from Houghton Mifflin Company

THE FOURTH DIMENSION AND HOW TO GET THERE by Rudy Rucker

"As informative and mind dazzling as Rucker's previous book, INFINITY AND THE MIND."

– Martin Gardner

The award-winning author of science fiction and science fact, Rudy Rucker, takes his readers on a fantastic voyage into the realms of all that has been thought, postulated, proved and seen of the direction that is different from all directions in the physical universe, the fourth dimension. Rudy Rucker received the Philip K. Dick Award for Best Science Fiction Novel of 1982.

THE ADVERSARY by Julian May

The Saga of the Pliocene Exile comes to a dazzling and unexpected close with this last novel of the quartet. Marc Remillard, the Adversary, a man of such dark and ranging powers that he almost resembles Satan himself, reaches the final challenge against Aiken Drum, trickster, usurper king of the Tanu, and a man with infinite powers of deception. "Irrevocably among the great," comments Isaac Asimov's Science Fiction Magazine.

The Pliocene Series: THE MANY-COLORED LAND, THE GOLDEN TORC, THE NON-BORN KING. GODS OF
THE GREATAWAY
by Michael Coney
VOLUME II of
THE SONG OF THE EARTH

"I was under the spell of THE CELESTIAL STEAM LOCOMOTIVE. A sequel is promised. I plan to be along for the ride."

— Gerald Jonas The New York Times Book Review

The sequel to Michael Coney's THE CELESTIAL STEAM LOCOMOTIVE is here. GODS OF THE GREATAWAY takes readers deeper into Dream Earth and to the very limits of the Ifalong. The Triad is back, determined to free Starquin the Omnipotent from the Hate Bombs and the Bale Wolves.

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> Science Fiction and Fantasy Book Review

Houghton Mifflin Company

Two Park Street, Boston, Massachusetts 02108

NORWESCON 7

Seventh Annual Northwest Regional Science Fiction Convention

Sponsored by the: Northwest Science Fiction Society P.O. Box 24207 Seattle, WA 98124

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SEATTLE • MARCH 22nd - 25th, 1984 • AIRPORT HYATT HOTEL

Guests of Honor

L. SPRAGUE & CATHERINE CROOK DE CAMP

Fan Guest of Honor

JACK SPEER

Artist Guest of Honor

DON MAITZ

Toastmaster

MARTA RANDALL

The Norwescon 7 Program Book is dedicated to the memory of Mack Reynolds

Table of Contents

Notes from the de Camps	2
Programming	5
Guests of Honor: L. Sprague & Catherine Crook de Camp by Poul Anderson	16
Fan Guest of Honor: Jack Speer by Elinor Busby	
Art Guest of Honor: Don Maitz by Michael Whelan	20
Toastmaster: Marta Randall by Vonda N. McIntyre	22
Guests of Norwescon	25
Meya by Marta Randall	49
Gallery	52
Seattle	67
Departments	
Films & Video	
Poetry by the de Camps	
Pre-registered Membership	
Advertisers & Art Credits	
Acknowledgements	84
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- Million - Mary Con	
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THE PERSON OF THE PROPERTY OF THE PARTY OF T	
Market & Waller	

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■ NOTES FROM THE DE CAMPS ■



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BEGAN PROFESSIONAL WRITING in the late 1930s; and I have been at it most of the time since, save for the Second World War, when I was in the Naval Reserve.

I have certainly had an interesting time. I've been chased by a hippopotamus in Uganda, prospected for uranium by airplane, and been out with the late Gypsy Rose Lee (in her day America's leading strippeuse). I have entertained royalty, and then survived a train wreck on the way home from the party. So you can't say I haven't lived.

I can ride a camel, shoot a bow and arrow, dance an Irish jig, and recite Jabberwocky in German. I have also written a

fair number of books—but fewer than half as many as my old friend Asimov, although he and I started at the same time. As I look back, however, it seems to me that the course of my life has been determined much less by my own virtues and faults than by sheer, dumb luck.

The biggest piece of luck that ever befell me was when in 1939 Catherine said, "yes," and the smartest thing I ever did was to ask her. So I shall now turn the—ah—page over to my better 75%: my best friend, most faithful collaborator, severest editor, and favorite sex object, Catherine Crook de Camp.

-L. Sprague de Camp

COMPARED TO THE FOLKS who struggled West over three thousand miles of prairie, mountain ranges and deserts, who fought for their lives against wild beasts and mounted Indian braves, who overcame untold hardships by sheer determination sparked with hope, Sprague and I shall arrive in Seattle like feathers blown on a morning breeze.

But we have an even easier way to make new friends and share an hour or two with old. Words travel to the sky and back to Earth with the speed of thought, aided a bit by satellite communication systems; and messages that last a generation travel on the pages of a worthy book. Thus we are, so to speak, old friends already—the de Camps and you who care enough about science fiction and fantasy to assemble for Norwescon Seven.

Greetings to you, one and all, from Sprague and me. We are honored to be your Guests-of-Honor and anticipate a heart-warming weekend with all of you. Writing is fun, let no writer deny it. But it is also a thief of time and a hard task-master, and often brings with it rejection and disappointment. Coming to gatherings of readers and writers is the reward for all the toil and trouble that puts a sparkle in the jaded eye and revitalizes the weary mind.

And so we are indeed grateful for this opportunity to be with you on this splendid occasion. We hope to share with you something of the excitement we have experienced as we watched the fiction of the 1930s become the technology of the 1980s. We salute those of you who are already expanding the horizons of readers of today to insulate them from the awesome happenings of tomorrow. And to our special fans we say: May the marvelous tales spun by writers old and new inspire you and give you pleasure all your days.

-Catherine Crook de Camp



BONUS FOR READERS!!! SFC now features columns by ROBERT SILVERBERG, FREDERIK POHL, VINCENT DIFATE

Now, more than ever, a subscription to Science Fiction Chronicle is the best and least expensive way to keep up with everything that's happening in the SF and Fantasy fields. Nowhere else will you find Science Fiction Chronicle's coverage of books and magazines months before publication, with lots of cover illustrations. Or Kay Anderson's monthly "Continuum" column, covering all the news of films, TV and radio. Or Stephen Jones and Jo Fletcher's unique "London Report," bringing the British SF and Fantasy fields into your living rooms. Or monthly, constantly updated convention listings. Or incredibly detailed, every-4th-month market reports, with editors' comments on what they're currently buying. Or coverage of fans, fandom and fanzines. Or lists of catalogs received, for those of you who buy books by mail. Or the letters, many reviews every issue, obituaries, awards, photos of authors, editors and artists, convention reports, authors' birthdays, publishing newsnotes, and other features.

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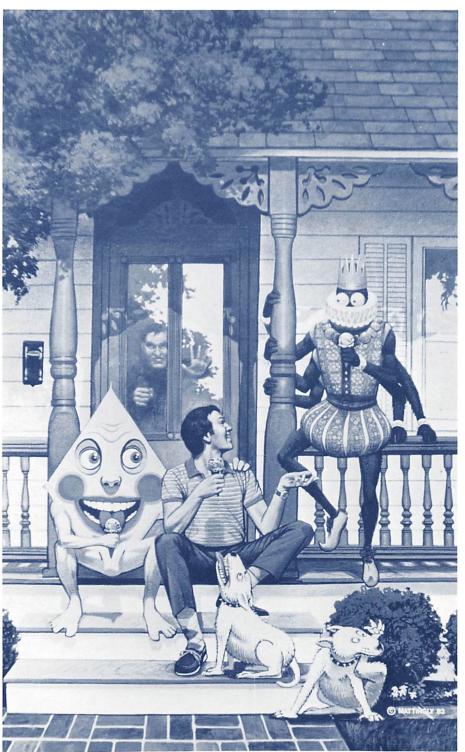
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One year (12 issues) for \$21 (\$27 Euronal Two years (24 issues) for \$39.60 (\$46). This is a renewal. Start with the	80 Europe, \$52.80 Australasia).			
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Nine Reasons:

- Fact 1 Philadelphia has the people. Our convention leadership is well known, competent and experienced at running cons Larry Gelfand, Chairman; Wilma Fisher and Gary Feldbaum, Co-Vice-Chairs; Yoel Attiya, Cliff Bell, Sara Paul, Joann Lawler, George Paczolt, Sally Fink, Lew Wolkoff, Steve Kistreff, Terry Gish, Marla Bear, Theresa Renner, Janny Wurtz, and a host of others.
- Fact 2 Philadelphia has the facilities. Our main hotels, the new Franklin Plaza and Philadelphia Centre Hotel, have the rooms and the space to accommodate a good Worldcon. Our special function space is comparable to our competitors'. We also feature an excellent Dealers' Room of 30,000 sq. ft. (with a loading dock on the same floor); a large Art Show space of 22,000 sq. ft.; good facilities for the Masquerade according to George Paczolt, and numerous modern meeting rooms. We will even have closed circuit TV hookups of special events to your room in the Franklin Plaza.
- Fact 3 Philadelphia has the food. Our main hotels are 4 blocks from Chinatown. They are also surrounded by a variety of restaurants to suit all tastes and budgets, including Fast Food, Mexican, Thai, Italian, French, German, Greek, Hungarian, Japanese, Indian and several twenty-four hour restaurants.
- Fact 4 Philadelphia has hotel experience. Philcons have been held at these main hotels for 5 years already and will continue to be there. These hotel staffs like fen, like our committee and appreciate our buiness. Our staff and theirs are used to each other so you can expect far fewer hassles!
- Fact 5 Philadelphia has convention experience. Philadelphia held the very first Science Fiction convention, in 1936. Philcon has grown in numbers and success ever since. Noted for originating strong art programming, Philcon has a good variety of programs for different tastes. Our people have also worked on numerous Worldcons.
- Fact 6 Philadelphia has a superior elevator-to sleeping room ratio. Think about it. How long have you had to wait for elevators at World cons and other cons? Fen just use them heavily. With more elevators per sleeping room, you won't have to wait as long. We have also planned ahead and will schedule a live-in elevator/escalator repairman for the whole con.
- Fact 7 Philadelphia has the hotels. The luxurious Franklin Plaza (indoor jacuzzi, pool, sauna, health club, etc.) and modern Philadelphia Centre Hotel (shopping arcade and transportation hub immediately beneath) are just a beginning. Philadelphia boasts numerous other hotels just a few blocks away including plush hotels like the Palace Hotel of Philadelphia (wetbars and refrigerators in every room, suites with full kitchens, swimming pool) and standard hotels like the Holiday Inn Center City. All price ranges, close by, various recreational facilities and many rooms (more than 5,000 in easy walking distance), give our hotels what you need.
- Fact 8 Philadelphia has the city. What can you say about the city where it all began? There's history Liberty Bell, Edgar Allen Poe House, Museums galore. There's science the world-acclaimed Franklin Institute, Fels Planetarium, etc. There's shopping, artwork, movies, gardens and much more, all in easy reach of our hotels.
- Fact 9 Philadelphia has the desire. We've already begun working on the 1986 Worldcon; setting up our financial and organizational structure, and planning our programming. Not out of any certainty of winning, but because we know that running a worldcon takes *alot* of time, if its going to be done right.



■ PROGRAMMING ■



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Program Key:

The following schedule shows the major programming events only. All events will run for one hour unless otherwise noted, and it would be very wise to pay particular attention to your Pocket Program, as any changes in content, time, or location will be noted there. Some minor programming events, the film schedule and video schedule will be shown on the Pocket Program. Many author's readings and interviews and news broadcasts are also listed only on the Pocket Program. Enjoy the con!

THURSDAY, MARCH 22

2 PM

REGISTRATION OPENS. (Lobby) Early registration for those wishing to avoid late Thursday crush.

5 PM

FRANK THE UNICORN, VICE PRESI-DENTIAL PRESS CONFERENCE. (Phoenix C & D) Phil Yeh leads a rally session for the newest vice presidential candidate, Frank the Unicorn.

HOSPITALITY OPENS. (Governor's Suite) Start the party early with the 'Dragon Lady' and her crew.

6 PM

ENTERTAINMENTS. (Phoenix C & D) To get you "in the con spirit," we have arranged to entertain you with an evening of Science Fictional Charades, Filksinging, comedy, and magic all in the canteen environment of Phoenix Rooms C & D.

NORWESCON FILM FESTIVAL. (Flight Lounge) This year Norwescon offers another selection of films for your viewing. Check your pocket program for play times of Damnation Alley, Casino Royale, Texas Chainsaw Massacre, The Stepford Wives, and The Horror of Party Beach.

7 PM

CONVENTION PARTY ETIQUETTE. (Phoenix E) Before the party begins, learn the do's and don'ts of convention party going with Elizabeth "Dragon Lady" Warren, Michael Dann, and J. Brian Clarke.

8 PM

OPENING CEREMONIES & de CAMP TALK. (Phoenix A & B) Join all the Guests of Honor, Richard Wright, and Mark Schellberg for the official christening of the hotel and harmonica chorus. Toastmaster Marta Randall is the Mistress of Ceremonies. Afterward, join L. Sprague and Catherine de Camp as they talk about their lives as writers and as fans.

IS YOUR NEIGHBOR AN ALIEN? (Phoenix E) Do you have neighbors you wonder about? If you do, join Jon Gustafson, Phyllis Ann Karr, Madeline Robins, Gavin Claypool and Cyn Mason to find out if they really belong here.

9 PM

PRO WARS. (Phoenix E) Two teams of pros try to outwit each other. The audience decides the winner.

PRACTICE PARTY. (Hospitality Suite) Practice makes perfect.

10 PM

DANCING. (Phoenix C & D) Dance the night away with the big sound of a live band.

FRIDAY, MARCH 23

8 AM

REGISTRATION OPENS to catch all those early birds. (Phoenix Balcony Ramp).

9 AM

HOSPITALITY OPENS. (Governor's Suite) Hostess Elizabeth Warren and crew treat you to coffee and conversation.

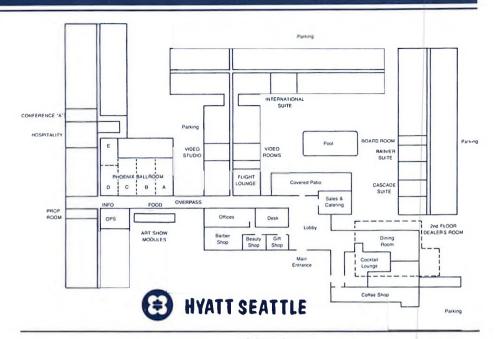
10 AM

THE P.P. SHOW. (Phoenix A & B) Paul Sammon gives us a behind the scenes look at cable TV's planetary pal, P.P. Don't miss this entertaining and original spoof of E.T.

SF I GREW UP WITH. (Phoenix C & D) Elinor Busby, Jon Gustafson, Daniell Dabbs, Gene Van Troyer, and Adrienne Martine-Barnes discuss the books they remember since each was knee high to a tribble.

11 AM

EXOTIC MODES OF TRANSPORATION. (Phoenix A & B) A slide presentation with J. Ray Dettling on the many fascinating ways and forms of future travel.



Pacific Highway South (99)

MAMA RAISED AN SF WRITER?

(Phoenix C & D) Frank Catalano, Steven Bryan Bieler, Katherine Sinclair, and Jerry Oltion discuss how they became SF writers, much to their mama's dismay.

ART CENSORSHIP. (Phoenix E) Ray Williams, Don Maitz, Victoria Poyser, and Kevin Johnson explain the many ways art is determined 'acceptable' by publishers and artists.

DEALERS' ROOM OPENS. (Satellite Room) Books, posters, comics, jewelry, clothing, records, art work; you name it, it's in the dealers' room.



12 NOON

FILM PREVIEWS. (Phoenix A & B) Studio publicist Craig Miller previews *The Last Starfighter, Iceman,* and *Splash,* the newest films from Universal, Disney, and Gary Kurtz.

GLOBAL WARMING TRENDS. (Phoenix C & D) "The Greenhouse Effect." Is the world really turning into a vast desert wasteland? Dean Ing, and University of Washington Professor Dennis Hartmann discuss the possibilities.

COMICS HISTORY. (Phoenix E) Comic figures tell about the upbringing of the comic world.

ARE THERE STILL WRITER'S WORKSHOPS? (Flight Lounge) The good and bad points of writer's workshops, and what they've done for the field are debated by Joel Davis, Frank Catalano, Bruce Taylor, and Marilyn Holt.

MARTIAL ARTS DEMONSTRATION. (Continental Room) A demonstration of the Japanese martial art of Aikido with members from the Seattle School of Aikido; Mary Heiny, instructor.

ART SHOW. (Art Modules) All the art you wish you owned—ready for your viewing pleasure.

1 PM

THE CAPTURE. (Phoenix A & B) Robert Asprin presents this hilarious slide show which was nominated for a Hugo in 1976.

NEW FANTASY THAT WORKS. (Phoenix C & D) Julian May, Megan Lindholm, Susan Allison, Elizabeth Scarborough, and Michael Reaves pick the new fantasy books they think break out of the formulae.

LIFE EXTENSION TECHNIQUES. (Phoenix E) Steve Bard, & J. Ray Dettling take a scientific look at methods of extending your life span.

SF FILMS AND THEIR BOOKS. (Flight Lounge). Have SF films done justice to their literary counterparts? Steve Dimeo, Gordon Erickson, Bonnie MacBird, and Richard Johnson preside.

2 PM

OTHER UNIVERSES. (Phoenix A & B) John G. Cramer lectures on the physics of other universes.

SEATTLE IN 2020. (Phoenix C & D) Mary Ann Gwinn discusses her Seattle Times article about Seattle 36 years after 1984. Howard Schwartz and Jonathon Post assist.

SF PLAYWRITING. (Phoenix E) Join George Harper and Adrienne Martine-Barnes for a chat about the up-andcoming(?) media in fandom.

WRITING FILM. (Flight Lounge) Bonnie MacBird, Richard Hilliard, Ted A. Pederson, Michael Reaves, Richard Johnson point out the many peculiarities of screenwriting, its styles, and pitfalls.

3 PM

ELFQUEST. (Phoenix A & B) Richard Pini presents a slide show and discusses the Elfquest finale.

CREATING CONSISTENT CULTURES? (Phoenix C & D) Larry Niven, Michael Coney, Jerry Oltion. Phyllis Ann Karr talk about how to create a believable world.

MY PRIZED COLLECTABLES. (Phoenix E) Or "Look what I found for a dime." Steve Bard, Bob Brown, and other hard-core collectors show off their most precious items and share their collecting secrets.

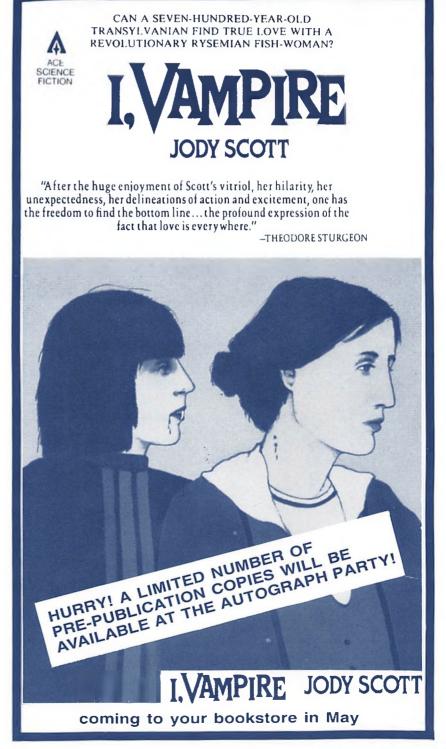
ART ECONOMICS (Flight Lounge) Jon Gustafson, Kennedy Poyser, Randy Hoar, and Kola B. Lawson discuss the mechanics of art investment, resale, and appraisal.

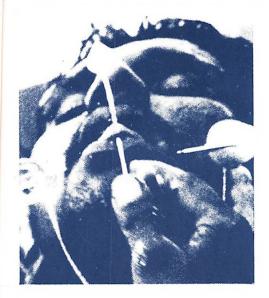
4 PM

SPACE TELESCOPE. (Phoenix A & B) Joel Davis narrates a slide presentation about America's first telescope in space.

ROBERT E. HOWARD, CONAN & US. (Phoenix C & D) GoHs Catherine & L. Sprague de Camp talk about the creator of Conan the Barbarian, their new book about him, and other related stories.

BEST NOVELS OF 1983. (Phoenix E) Frank Catalano, Rachel Holmen, Ed Bryant, and Tony Wolk review 1983's best SE. 21st CENTURY CULTURAL DOMINANCE? (Flight Lounge) Join David Brin, Daniell Dabbs, Janet Gluckman, Frank Robinson, and William Yates for a discussion of which culture will dominate the 21st century—American, European, or Eastern.



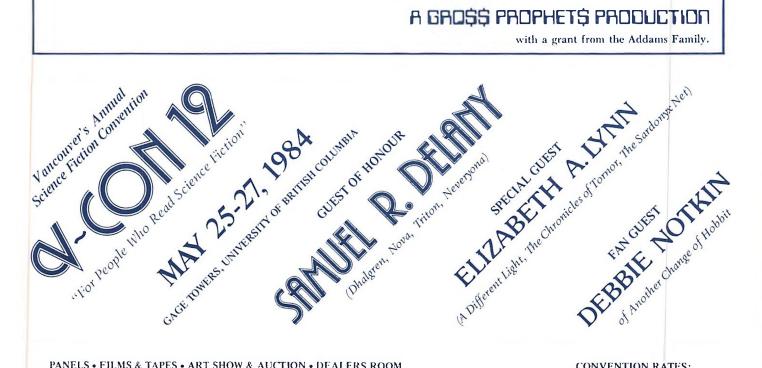


Some circumstantial evidence is very strong, as when you find a trout in the milk.

Thoreau

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with a grant from the Addams Family.



PANELS • FILMS & TAPES • ART SHOW & AUCTION • DEALERS ROOM PARTIES • SF POETRY WORKSHOP • SCA EVENT • TWO HOSPITALITY SUITES TOURS • SCIENCE PROGRAMMING • WRITERS WORKSHOP COSTUME BACCHANAL • ROOM OF OUR OWN • FANZINE PRODUCTION PEANUT BUTTER & JELLY SANDWICHES

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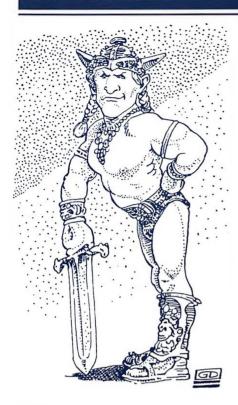
CONVENTION RATES: \$17 in Jan, \$18 in Feb, \$19 in March, etc. to \$25 at the door

WRITE: V-CON 12, P.O. Box 48478 Bentall Station, Vancouver, B.C. V7X 1A2

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5 PM

CONAN II PREVIEW. (Phoenix C & D) Studio publicist Paul Sammon narrates a slide show preview of the film Conan II.

BAT DURSTON IN SPACE. (Phoenix E) Is space SF really the western of the future? Gordon Eklund, Eric Vinicoff, Robert Wilfred Franson, and Steve Barnes discuss.

TRIVIA PRELIMINARIES. (Flight Lounge) Watch in awe as trivial fact after trivial fact is ruthlessly exposed in time honored tradition of the trivia wars (Episode 4).

6 PM

JODY SCOTT SHOW. (Phoenix C & D) Learn how to manipulate the *Web of Sorcery* with Jody Scott.

AUTHORS, ARTISTS, EDITORS/ ANTAGONISMS. (Phoenix E) Rachel Holmen referees authors, artists, and editors as they discuss the troubles and rewards of working together. No rock throwing allowed.

FILM COMPOSERS. (Flight Lounge) Join Craig Anderson in a listening and talk session about science fiction film music.

HORSECLANS SOCIETY MEETING. (Continental Room) Robert Adams, creator of the 'Horseclans' world reads from an unpublished work and hosts a meeting for all those interested.

7 PM

SOVIETS IN SPACE. (Phoenix C & D) How many Russians have died in Soviet space missions? What does the Soviet space program have to do with us? Art Bozlee gives us the answers.

MUNDANOPHOBIA. (Phoenix E) Do you find yourself tempted to watch Monday night football? Using Ronco kitchen appliances? Or ordering Slim Whitman records while watching television? Does this scare you? It ought to! You may be turning MUNDANE. Join Shirin Salzer, Ray Williams, Julian May, Madeline Robins, and Cyn Mason in a discussion about how to avoid being mundane.

CARTOONIST JAM. (Flight Lounge) Cartoonists Steve Swenston, Del Harris and others outdraw each other to the finish. Audience suggestions are welcome.

FAVORITE FIVE SF NOVELS. (Continental Room) J. Brian Clarke, Frank Robinson. Michael Coney, and Gavin Claypool share their five favorite science fiction novels.

8 PM

VICTORIA POYSER SLIDE SHOW. (Flight Lounge) A slide show of her magnificent art.

WORLD'S WORST SF. (Continental Room) Hilarious excerpts from the best of the worst. Frank Catalano, Steve Fahnestalk, and Mildred Downey Broxon read from these works.

9 PM

EARLY-BIRD AUTOGRAPH SESSION. (Continental Room) Beat the rush, *Get the Worms*.

FAN PARTY. (Directors Room) Bring your favorite fan.

ARTIST RECEPTION. (Art Modules) In honor of Art GoH, Don Maitz.



9:30 PM

NORWESCONE & STARDANCE. (Phoenix A, B, C, D, & E) All the ice cream you can eat and dancing till the wee hours amid lavish sets and fabulous lighting effects.

10 PM

SEX TOY PARTY. (Flight Lounge) Gawk and giggle at all the latest personal extras. Sorry, Must be 18 or over.

11 PM

PLAIN WEIRDNESS. (Continental Room) A talk show with Bill Gibson and guests Marta Randall, Steve Perry. Charles Platt, Eileen Gunn, Marilyn Holt, and Elinor Busby.

12 MIDNIGHT

ORGY. (Room 569) In the 500 WING.

SATURDAY, MARCH 24

8 AM

REGISTRATION REOPENS in anticipation of the big rush.

9 AM

DARWIN AND DRAGONS. (Phoenix A & B) Sharan Newman, Megan Lindholm. Carl Waluconis, Elizabeth Scarborough, and Adrienne Martine-Barnes discuss the evolution of mythological creatures in fiction.



THE COFFEE SUITE. Hospitality opens bright and early for those needing a little coffee pick me up.

10 AM

WRITERS' HINTS & TIPS. (Phoenix A & B) A question and answer period on breaking into the business. Richard Mueller, Jerry Oltion, Alan Nourse, Betsy Mitchell, and Joan Vinge lead the discussion.

ECOTOPIA OR GLOBAL FAMINE. (Phoenix C & D) Howard Schwartz leads Eileen Gunn and Eric Vinicoff in a discussion about poverty and food problems in the future.

POETRY AND SF. (Phoenix E) Gene Van Troyer, J.T. Stewart, Paul Edwin Zimmer, and Jonathon Post discuss the marriage of verse and science fiction.

DR. WHO APPRECIATION HOUR. (Continental Room) Brian Loomis leads an appreciation for one of TV's most enduring science fiction shows.

DEALERS. (Satellite Room) And you thought they were greedy yesterday!

ART SHOW. (Art Modules) Now is the time to get that bid up on the art you want, while your competition is still bleary-eyed.

11 AM

DUNE PREVIEW. (Phoenix A & B) Paul Sammon shows scenes from the soon to be released movie, DUNE.

FUTURE MEDICINE. (Phoenix C & D) What will medicine be like in the future? Howard Schwartz, John Sovocool, Steve Perry, and Margaret Kenny discuss what lies ahead in the health field.



THE FACTIONS OF FANDOM. (Phoenix E) Members of science fiction fandom compare notes and determine just what the differences are. FGoH Jack Speer, Maureen Garrett, Carl Waluconis, and Steve Schlich preside.

PRELIMINARY TRIVIA-2. (Flight Lounge) The trivia bowl strikes back, (Episode 5).

12 NOON

MYTH ADVENTURES. (Phoenix A & B) Richard Pini, Robert Asprin, Phil Foglio, and Tim Sale discuss their new comic series adapted from the popular Myth Series.

PHIL DICK CULTDOM. (Phoenix C & D) Is there a Phil Dick Cult? Join publisher Jim Frenkel, and authors Tony Wolk and Gregg Rickman to debate this burning question.

PHANTOM COMPUTER INVADERS VS. SYSTEM MANAGERS. (Phoenix E) R. Seymour, Ted Pederson, and two phantom hackers. Breaking into computer systems often causes headaches or laughs depending on the parties concerned. Here, they square-off, not quite face-to-face.

FILM RETROSPECTIVE. (Flight Lounge) Craig Anderson, Gordon Erickson, Steve Dimeo, Steve Fahnestalk, and Craig Miller discuss the state of science fiction films and their contribution to the cinema as a whole.

WRITERS' WORKSHOP (A). (At Nendels) First of Norwescon 7's invitational Clarion-style sessions.

1 PM

PRESENT AT THE CREATION. (Phoenix A & B) Fan GoH Jack Speer and Art Widner talk about how SF Fandom, conventions, fanzines, etc. got started.

NUCLEAR WINTER/MASS EXTINC-TIONS. (Phoenix C & D) Dean Ing; Stephen Gillette; Steve Fahnestalk; and Associate Professor of Geophysics, Marcia Baker explain the atmospheric consequences of a nuclear holocaust.

WHY A SERIES? (Phoenix E) Or "The Never Ending Novel." Robert Franson, F.M. Busby, Dave Brin, and Frank Catalano discuss why book series are written and read

Waiting's end: at last—the eagerly-anticipated sequel to the Hugo Award-winning epic *The Snow Queen*.

WORLD'S ENDJOAN D. VINGE

"[WORLD'S END] is sure to captivate more subjects for one of the reigning queens of science fiction."

-Publishers Weekly

A tremendous achievement, highly entertaining in its own right, WORLD'S END is a worthy successor to *The Snow Queen*, a novel hailed as "timeless" by the *Chicago Tribune Book World* and "a sure classic" by Arthur C. Clarke.



Joan D. Vinge, the #1 bestselling author of *The Return* of the Jedi Storybook, won the Hugo Award for Best SF N

the Hugo Award for Best SF Novel for *The Snow Queen*. WORLD'S END is the sequel to that blockbuster, which established its author as one of today's major novelists.

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STAR WARS FAN CLUB. (Flight Lounge) Maureen Garrett hosts this slide show about the fan club and Lucasfilms.

HITCHHIKER'S GUIDE MEETING. (Continental Room) James "Ford Prefect" Smith presides over this meeting of information and Vogon poetry. Attend if you

2 PM

dare.

WHO'S ON FIRST IN PUBLISHING. (Phoenix A & B) Jim Frenkel, Marta Randall, Ellen Asher, Charles Platt, Betsy Mitchell, and Susan Allison provide information on the newest developments in the publishing world.

MAITZ INTERVIEW. (Phoenix C & D) A probing interview of Don Maitz by Kennedy Poyser.

TAFF-DUFF AUCTION. (Phoenix E) Jerry Kaufman and Steven Bryan Bieler auction off some interesting fannish memorabilia to benefit the Transatlantic Fan Fund.

FILM TALES. (Flight Lounge) Funny, embarrassing, and weird tales about film production. "Ready when you are Mr. Lucas." Mark Schellberg leads the discussion with Craig Miller.

WRITERS' WORKSHOP (B). (At Nendels) Second of Norwescon 7's invitational Clarion-style sessions.

3 PM

SPACE STATION PREVIEW. (Phoenix A & B) Boeing designers Gordon Woodcock, Brand Griffin, and Jack Olson plus Space Training Manager Greg Bennett describe Americas newest space project. Art Bozlee interviews them after their show.

CALL OF CTHULHU, LOVECRAFT REVISITED. (Phoenix C & D) Lovecraft scholars L. Sprague de Camp, S.T. Joshi, and Mason Harris talk about the life and works of H.P. Lovecraft.



PHILOSOPHY AND SF. (Phoenix E) Richard Purtill, Katherine Sinclair, Julian May, Jody Scott, and Steve Schlich discuss SF & Fantasy as vehicles for philosophy.

AMATEUR FILM CONTEST. (Flight Lounge) Judging. Host, Jim Cobb. Judges: Richard Hilliard, Ted Pederson, Paul Sammon, Craig Anderson, and Mike Walsh.

BARBARIANS IN HISTORY. (Conference Room A) Or "So you want to be a barbarian." A discussion about the field of historic barbarian dress to draw on for fantasy/sf costuming. At the end, models will display some costumes discussed.



4 PM

KIRK/SPOCK FAN FICTION: WOMEN WRITING IN FEMALE. (Phoenix E) A discussion with Joanna Russ. Kirk and Spock as lovers—what women really want when they write for themselves. A new phenomenon since 1975: Writing in Female.

MAKEUP DEMONSTRATION.

(Conference A) Mike Richardson displays the fundamentals of gory makeup.

POETRY WORKSHOP. (At Nendels) Gene Van Troyer & J.T. Stewart assist all those interested in writing SF poetry.

5 PM

INDY II PREVIEW. (Phoenix A, B, C, & D) Maureen Garrett narrates a slide and film presentation of Lucasfilms latest epic.

SPEER INTERVIEW. (Continental Room) A candid interview with Fan Guest of Honor, Jack Speer. Gary Farber asks the questions.

5:30 PM

TRIVIA SEMI-FINALS. (Flight Lounge) Episode 6, the return of the trivia bowl.

DHARMIC ENGINEERING. (At Nendels) A synchronistic journey through the collective unconscious with speculative artists, Rob Shouten, Ray Pelley, and Milo Duke.

6 PM

COMPUTER NETWORKING. (Continental Room) Dean Dearinger and others from TUG (Telecommunications Users Group) discuss retrieving information by hooking computers into subscriber based computer systems.

6:30 PM

MEET THE PROS AUTOGRAPH PARTY. (Phoenix A, B, C, & D plus Phoenix Lobby) Once again, the traditional, "NORWESCON STYLE" Autograph Party takes place with all 100+ attending professional authors, artists, editors, and filmmakers happily signing books (or anything else you've got) as long as you continue to ply them with spirits.

7 PM

ROBOT DEMONSTRATION. (Continental Room) Mike Richardson and classmates display their latest robot works and lend some hints about robot building.

8:30 PM

FILMMAKERS DISCUSSION HOUR. (Flight Lounge) A social hour for filmmakers and other media folks.

SELF-PUBLISHING. (Continental Room) Steven Bryan Bieler and Gavin Claypool explain the ways of doing it yourself.

GRAYHAVEN BARDIC CIRCLE. (Conference A) Poet Paul Edwin Zimmer runs a true bardic circle, raven style with breaks. Those wishing to read their works of poetry and fiction are welcome to join in.

10:00 PM

MASQUERADE & ENTERTAINMENTS. (Phoenix Rooms A, B, C, D, & E, plus Phoenix Lobby) The fabulous Norwescon Masquerade is once again being emceed by the fabulous, wonderful, funny, and lovable Frank Catalano (*How's that*, *Frank?*). Join Frank as he ushers giant tribbles, green beasties, and other strange folk in this spectacular costume event.

HORROR STORIES DISMEMBERED. (Continental Room) Phyllis Ann Karr, J.T. Stewart, Steve Dimeo, and Gail Kimberly bury themselves in a cryptic discussion on whether or not to take horror stories seriously.

11 PM

GHOST STORY READING. (Video Channel) A collection of scary ghost stories read by Jessica Amanda Salmonson.

SEATTLE IN '81 BIDDING PARTY. (Hospitality) And yet another thankful celebration of the loss of the 1981 Worldcon Bid.

12 MIDNIGHT

FILM: TEXAS CHAINSAW MASSACRE. (Phoenix A, B, & C)

FILKSINGING. (Phoenix E)

H.P. LOVECRAFT READING. (Continental Room) Mason Harris portrays H.P. Lovecraft as he reads H.P. Lovecraft.

SUNDAY, MARCH 25

10 AM

BANQUET. (Phoenix A, B, C, & D) This year NORWESCON will host a buffet style Sunday Brunch. After the eats, stick around for the Guest of Honor Speeches and the official Philip K. Dick Memorial Award Ceremony.

11:30 AM

PHILIP K. DICK MEMORIAL AWARD CEREMONY. (Phoenix A, B, C, & D) This new feature in NORWESCON'S exciting repertoire of events honors the best original SF paperback. Tony Wolk presents the 1983 award.

INTERGALACTIC MESSAGE LAG. (Phoenix E) If it takes to long too find out what's happening at the other end of your empire, how can you maintain control? Anthony Ferrucci leads the discussion with Dean Ing. Daniell Dabbs, and J. Brian Clarke.

12:30 PM

TRIVIA BOWL FINALS. (Phoenix E) (Episode ??) But . . . the pointlessness will continue even without an episode number and title.

AMATEUR FILM CONTEST. (Flight Lounge) As the tension mounts, the four best films will receive their much deserved awards. Showing of the films will follow.

HACK-N-BASH WEAPONS. (Conference Room A) Anthony Ferrucci leads anyone interested in a discussion and show off session of the home made weapons people *think* will work.



COLLECTING COMICS. (Phoenix E)
Comic collector Henry Elling discusses
the art of comic collecting and shows off

some of his collection. Other collectors welcome to participate.

DEALERS. (Satellite Room) Final day to grab all those collectibles you simply can't resist.

ART SHOW. (Art Modules) Your last chance to make those final bids.

11 AM

SF COMEDY IMPROVISATIONAL

CLASS. (Continental Room) Screenwriter Bonnie MacBird holds a class with exercises for a group of 20 to 30 to promote storytelling ability, demonstrate numerous craft principles applicable to all good writing, and encourage a sense of timing and shortcut dialogue which can help any writer's work, but most especially those writing plays or screenplays. Sign Up at the Information Table

1 PM

SPACE WAR TACTICS. (Phoenix A & B) George Harper. Stephen Gillette, Vernor Vinge, Joel Davis, and Dave Brin take aim at some cherished notions about organized nastiness in the cosmos.

ART AUCTION. (Phoenix C & D) I hear \$100 . . . \$150 . . . Do I hear \$175? Come loaded, you won't want to lose a bid. (Credit cards accepted!!)

YOUR OWN WRITERS' WORKSHOP. (Continental Room) Steven Bryan Bieler and the gang talk about their own writers' workshop, the 'Space Bar & Grill.' A place which provides criticism & mutual support. The discussion will focus on the

WRITERS' WORKSHOP (C). (At Nendels) Third of Norwescon 7's invitational Clarion-style sessions.

ways this workshop differs from others.

2 PM

SOURCES OF ARTHURIAN LEGENDS. (Phoenix E) Sharan Newman leads the discussion of the origins of Arthurian legends.



2:30 PM

FILM TALK w/RICHARD HILLIARD. (Flight Lounge) Filmmaker Richard Hilliard talks about and shows his cult classic film, *The Horror of Party Beach*. This film is one of the 50 worst movies of all time.

3 PM

SF CRITICS, BENEFIT OR BANE? (Phoenix A & B) Frank Catalano, Paul

(Phoenix A & B) Frank Catalano, Paul Edwin Zimmer, Janet Gluckman, Mildred Downey Broxon, and Eileen Gunn try to decide if book reviewers have helped or hurt the science fiction genre.

MIND CONTROL. (Phoenix E) Sherwood Springer explains how to harness the force.

WRITERS' WORKSHOP (D). (At Nendels) Last of Norwescon 7's invitational Clarion-style sessions.

4 PM

MAITZ SLIDE SHOW. (Phoenix A & B) Don Maitz shows slides and explains the many intricacies of his artwork.

COMPUTER PRE-HISTORY. (Phoenix C & D) Dr. George Miller, Jim Baen, Jonathon Post, and Richard Wright discuss old stories about the early days of the computer.

SF WRITERS DON'T KNOW SCIENCE. (Phoenix E) Scientists and writers explain bad science in SF, how to improve it and a debate as to whether it matters. George Harper, Stephen Gillette, Joel Davis, Eileen Gunn, and Elton Elliott preside.

5 PM

FUTURE CRIME & PUNISHMENT. (Phoenix A) Howard Schwartz, Phyllis Ann Karr, and Julie Stevens discuss how current trends in the law will shape future crime & punishment.

CARING FOR YOUR ART. (Flight Lounge) Jon Gustafson, Kennedy Poyser, Don Maitz, and Ray Williams join in a discussion on taking care of that art you just purchased at the Art Auction.

SPACE LOTTERY. (Continental Room) Jeff Vail explains his ideas for creating a space lottery. The winner will receive an all expenses paid trip to space.

5:30 PM

FANNISH OLYMPICS. (Phoenix C, D, & E) Regularly scheduled events of the 1984 Fannish Olympiad (IV). Rocket ship lighting ceremony will start the event.

6 PM

BORDERLINE SF. (Phoenix A) Marilyn Holt, Janet Gluckman, Ed Bryant, and Gail Kimberly discuss books by Pynchon, Coover, Delany, Priest, D.M. Thomas, and other surreal, semi-real, unreal works of fiction . . . and what do they have to do with the genre.

FANNISH MUSICAL TASTES. (Flight Lounge) Charles Platt, Fred Harris, and Elizabeth Scarborough try to determine just what Fannish Musical tastes are.

STARDRIVE TECHNOLOGY. (Continental Room) John Cramer, Dave Brin, Jim Baen, and J. Ray Dettling discuss the creation of advanced technology for starship drives.

7 PM

BRAIN ENHANCEMENTS. (Flight Lounge) Joel Davis, Frank Catalano, Steve Tanimoto, John Sladek, and Michael Gilbert describe future ways of enhancing one's intelligence by using 'smart pills' and computers.

PHIL DICK TAPES & DISCUSSION. (Directors Room) Author Gregg Rickman plays some tapes made by Philip K. Dick just prior to his death.

7:30 PM

DEMONSTRATION FAIR. (Phoenix C, D, & E) Anyone, anywhere, anything, a free for all to demonstrate their wares, ideas, and selfs.

8 PM

CLOSING CEREMONIES AND HYPNO-TIST SHOW. (Phoenix A & B) Awards and last farewells with Norwescon 7 GoHs plus closing entertainment with professional hypnotist, Larry Heister.

9 PM

DEAD SASQUATCH PAJAMA PARTY. (Hospitality) The 'Dragon Lady' hosts our final bash of the con with leftover everything. Formal attire only; please: togas or jammies, trap doors optional.

10 PM

DANCE w/Taped Music. (Phoenix C, D, & E) For those who have enough energy left to stand.

10:30 PM

SPRING RITES. (Phoenix A & B) The official Norwescon 7 burial and back to reality sermon.

MONDAY, MARCH 26

12:30 AM

DEAD SASQUATCH CEREMONIES. (The hotel and Washington Memorial Cemetery [just North of the hotel]). Traditional arcane rites with the usual sacrificial rituals.

10:30 AM SURVIVORS' BRUNCH. (Coffee Shop) Self-explanatory.



a little more conducive to eating?

SIGN ON FOR TOMORROW

See the Space Shuttle / Energy Lottery Initiative Exhibit Models will be on Display Attend the Panel Discussion

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In all of America only one major social unit was prepared for Armageddon: the Mormons. In Utah, Civil Defense is a religious imperative: now every practicing Mormon is crowded into a warren of bunkers underneath Salt Lake City with a year's supply of food, medicine—and weapons.



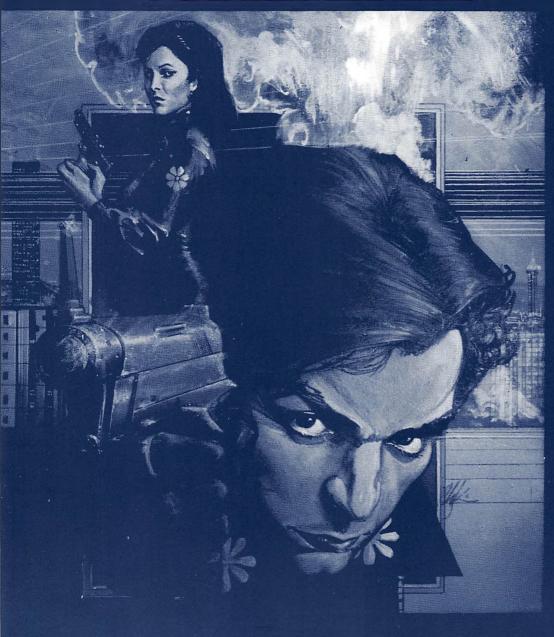
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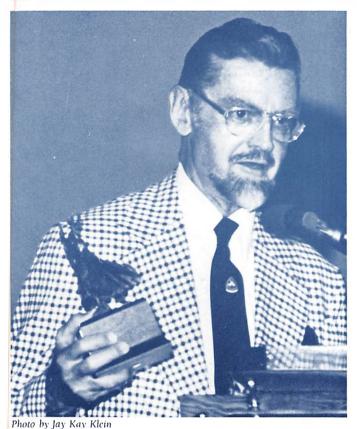


FIGHT FOR LIFE IN "STREAMLINED" AMERICA!
A NOVEL OF RELIGIOUS DICTATORSHIP
IN POST HOLOCAUST AMERICA

BY DEAN ING SINGLE ONBAT



■ GUESTS OF HONOR THE DE CAMPS ■





ABOUT YOUR GUESTS

TO INTRODUCE the de Camps is an honor, a pleasure—and one hell of a challenge. Not that finding interesting things to say is any problem. The trouble is that there are so many. Nothing short of a book could do these people justice, and it would have to be a pretty thick book, too.

Space here is limited. Therefore I'll try not to waste very much of it. You know who L. Sprague de Camp and Catherine Crook de Camp are. Individually and as a team, they've spent decades being two of the finest writers alive. Since a number of you cannot have been present at the beginning of this extraordinary double career (quite a few of you weren't even born then) I'll tell you a little about their works. First, however, I'd like to describe them as persons.

Because Sprague looks like a Norman aristocrat, bears himself like the naval officer he once was, and has such a formidable amount of both book learning and worldly experience, he scares some of those whom he meets. Though he is always gentlemanly and considerate, they wonder what they can say that might conceivably interest him. Well, don't you

feel that way. The truth is that Sprague is what is currently called a pussycat. He is kindly not just out of obligation, but by nature; he is friendly toward everybody who deserves it, and wants to make your acquaintance if he hasn't yet. His conservation sparkles with the same wit that animates his writing. Indeed, he's quicker than most men to tell a joke on himself. Relax and enjoy.

Catherine is apt to give a different mistaken impression. Because she is beautiful, charming, and soft-spoken, one can easily fail to remember what a list of accomplishments, past and ongoing, stands to her own account. She is as warm-hearted as her husband; but there is steel in this lady, and an intellect to match his

Now for a biographical sketch. L. (for Lyon) Sprague de Camp was born in 1907 in New York City, to an old and distinguished family. He was raised there, in the South, and eventually on the West Coast, where he took a bachelor's degree in aeronautical engineering at the California Institute of Technology. Thence he went on to a master's in engineering and economics at Stevens Institute of Technology in 1933. Already he had commenced literary endeavors, having been editor of the student paper at California Tech. Graduating into the Depression, when you took whatever job you found, he could not practice engineering as he

had planned, but settled for technical editing and education. While employed by the International Correspondence Schools of Scranton, Pennsylvania, he coauthored a book on inventions and patents which was later cited in a U.S. Supreme Court decision. In the same year that this work appeared, 1937, his first published science fiction story, "The Isolinguals," ran in what was then known as Astounding Science Fiction.

Thus he had something to fall back on in 1938 when the publisher of a trade journal was foolish enough to fire him as an "economy" measure. He went into fulltime free-lance writing, and became one of the brightest stars in that collection of supernovas, ranging alphabetically from Isaac Asimov to Jack Williamson, who shone in the Campbell Golden Age of science fiction and fantasy. From this era date such de Camp wonders as Lest Darkness Fall, Divide and Rule, The Stolen Dormouse, and The Wheels of If, to name only four. He collaborated occasionally, the most notable result being Genus Homo with P. Schuyler Miller-until he met Fletcher Pratt. Sprague and this tough, scholarly little man hit it off at once. They began playing naval war games, which Pratt pioneered, but proceeded to create those gorgeous fantasies collected as The Incomplete Enchanter and its sequels. Eventually they would write the Gavagan's Bar stories, which in their

quieter way are equally as much fun.

Early on in the course of all this work Sprague met a young lady by the name of Catherine Crook, who was teaching high school English although she had a degree in economics from Barnard. Their courtship days included going to John Campbell's Sunday afternoon sessions of manuscript reading and criticism, a learning experience of value to Sprague and in the long run, I suspect, to Catherine as well.

They were married in August, 1939. That took a bit of nerve on the part of a rather new free-lance writer, and more than a bit of adjustment on the part of his bride. My own wife and I can testify to that! Catherine has described how the morning of the wedding saw a frantic hunt for the marriage license, which had gotten packed away in a warehouse, and how they spent the first few days that followed holed up in a hotel while Sprague labored to meet a publisher's deadline. Nevertheless, theirs became a happy and enduring union. It has resulted in two sons, now graduate engineers and well established in life.

This was not the sole result of course. Presently Catherine realized that Sprague needed a business manager, and appointed herself. She handles the job superbly. Besides multitudinous time-consuming details of paperwork, travel arrangements, and so on, she negotiates contracts and makes the dreaded IRS cower before the completeness and accuracy of her records. When necessity arises, she becomes what she calls "the dragon at the gate." I stated it before: there is steel in this lady.

World War Two reached America; Sprague volunteered and was commissioned in the U.S. Naval Reserve. His assignment was to the Philadelphia Navy Yard, where he did research and development on things like high-altitude flying suits—prototypes of spacesuits. Robert Heinlein and Isaac Asimov worked at the same place. Off-duty social occasions were surely fabulous. To borrow a West Indies phrase that Ted Sturgeon sometimes uses, "I wish I could fly for to sit on de wall and hear dat."

Hostilities over for the time being and, as he expressed it, Sprague's trusty slide rule put out to pasture, he returned to his true vocation of writing. For a while this was in the service of an employer, but the while was, happily, brief. After that he was able to resume full-time production for himself . . . and for all of us. He hasn't stopped since.

Meanwhile Catherine began writing professionally too, as well as editing, taking an active interest in public education, and continuing the incredible set of commitments that were already hers. Among her works are two nonfiction books on money management, some delightful stories for her children, and a number of fine poems. (Sprague does verse himself when the mood strikes him.) In addition, by then she was working so closely with her husband on his projects that their joint byline has appeared on over a dozen books whose subjects range from dinosaurs through the art of composing science fiction to the life of Robert E. Howard.

Yes, the gamut of the de Camp canon is even more amazing than its volume. Predominantly nonfiction since the war, it includes, besides what was just mentioned, a history of ancient engineering which is an indispensible reference for anybody who writes about the periods covered; a biography of HP Lovecraft; a definitive account of the Scopes monkey trial; a study of magic as practiced throughout the ages; a set of essays on scientific mysteries, errors, and hoaxes—but I haven't room to give you the complete bibliography.

Likewise for the postwar fiction. It includes science fiction, such as the colorful Krishna stories; authorized Conan redactions and pastiches; original fantasy, such as the lively *Unbeheaded King* trilogy; and some magnificent historical novels set in the Hellenistic period which Sprague knows so thoroughly.

He knows about a lot else too, especially the living world around him.

Inveterate travelers who get along in several languages, the de Camps have visited most parts of this planet, and not merely the usual tourist attractions. Many of their adventures make wonderful yarns, some of which I hope they'll spin for you.

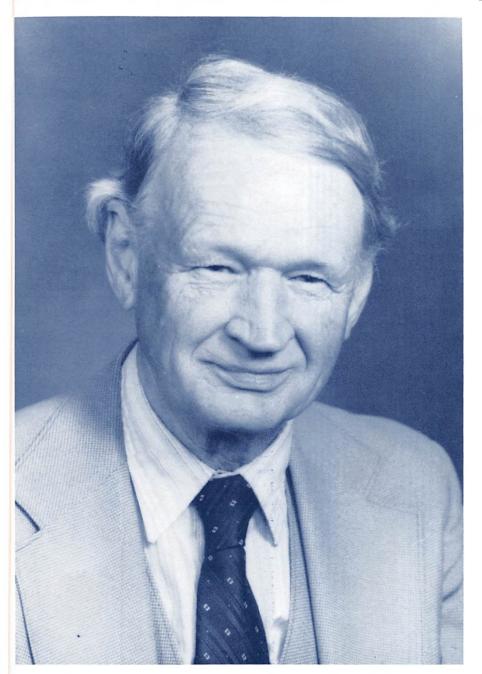
At home, in Villanova, Pennsylvania, their recreations include classical music, gardening, horseback riding, and occasional sailing ventures. That sort of activity makes for lasting health and strength. Ignore the calendar. Although Sprague and Catherine possess the wisdom conferred by many years of varied experience and deep thought, in their zest for life they will never grow old. You conventioneers are sure to have a grand time in their company.

-Poul Anderson



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■ FAN GUEST OF HONOR JACK SPEER ■



JACK SPEER

WHAT COULD the Royal General of FooFoo have in common with a respected New Mexican attorney, assistant D.A., judge, husband and father? Answer: Everything in the world except the time and the experience and knowledge that it brings. It's our honored guest, at different stages along the time line!

Jack Speer, a lawyer's son, was born in Oklahoma on 9 August, 1920. By 1927 he was reading *Amazing*. He wrote his first letter to a prozine in 1934, and joined the Science Fiction League at about that time. He corresponded with Donald

Wollheim for a year or two, and formed the Oklahoma Scientifiction Association with Dan McPhail. He joined FAPA as soon as Wollheim and Michel formed it, contributing hektoed zines. He opposed the very far left politics of Michel, thus winning the middle initial "F" for Fascist, leading to his nickname (by signing his initials "j'f's") of Juffus.

These events occured in First and Second Fandoms. In the Second Transition (in spite of being fafiated by a fonepole on the way to visit Louis Kaplan) he went on the FAPA blitzkrieg with the other Washington Worry-Warts, Milt Rothman and Elmer Perdue.

During Third Fandom he helped launch

the NFFF (may FooFoo forgive me, he says), and in 1945-46 he was its official editor. In 1943 he made a cross country trip and visited the LASFS, and then wrote and stenciled the original Fancyclopedia, which the LASFS published.

He has had one story published in a prozine, but since he didn't receive payment for it, he retains the purity as an amateur.

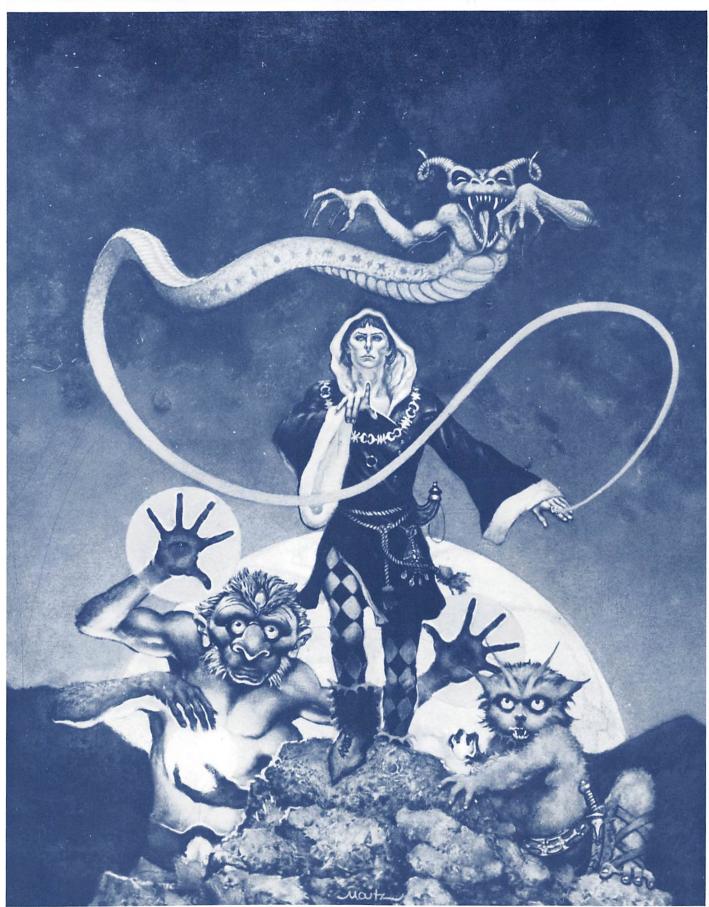
In FAPA he has been part of the FAPA Brain Trust, and has served in all its offices.

After the war, he continued to be active in FAPA and attended a few worldcons, but most of his energy was focused on law school, marriage (to Ruth Cox, who I hope will be here this weekend), fatherhood, and politics. In this last category, he has been active in the Democratic party, among many other offices taking part in the Democratic National Convention in 1956 and being a Washington State legislator in 1957.

We first met him in the '50s and have many memories of this soft-spoken friendly man. In my back yard he mentioned his pleasure that his daughter had inherited her mother's pretty eyes. We visited him in his law offices in North Bend, and at his home in Fall City, where over a charcoal burner he cooked hamburgers for a group which included Bjo. Djinn Faine and Al Lewis, fresh from their 1959 automobile accident. We also visited lack and Ruth at their New Mexican home in Albuquerque where (above all conceivable calls of friendship) he loaned us his car for a day. Later he drove us rapidly to the airport when Buz had, for the first and last time, totally mistaken the time of departure.

He continues to attend the occasional convention, and remains active in FAPA, where he's particularly noted for the zest with which he attacks errors in grammar and syntax. Okay, Jack, this is all yours!

-Elinor Busby



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■ ARTIST GUEST OF HONOR DON MAITZ ■



THE MAGIC OF DON MAITZ

NORM HOOD JUST CALLED again asking about my introduction on Don Maitz. I suppose there's no way out. I've been hood-winked! How can I honestly write such a thing when I know what I know . . . ?

Don Maitz and I began our careers in this field in the same issues of Marvel sword and sorcery comics. That his work showed imagination and skill was obvious, especially to another newcomer eager to succeed in the cut-throat world of illustration.

Don professed to be a student at the Pajer School of Art here in Connecticut when his work first appeared with mine at Marvel. He reportedly graduated at the top of his class. Later, I began to see his art on paperback covers, but it wasn't until we met at the World Fantasy Con in Fort Worth that my curiosity was first aroused. He was busy pulling his paintings from a huge black box to hang them in the art show, so we shared a hasty handshake over it. I was busy too, but I noticed something-he carefully closed the lid just before I approached him. Also, no illustrator I'd ever met was organized enough to have such a safe and secure way to transport his work and I was immediately struck by this inconsistency.

Later, Audrey and I attended a Halloween party at Don's house in Plainview. Throughout the entertaining though

uneventful evening, that peculiar black box loomed in the corner. We left in the early hours of the morning and, once on I-84, I felt relieved somehow to be out of its presence. I was going to ask Audrey if she shared my curiosity about the black box, but didn't get the chance. We hit a twisted hunk of metal which caught on the transmission and forced us off the road. We were near one of Connecticut's highway amenities, the motorist call box, so I walked back to call a tow truck. I was sure I heard laughter in the bushes, but after all, this was Halloween.

I worked on the front end with the service man and the repairs held the rest of the way home. However, having narrowly escaped death, my concentration was so completely on getting us there safely that I forgot about the laughter, and I forgot to ask Audrey about the black box.

The following year Don's work appeared on covers for almost every major SF publisher. He also began working with Norm and F. Jacque von Schneden on putting together a group show of SF and Fantasy art at the New Britain Museum of American Art. Once again my suspicions were aroused. In a world of self-seekers who often paint only for the dollar. Don has done much to advance interest in and appreciation for all SF and Fantasy art. The success of the New Britain show was a boon for all of us, and we have Don to thank for it, but this was decidedly unusual. It was almost as if he were creating a diversion-but from what, I wondered.

From then on Don's career skyrocketed. He won a Silver Medal at the Society of Illustrators' Annual Show in 1980 for his painting for *The Road to Corlay*. He's been nominated for the Hugo Award and has won a World Fantasy Award. As well as on bestselling SF and Fantasy books, his work can be found on game box covers, in advertising, and in most of the anthologies of SF art. I continually marvel at how he's been able to achieve all this by the unripe age of 29. How, indeed!

The Black Box. In the flourish of Don's success I'd forgotten about it, but early this year I became sure it held the key to the mystery. At Boskone in February, I finally had the opportunity to get near it again. First I saw it during the art show set-up as Don and I exchanged hellos and room numbers. But it wasn't until Saturday night that the time was right for a close examination. During the showing of the original Nosferatu with a live organ accompaniment, those of us in the reserved section were enjoying a few beers provided by the Boskone staff. Audrey sat between Don and me, and plied him with ale while I slipped out, got a key from the front desk (under some vague pretext) and dashed up to his room.

There I confirmed my wildest fears. Floating above the box was The Wizard—you know, that old gent Don has immortalized so well. There he was with his hookah and wine glass, exactly as pictured, but Don had omitted a few things: brushes, paint, and canvas! He heard my gasp and let go some Maitzean lightning as he sprung toward me. Eldritch lights flared, throwing shadows like a gigantic checkerboard over the walls. A grinning skull floated at me, cackling with menace. I recled into the hall, with The Wizard in hot persuit.

Now at a Con, a wizard doesn't attract much attention, so except for an occasional "Hey, nice costume" he was free to give chase. He would've had me for sure then, save for my taking the stairs while he took the elevator. Everyone knows how long it takes a Con elevator to get anywhere!

I made it back to the movie just in time to join in the standing ovation for the Organist. On seeing Don, The Wizard slunk out a side exit and I caught my breath. Now I was really confused. How was Don able to get The Wizard to do his painting for him? What hold on him did he have? And how could I get him to do some for me? Did capturing his likeness also capture most of his powers?

Don's popularity and success continue to increase at an alarming rate, as does his health and good nature. If you have the pleasure of meeting him, you'll find him open and friendly and more than willing to chat about "his" work. Be sure to see "his" paintings in the art show and

to attend his slide presentation, but use caution. Don has never mentioned my discovery and I am convinced that The Wizard cannot remain enslaved much longer. My friends, New Haven just may

be the place where he plans to regain control and to claim his rightful place in the limelight as artiste, not model. Beware of the Black Box.

This article was written for the Program Book of the World Fantasy Convention '82 in New Haven, Connecticut, and is reprinted here with the kind permission of the author.

-Michael Whelan



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■TOASTMASTER

MARTA RANDALL

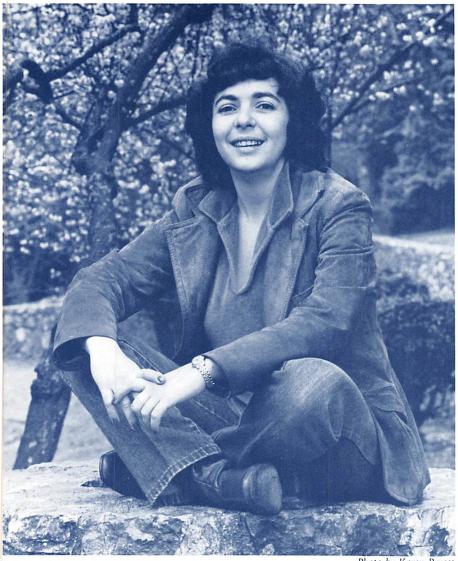


Photo by Karen Pruess

MARTA RANDALL: THE TRUE STORY

"MARTA RANDALL lives in Oakland, California, writing blissfully beneath the pomegranate trees in her garden with pets and children dozing at her feet . . ."

So began a recent expose of Randall's life. It is, however, all illusion—the fresh-brewed coffee from her own special blend, the home-baked croissants, even the user-friendly computer system. It is time for the true story to be told! The public will be served!

The youngest-ever Ph.D. mathematics candidate in the history of CalTech, Randall dropped out of grad school in 1968, immediately before the stunning revelations concerning that year's Rose Bowl "prank," which involved a football, eleven goats, and thirty-seven micrograms

of weapons-grade plutonium. The Pasadena city council made several serious attempts to suppress the news, including a nearly successful attempt upon the life of the reporter who ferreted out the details, the very young Frank Catalano, writing for the Beverly Hills Elementary School TATTLER. Ultimately, however, the council's efforts failed and Catalano broke the story. Randall decided to take a brief sabbatical.

She headed cross-country in a 1957 Studebaker. She had been promised a job in Florida on a Gulf of Mexico sponge boat. Coincidentally, immediately after she left town, the entire UCLA football team, the University of Michigan Alumni Association, and the irate Rose Parade queen (whose starlet ambitions had been derailed by the "prank") were observed booking passage in the same direction, using various forms of public and private transportation.

On the way south, Randall made a

pitstop for a beer in Boulder, Colorado. Through a series of events far too complicated and unlikely to go into in the short space allotted to this article, she found herself ghost-writing Rolling Stone columns for Hunter S. Thompson, who was at the time holed up in an abandoned mine shaft with a cask of Wild Turkey and an Uzi submachine gun, hiding out from infuriated shotgun-toting journalists and politicians who had read his articles on the 1968 presidential primary campaign and were trying to prevent his covering the actual conventions and subsequently publishing the articles in book form.

Attending the Democratic National Convention in mufti, Randall used her wideranging literary gifts to complete Thompson's assignments in a near-perfect pastiche. At convention's end, she took off again for Florida at high speed, barely ahead of the entire UCLA football team, the University of Michigan Alumni Association, and the Pasadena city council, who all showed up unexpectedly. The Rose Parade queen followed close behind.

Breaking the Cannonball Run crosscountry speed record, Randall arrived in Miami. Despite the difficulties of covering a major political event while being forced to dodge private detectives and lurking football players, she completed her assignment, successfully imitating an almost inimitable style. Then, only moments ahead of HST (who feared being exposed), a large party of irritated journalists, both candidates for president, both candidates for vice president, an organization of anarchists, the Chicago police department, and Mayor Richard Daley, she split for the Florida Keys and vanished into the mangrove swamps with a group of Seminole Indians. As they are still at war with the United States, visiting them seemed appropriate at the time.

Applying her wits to her problem and her MIT chemistry masters degree to a local bathtub, she created a powerful new tranquilizer and passed it out to her pursuers as they arrived. All and sundry then sat down to a summit meeting (the Seminoles having taken note of the fact that they now had among them all the members of the next US government, no matter which side won). Unfortunately, it was discovered that some one of the participants had bugged the peace pipe. The meeting broke up in disarray, as no one cared to smoke cockroaches. In disgust, Randall left the swamp and the Keys. The Seminoles decided-also in disgust-that suing the government made more sense than trying to engage it in a rational discussion and filed a legal action that resulted in their being awarded most

of the state of Florida. The Republican candidate got all in a huff and said that if nobody would play with him he would take his cockroaches and go home, which he proceeded to do. The Chicago contingent returned to Chicago, having decided that bashing heads was much more rewarding than bashing cypress knees. Thompson blissed out in the bathtub. The Rose Parade queen renewed her filmic ambitions and headed west. Most of the political candidates went to visit their respective shrinks, but only the Democratic veep ever had the guts to admit it.

Back in Miami, Randall paused for a few days to gather resources for the return trip to California. She took an evening job wrestling alligators and a day job making Christian dioramas out of seashells and blinking Christmas tree lights. This relatively peaceful interlude ended when an unusually alert supervisor noticed that one of Randall's dioramas (a creché scene cunningly created of giant clams, king conchs, dried squid tentacles, and a pink plaster flamingo) contained a string of lights that blinked out "Pelanå."*

Taking the better part of valor, Randall

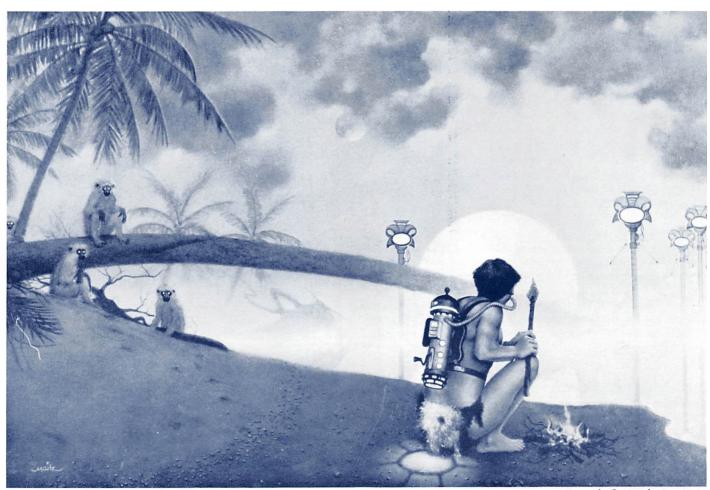
departed Miami (avoiding Chicago, Pasadena, and Aspen, Colorado) and settled near the City by the Bay. There (after being heard to mutter, "I need a vacation") she took on the relatively relaxing, not to say lethargic, job of SFWA president-and-guerrilla-leader. However, her term of office is about to expire. She has recently been heard to mutter "Vacations are boring," and has been seen fondling the keys to the 1957 Studebaker with one hand and the Uzi submachine gun with the other. Clearly, another episode in the life of Marta Randall is about to unfold.

Addendum: Randall still exchanges Christmas cards with Thompson, the dean of CalTech (who awarded her twelve graduate semester-credits for her role in the 1968 Rose Bowl prank), one of the Miami wrestling alligators (who retired to an underground condo in New York City), and the late Mayor Richard Daley. When asked what happened to the 1968 presidential candidates, she replies, "I know, but I'm not telling." The Rose Parade queen reached Hollywood safely and received glowing reviews for her per-

formances in Chained for Life (as the Siamese twins), in Plan Nine From Outer Space (playing the late Bela Lugosi), and in Robot Monster (playing the bubble machine).

-Vonda N. McIntyre

*So ask already



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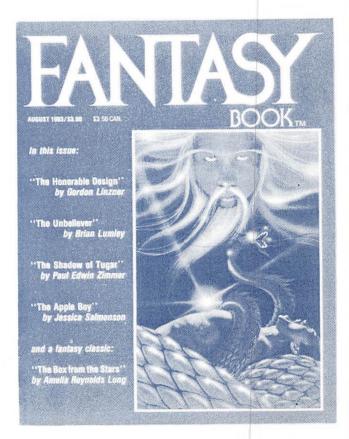
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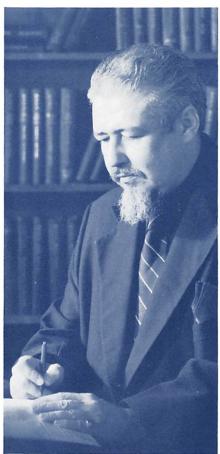


Photo by Caston Studios

ROBERT ADAMS is the author of the popular Horseclans Series (12 volumes and counting . . .) of SF novels and the parallel history novel, *Castaways of Time*. He lives in Seminole County, Florida.



Photo by C.N. Brown / Locus Publications

SUSAN ALLISON is SF editor-in-chief for Berkley/Ace.



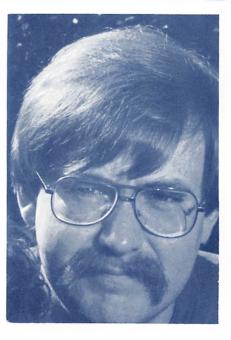
Photo by Lou Procino

ELLEN ASHER has been running the Science Fiction Book Club for the past eleven years.



STEVEN BARNES has authored a handful of short SF stores, the SF novel, Streetlethal, and has co-authored (with Larry Niven) the novels, Dream Park and The Descent of Anansi. He was a creative consultant for the animated film, Secret of NIMH, and adapted a Stanislaw Lem short story for the Disney Cable Network. Current projects include the books. The Legacy of Heorot (with Larry Niven and Jerry Pournelle) and the The Kundalini Equation.





A self-styled space technologist and contributing editor to *Westwind*, ART BOZLEE's varied background includes twelve years of applied nuclear research, a stint as a professional racecar driver, photographer and pilot.

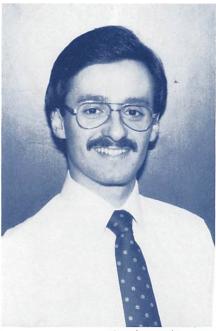
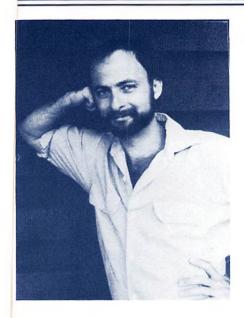


Photo by Wendy Marcus

Since arriving in Seattle in 1980, STEVEN BRYAN BIELER has sold two stories to Asimov's and one to the anthology Wet Visions, and has self-published two books of essays and satire, Why Don't You Get a Real Job? and Prelude to Pulp.

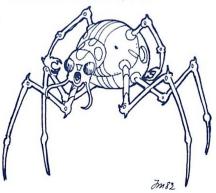


DAVID BRIN is the author of SF novels Sundiver, Startide Rising, and The Practice Effect. Dr. Brin teaches at San Diego State University and works on projects involving the space shuttle.



Photo by William Murry III

MILDRED DOWNEY BROXON has had short fiction in *Chrysalis*, *Stellar 3*, *Universe 5*, *Isaac Asimov's* and *Vertex*. She has written two novels, *The Demon of Scattery* (with Poul Anderson) and *Too Long a Sacrifice*. Her most recent work has been "Night of the Fifth Sun" (*Isaac Asimov's* May 1982). Mildred Downey Broxon lives in Seattle, WA.



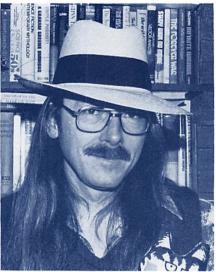


Photo by Ed McManis

EDWARD BRYANT has twice won the Nebula Award for short fiction. He has authored the following SF books: Among the Dead, Cinnabar, Phoenix Without Ashes (with Harlan Ellison), Wyoming Sun and Particle Theory. His short fiction has appeared in such magazines as Omni, Analog, Nova, and National Lampoon. Edward Bryant lives in Denver, where he is currently working on a novel.



As co-editor of *Cry*, ELINOR BUSBY won a Hugo Award in 1960 for Best Fanzine. She has sold several SF stories and is working on several Regency novels.



F.M. ("BUZ") BUSBY of Seattle is the author of numerous SF stories and a couple of fantasy stories. His published books include *The Demu Trilogy, Rissa Kerguelen, All These Earths, Zelda M'tana*, and, most recently, *Star Rebel* from Bantam, which is also publishing *The Alien Debt*, a sequel to *Rissa*, in May. *Rebel* is the first of two books covering the early life of "Tregare the pirate." The second, *Rebel's Quest*, is in process of revision. Berkley plans to reissue *Rissa*, probably as three separate books. Buz's next book will be whatever his new word processor decides to let him write.



GRANT D. CALLIN, of Redmond, WA, has had two short stories published recently in *Analog*: "The Turtle and the O'Hare" (Jan 1982) and "Deborah's Children" (Sept 1983). Forthcoming is "Saturn Alia" in the July 1984 issue of *Analog* and another story in the mid-December issue of *Analog*. He is presently at work on a novel.



LOOK FOR IT!

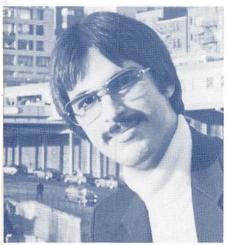
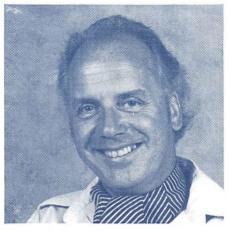


Photo by J.W. Michelinie

FRANK CATALANO is a professional freelance writer and broadcast journalist. His writing includes over 70 published articles and stories, including sales to Omni, F & SF, Analog, Writer's Digest, Rigel, and the small-press anthology Wet Visions; reviews for United Press International; and columns in several magazines and newspapers. He currently is one of two book reviewers for Amazing and works full time as a news anchor/reporter and Science Editor for all-news KING-AM in Seattle. He has done the definitive "1984" series for the NBC Radio Network. He is also working on a novel, a halfdozen short stories, and a marriage under a year old.



GAVIN CLAYPOOL of Pasadena, California, is the editor of the LASFS club newsletter and has published *That Buck Rogers Stuff*, by Jerry Pournelle and is working on an edition of *the Song of Raleigh's Head* by John Myers Myers. In real life, he designs video games for Atari.



MICHAEL G. CONEY. of Sidney, B. C., has authored the books Syzygy, Monitor Found in Orbit, The Jaws that Bite, Rax, Hero of the Downways, Charisma and The Celestial Steam Locomotive. Forthcoming this Fall is a second volume in the same series as The Celestial Steam Locomotive. He is currently working on Marazion, an Arthurian SF story. Coney works for the B.C. Forest Service and is Managing Director of a company publishing tourist books and local history.



JOHN G. CRAMER writes the "Alternate View" column in Analog in alternate issues (beginning 7/84). He has also published many science-fact articles in Analog and clsewhere. He is Professor of Physics at the University of Washington, where he teaches and does basic research. He is also Director of the UW Nuclear Physics Laboratory.



Photo by Stephen R. Monson

DANEILL E. DABBS has a novelette, "Arriki," forthcoming in *Future Voices*, an anthology coming out in June 1984.

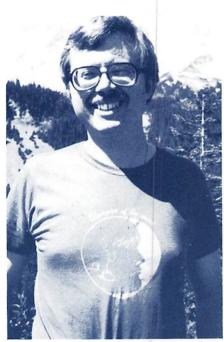


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JOEL DAVIS is a science writer whose articles and news reports appear in Omni, Science Digest, Science and Mechanics, Analog, Writer's Digest and other publications. He has articles forthcoming in Science Digest and High Technology. His first book, Endorphins: New Waves in Brain Chemistry, will be published by Doubleday in June 1984. Joel Davis lives in Olympia, Washington.

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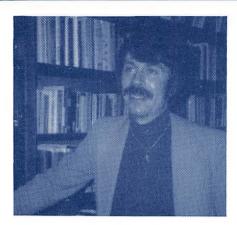
BAEN BOOKS LOOK FOR IT!



J. RAY DETTLING has published many SF stories as well as science-fact articles covering a broad range of technical fields. For two years he has been the science columnist for *Amazing*. J. Ray Dettling lives in Saratoga, CA and is currently working on new video game concepts.



TED DIKTY began reading SF in 1929, published his first fanzine in 1939 and was co-editor of the first "Best SF of the Year" series, starting in 1949. He was a pioneer specialist book publisher, being co-founder of Carcosa House, Shasta Publishers and FAX Collectors Editions, Inc. Since 1977, he has published dozens of titles under his Starmount House imprint.



STEVEN DIMEO, a resident of Hillsboro, OR, edits the *New Oregon Review*, a literary journal. He reviews SF films for *Cinefantastique*. His short fiction has appeared in such publications as *Amazing*, *Crosscurrents*, *Michigan Quarterly Review* and *Oui*. Steven Dimeo is currently putting the finishing touches on *Witching*, a novel of the occult.



Photo by Craig Peterson

ELTON T. ELLIOTT is the author (with Richard Geis) of the novel. *The Sword of Allah*, which will be published by Fawcett in August. He's currently at work on three more novels; two in collaboration with Geis and one solo. He lives in Keizer, Oregon.

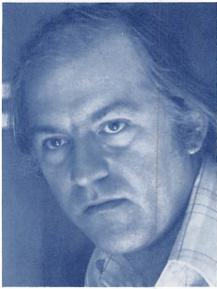


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STEVE FAHNESTALK, of Pullman, WA, has published nonfiction in *Amazing* and *Starlog* and is currently working on a post-nuclear novel and a horror novel.



ROBERT WILFRED FRANSON is the author of the recent novel, *The Shadow of the Ship.* He lives in San Diego, CA.



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LISA A. FREE has had her art published in "Rigel" and had done covers and interior illustrations for Chaosium games, including interiors for the upcoming "Ringworld" game.



JAMES FRENKEL is the publisher of Bluejay Books, a recently-established SF and Fantasy imprint.



MAUREEN GARRETT is Director of the Star Wars Fan Club and Fan Relations for Lucasfilm Ltd. She has also done illustrations for fanzines and Amateur Press Associations.

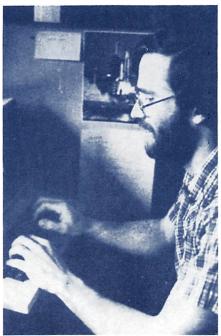
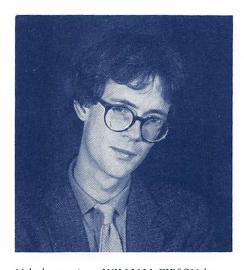


Photo by Diane Kichler

STEVE GILLETTE is a consulting geologist and sometime science writer who has published articles in *Analog* and *Astronomy*, and has articles forthcoming in *Amazing* and *Asimov's*. He lives in Woodinville, WA, and is the Northwest representative to the Regional Board of the L-5 Society.





Nebula nominee WILLIAM GIBSON has had SF stories published in *Omni*, *Shadows*, *Universe* and *Nebula Award Stories*. His first novel, *Neuromancer*, will appear from Ace Books in Summer, 1984. He is currently at work on a second novel, *Count Zero*.

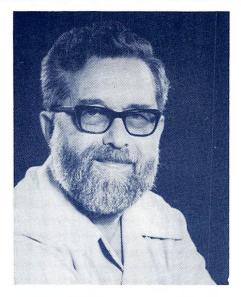


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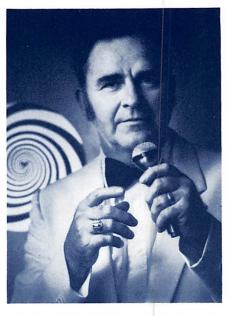
JANET D. GLUCKMAN is the author of *Rite of the Dragon*, a novel of political intrigue, and *Mr. Cato's Dream Machine*, a childrens' fantasy. She is currently working on two novels, one in co-authorship with George Guthridge. Janet Gluckman lives in Cupertino, California.



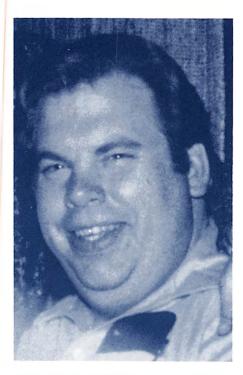
EILEEN GUNN'S stories have appeared in the anthologies *Tales by Moonlight* and *Proteus*. In the last year, she has learned more about computer marketing than she ever wanted to know. Eileen Gunn lives in Seattle.



GEORGE HARPER is a science writer by trade and author of the SF novel *Gypsy Earth* (Doubleday). His three-act SF play, "Final Exam," will be opening this year. George Harper lives in Tacoma, WA.



LARRY HEISTER a hypnotist of stage and clinic, will entertain us at the Sunday night closing ceremonies.



JON GUSTAFSON has authored a column for the fanzine, Science Fiction Review and has contributed to Brian Ash's Visual Encyclopedia of Science Fiction, Nicholls' Encyclopedia of Science Fiction and the Starlog Science Fiction Yearbook. He has been active in fandom and his book review column, Serpent's Tooth, appears regularly in Westwind, the clubzine of the Northwest Science Fiction Society.



MASON HARRIS has published essays of H.G. Wells and C.S. Lewis and is presently working a psychological interpretation of H.P. Lovecraft. He is a member of the English Department at Simon Fraser University.



RICHARD HILLIARD is the creator of a classic horror double-bill: "Curse of the Living Corpse", and "Horror of Party Beach." His first SF novel, *Winnowing Star*, will be released in June by Oz Press of Seattle.

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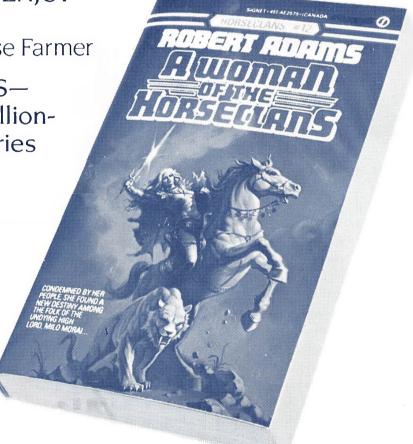


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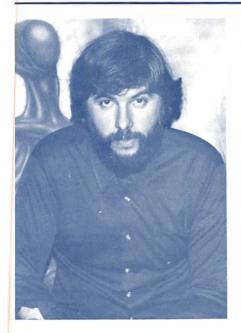
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The art of RANDY "TARKAS" HOAR has appeared in various SF and fantasy magazines, including *Twilight Zone* and he will be contributing illustrations to the Northwest SF anthology *Wct Visions*. Recently, he has done covers or interior artwork for numerous computer magazines. Randy Hoar lives in Centralia, WA.



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RACHEL HOLMEN is the Managing Editor for *Locus*, the premier newspaper of the science fiction field. She has worked for *Locus* for five years.



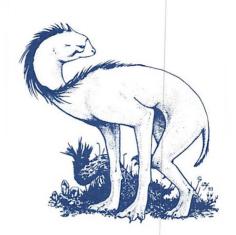
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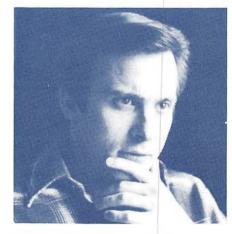
MARILYN HOLT, of Seattle, is a book reviewer for the Seattle Times. Her critiques of SF include two studies of Joanna Russ, "No Docile Daughters," which appeared in Room of One's Own, and "Joanna Russ," in Science Fiction Writers from Scribners. Two studies of the supernatural ficition of Rudyard Kipling and Gertrude Atherton will be appearing in Scribner's Supernatural Writers in 1984.



Photo by Nell Caraway

DEAN ING has been a senior research engineer, racing driver, university professor, and finalist for Hugo and Nebula Awards. His short work has appeared in Omni, Analog, Road & Track, Survive, and various anthologies. Among his high-tech adventure books, Systemic Shock and its sequel, Single Combat, were SF bestsellers. He is now finishing Wild Country, his third book in this trilogy. Ing has cowritten several nonfiction books on technology; in 1984 he will complete books with Jerry Pournelle and physicist Leik Myrabo. He relaxes with model aircraft, wine-making, and fly-fishing in Ashland, Oregon.





KEVIN JOHNSON'S book cover art can be encountered with increasing frequency these days on the covers of SF and Fantasy from such publishers as Timescape, Phantasia Press, Underwood-Miller, Tor, Del, and Whispers Press.



Photo by June Johnson

RICHARD JOHNSON is a graduate of the Clarion Writer's Workshop. He has had stories published in *Asimov's* and *Oracle*.



Photo by Princeton University

S.T. JOSHI is a Lovecraft scholar of some note. He has authored Lovecraft's Library, H.P. Lovecraft and Lovecraft Criticism: An Annotated Bibliography and Reader's Guide to H.P. Lovecraft. He has edited three volumes of H.P. Lovecraft's Uncollected Prose and Poetry and H.P. Lovecraft: Four Decades of Criticism. He is the editor of a forthcoming edition of H.P. Lovecraft's collected fiction to be issued by Arkham House.



Photo by Jack Mattson

PHYLLIS ANN KARR is the author of the fantasy novels Frostflower and Thorn, Frostflower and Windbourne, Wildraith's Last Battle and Idylls of the Queen. She has authored several Regency novels and is currently working on a series of mysteries set in the 21st Century.





GAIL KIMBERLY has authored two SF novels, Flyer and Star Jewel, as well as eight non-SF novels. Her short SF has appeared in The Far Side of Time, Galaxy, Black Holes, Dystopian Visions, and Continuum 2. She lives in Concord, Cal.



Photo by Jack Ogden

MEGAN LINDHOLM, of Kent, WA, is the author of two novels, *Harpy's Flight* and *The Windsingers*. Forthcoming is a third novel tentatively titled *The Limbreth Gate*. She is currently working on *Saint Wizard of the Pigeons*, a contemporary fantasy set in Seattle.



Photo by Rax Bengston

BONNIE MacBIRD authored the screenplay for the movie *Tron*. She is currently at work on a first novel, an espionage thriller.



Photo by Jeff Levin / Pendragon Graphics

VONDA N. McINTYRE won the 1979 Hugo and Nebula Awards for her novel, Dreamsnake. She has authored the novels The Exile Waiting, The Entropy Effect, The Wrath of Khan and Superluminal, and a short story collection, Fireflood and Other Stories. Forthcoming is the novelization, Star Trek III. Vonda McIntyre lives in Seattle.



Photo by Samantha Johns

ADRIENNE MARTINE-BARNES is the author of the SF novel, *The Dragon Rises*, the first in a projected series. The second, third, and fourth books are currently in preparation. Avon has bought but not yet published a fantasy, *The Fire Sword*, also the first of a four book series. She lives in Oakland, California.



CYN MASON has been published in *Isaac* Asimov's and SF Chronicle. She is editor of Wet Visions, a forthcoming anthology of Pacific Northwest SF. Cyn Mason lives in Seattle.



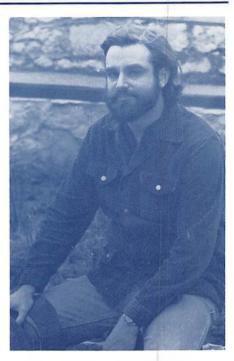
Photo by Barbra Dikty

JULIAN MAY is the author of *The Many-Colored Land*, nominated for Hugo and Nebula Awards, as well as three other novels in the Pliocene Quartet: *The Golden Torc, The Nonborn King,* and *The Adversary*—the latter published in March 1984. Her books combine wild adventure with hard science, eccentric characters, humor, Jungian psychology, violence, Celtic myth, elegant eroticism, and sneaky bits of Teilhard de Chardin. She is currently more or less at work on the first book of the Galactic Milieu Trilogy, *Jach the Bodiless.* She and her husband Ted Dikty live in Mercer Island, WA.



Photo by Andrew Porter / S.F. Chronicle

ELIZABETH "BETSY" MITCHELL is senior editor for Baen Enterprises, producer of Pocket Books' line of SF.



RICHARD MUELLER has had short fiction published in *Fantasy Book* and *F & SF*. His first SF novel, *Jernigan's Egg*, will be published by Bluejay Books.



LARRY NIVEN is the winner of five Hugo and one Nebula Awards. He is the author of the "Known Space" series, which includes the following: Neutron Star, Tales of Known Space, World of Ptavvs, Protector, A Gift from Earth, Ringworld and Ringworld Engineers. With Jerry Pournelle, he authored Lucifer's Hammer, A Mote in God's Eye, Inferno and Oath of Fealty. With Steven Barnes, he authored Dream Park and Decent of Anansi. His most recent novel is The Integral Tree, published by Del Rey. Larry Niven lives in Tarzana, California.



Photo by Irene Fury

DR. ALAN E. NOURSE was trained as a physician but has amassed a substantial record as an author. His SF works include Trouble on Titan, Rocket to Limbo, Scavengers in Space, Raiders from the Rings, The Universe Between, Psi High and Others, Bladerunner (no relation to the movie plot) and, most recently, The Fourth Horseman. Dr. Nourse has also written an impressive number of adult and juvenile works of nonfiction. He was president of the Science Fiction Writers of America for 1968-69. Dr. Nourse lives in Thorp, WA.



Photo by Kathy Oltion

JERRY OLTION has had three stories published in *Analog*, most recently "Frame of Reference" (January 1984). He is working on several more stories and a novel. He lives in Cody, WY.

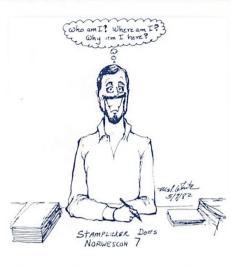


TED A. PEDERSEN is the author of more than 60 teleplays, including "The Bionic Woman," "Flash Gordon," "Spiderman" and "The Smurfs." He uses two personal computers, a Xerox 820 and a KayPro II Portable, for his current projects: a near future conspiracy novel, the screenplay for Robert L. Forward's "Dragon's Egg" (originally an animated film, now in work as a live-action movie), and assorted computer software. He shares a Santa Monica apartment with his wife, Phyllis, and two cats.

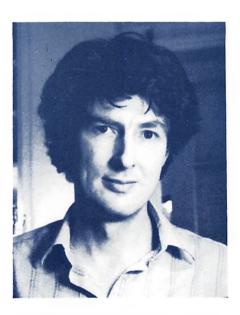


Photo by Rick Hawes

STEVE PERRY has had stories published in F & SF, Isaac Asimov's, Galaxy and Other Worlds I. He has authored a novel, The Tularemia Gambit. He has several novels forthcoming: two novels with Michael Reaves—Sword of the Samurai and Hellstar; a young adult novel for Bantam; and three volume adult SF series collectively titled Masters of the Cosmos to be published by Bluejay Books. He is at work on three more novels.



RICHARD PINI, of Poughkeepsie, NY, coauthors the popular fantasy comic *Elfquest* along with his wife, Wendy Pini.



CHARLES PLATT of NYC, has authored the SF novels, Twilight of the City and Garbage World. Platt has also authored various non-SF books, including three volumes of the "Christina" series of erotic novels. He has also authored two volumes of critically acclaimed interviews with major SF figures, Dream Makers and Dream Makers II. He is editor-publisher of Patchin Review. Platt is currently at work on four computer books and Leech Beach, an avant-garde horror novel.



JONATHAN V. POST has earned, with his non-fiction writing, nearly one million dollars from the Air Force and NASA. This however, all went to his employer, Boeing Aerospace Company. Over 100 works of fiction, textbooks, speculative science, poetry, and miscellany have appeared in such loci as *Omni, Scientific American, Time, Focus, AIEEE, Wild Fennel, Wind Chimes, The Space River Anthology*, and *Rigel*.

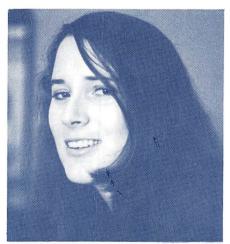
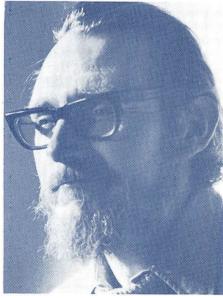


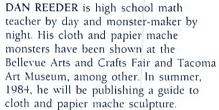
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VICTORIA POYSER, late of Olympia, WA, won the 1981 and 1982 Fan Artist Hugos. Since turning pro, she has done fantasy and SF book covers for Timescape, Phantasia Press, Science Fiction Book Club, DAW Books, and Tor. She is currently working on covers for Tor, Avon Books, Berkley, and Bluejay Books. Victoria Poyser lives with her husband, Kennedy Poyser, and their two children in Danbury, CT. They share a house with another ex-Olympian illustrator Kevin Johnson.





A philosophy professor at Western Washington University, RICHARD PURTILL has written books on ethics, the philosophy of religion, logic, Tolkien and C.S. Lewis. He has written the fantasy novels Golden Gryphon Feathers, The Stolen Goddess, The Mirror of Helen. He has also written an SF murder mystery, Murdercon. Forthcoming from DAW is The Parallel Man.





MICHAEL REAVES is the author of the novels *Dragonworld* (with Byron Preiss) and *Darkworld Detective*; has had short fiction published in F & SF, *Universe*, and *Weird Heroes*; and has written numerous TV scripts. He and Steve Perry have recently completed another novel, *Hellstar*.

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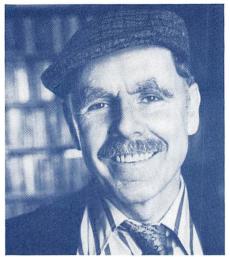


Photo by Jenny Bauer

FRANK ROBINSON is the author of The Power and A Life in the Day of . In collaboration with Thomas N. Scortia he has authored The Prometheus Crisis and The Gold Crew.



Photo by J. Bradley

MADELEINE E. ROBINS is the author of several SF short stories published in Asimov's and Pandora and five non-SF novels published by Fawcett. Ms. Robins attended the 1981 Clarion Writer's Workshop. She is currently working on an SF novel, when not distracted by other ideas. She was listed as one of the ten most promising new SF and Fantasy Writers by Algis Budrys in The Illustrated Book of Science Fiction Lists. Madeline Robins lives in New York City.



Photo by Ileen Weber

JOANNA RUSS is the Nebula Awardwinning author of such novels as Picnic on Paradise, And Chaos Died, We Who Are About To, The Two of Them, The Female Man and Kittatinny. Within the last year or so, she has had a spat of books issued: Zanzibar Cat, Extra (Ordinary) People. How to Suppress Women's Writing, On Strike Against God, and a reissue of Alyx. Joanna Russ is a professor of English at the University of Washington, Seattle, Washington.



Photo by Rachel E. Holmen / Locus Publications

JESSICA AMANDA SALMONSON, a resident of Seattle, is the World Fantasy Award-winning editor of the anthologies Amazons!, Amazons II, Heroic Visions and Tales by Moonlight. Her three novels are Tomoe Gozen, The Golden Naginata and The Swordsman. Her short stories have appeared in Elsewhere, Hecate's Cauldron, The Berkley Showcase and numerous others. She also edits a small newsletter about women warriors of history, legend and modern heroic fantasy.



PAUL M. SAMMON'S SF film journalism has appeared in Omni, The LA Times, Cinefex, Cinefantastique and Fangoria. He has worked as a promotional agent for the movies Conan, Dune and Conan II. He lives in Long Beach, California.

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ELIZABETH ANN SCARBOROUGH is the author of Song of Sorcery, Unicorn Creed, and Bronwyn's Bane. Her next novel is The Harem of Aman Akbar, or the Djinn Decanted. She lives in Fairbanks, Alaska.



HOWARD SCHWARTZ is a Futurist with experience in federal and local government. He is the president of a long-range planning consultant firm and a Ph.D. Candidate in Planning.



Photo by Robert Sinclair

KATHRYN A. SINCLAIR of Edmonton, Alberta, is the author of the story, "The Long Wind," appeared in *Isaac Asimov's* (June 1982).



STEPHEN SCHLICH of Coeur d'Alene, Idaho. has had a short story, "Top of the Stairs," published in *Twilight Zone* (Feb. 1982). His story has since been transmuted into a screenplay making the rounds in Hollywood. He has sold a story, "Rribbit," to *Wet Visions*, a forthcoming theme anthology of Pacific Northwest SF, sold 2 computer cartoons to InfoWorld, and written chunks of the new WordStar Reference Manual (forthcoming).

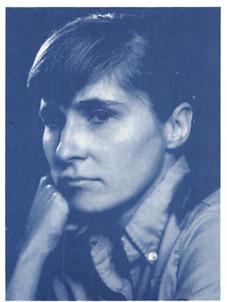


Photo by Helen Reynolds Portrait Studio

JODY SCOTT is the author of the SF novel *Passing for Human* and the mystery novel *Cure It with Honey.* Her short stories have appeared in such places as *Escapade, Fantastic* and *The Best from Fantasy and Science Fiction.* Her most recent novel. *I, Vampire,* has been published by Berkley. Ms. Scott resides in Seattle.



STEPHANIE ANN SMITH a resident of Portland. Oregon is currently the Assistant Editor at Western Imprints, The Press of The Oregon Historical Society; she has had short stories published in several magazines. Her latest work is currently appearing in *Asimov's* anthology, *A Space of Her Own*.



SHERWOOD SPRINGER'S SF short fiction has appeared in *Cosmos*, *F* & *SF*, *Omni*, *Isaac Asimov's*, and *The Saturday Evening Post*. These days, he tells us that he is better known in the world of philately, where he is a writer, dealer, publisher and consulting editor for the standard Scott Stamp Catalogues. Sherwood Springer lives in Hawthorne, California.



JULIE STEVENS is a lawyer who currently practices in her hometown of Coos Bay, OR. Her first short story, "Miles to Go Before I Sleep," appeared in *Isaac Asimov's* (April 1982). She has two more stories forthcoming this spring and an SF novel looking for a publisher.



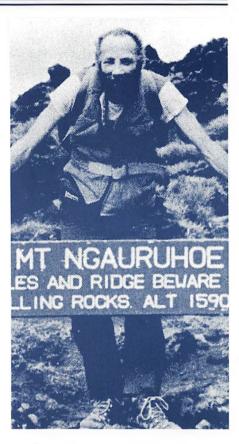
Photo by Sue Langref

J. T. STEWART is an accomplished poetess. She has been a panel participant at the various cons taking place in the upper left hand corner of the map (Orycon, V-Con and Norwescon).



STEVE SWENSTON'S published illustration has been done for fantasy gaming publishers, notably covers, comics, and illustrations for *Dragon* magazine.





BRUCE TAYLOR has had stories published in *New Dimensions 9 & 10* (ed. Robert Silverberg), the *Seattle Post-Intelligencer* and *Matrix* (creative writing supplement to the University of Washington *Daily*). He lives in Seattle, WA.



Photo by Bernard Versar

GENE VAN TROYER has had stories and poems published in *Vertex*, *Eternity*, *Hayakawa SF Magazine* (Tokyo) and the *Umbral Anthology of Science Fiction Poetry*. Formerly the editor of *Portland Review*, a literary magazine, he is now the associate editor of *Star*Line*, the newsletter of the Science Fiction Poetry Association. Presently he is completing his first novel and seeking a publisher for it and a collection of poems.



VERNOR VINGE is a professor of mathematics at San Diego State University. He has published various short pieces of SF in Analog and the following novels: Grimm's World, The Witling and True Names (to be reprinted by Bluejay Books in 1984). Forthcoming in 1984 as a serial in Analog and a novel from Bluejay Books is Peace War.



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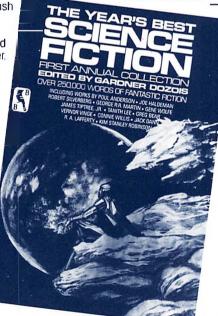
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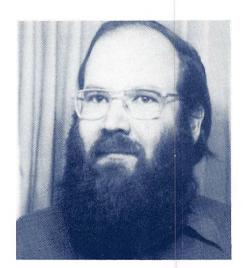
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James Frenkel, Publisher 130 W 42nd St , Suite 514 New York, NY 10036 Distributed by St Martin's Press IOAN D. VINGE is the author of The Outcasts of Heaven Belt, Eyes of Amber, Fireship, The Snow Queen, Psion and novelizations for young readers of Tarzan and The Return of the Jedi. Her most recent novel is World's End, just released by Bluejay Books. Forthcoming books include the movie tie-in to Dune and a collection of stories, Phoenix in the Ashes. Joan Vinge won the 1977 Hugo for her novelette, "Eyes of Amber," and the 1981 Hugo for Best Novel for Snow Queen. Her novel Psion was named a Best Book for Young Adults by the American Library Association and The Return of the Jedi Storybook was #1 on The New York Times Book Review List for two months, Joan D. Vinge lives in Chappagua, NY, with her husband, Jim Frenkel, and daughter.



ERIC VINICOFF was publisher/editor of the late, lamented SF magazine, Rigel. He has sold numerous stories to SF magazines and anthologies. Most recently, "Blue Sky" appeared in Analog (August 1983) and another story, "Repairman," will be forthcoming from Analog.



Photo by Wally Studios

CARL J. WALUCONIS (a.k.a. Wally Coins) is the author of *Whispers of Heavenly Death* and is currently working on an alternate universe novel.



WILLIAM R. WARREN JR. has had his art published in the Ballantine Star Trek Concordance, T minus 10 and Counting and will be published in Analog. He can be found in the Hospitality Room during the convention, more as a worker than a guest.





Photo by Rachel E. Holmen / Locus Publications

WENDY WEES has illustrated such novels as Jessica Amanda Salmonson's *The Golden Naginata* and Phyllis Ann Karr's *Wildraith's Last Battle.* She has been involved in researching swashbuckling women of history and has prepared an art folio depicting some of these boisterous ladies, whose exploits equal or exceed the wildest fantasy novels. Previously an art teacher in St. Louis schools, she has made her home in Seattle for the last few years, managing a marginal subsistence from her art.



RAY WILLIAMS is primarily an airbrush artist. He has done artwork for such magazines as Sorceror's Apprentice, The Dragon, and Fantasy Book. Work in progress includes art for Undinal Songs. Regularly exhibits at cons on the West Coast. He lives in Longview, WA.



TONY WOLK is an English Professor at Portland State University, teaching SF literature, SF writing, writing on Philip K. Dick for *Foundation* and preparing a book on Dick for Borgo Press.



BILL YATES has the slightly odd distinction of making his first appearance as a U.S. SF novelist in Europe. His novel, *Diasporah*, is scheduled for publication in Europe this spring. He is currently gathering information for a second book. Bill Yates lives in San Francisco.



Photo by Eric Johnson

PHIL YEH is the author of 11 books, including three full length graphic novels and one science book for children starring his character, Frank the Unicorn. His latest Frank the Unicorn book is Mr. Frank Goes to Washington, D.C.



Photo by Morris Scott Dollens

PAUL EDWIN ZIMMER is better known as a poet than a writer of prose. Nonetheless, he has authored Woman of the Elfmounds, The Survivors (with Marion Zimmer Bradley), The Lost Prince and King's Chondos' Ride. His short fantasy fiction has appeared in the book Greyhaven (DAW) and the magazine Fantasy Book. He is currently working on a novel, Gathering of Heros. Paul Zimmer lives in Berkeley, California.

CRAIG ANDERSON has been published in Asimov's, Twilight Zone, Starlog, and the fanzine, Tangent. Forthcoming from McFarland in 1984 is Science Fiction Films of the 70's. He is currently working on two novels. Craig Anderson lives in Tracy, Cal.

DARREL ANDERSON, an artist from Colorado, has shown his work at various conventions. His popular prints are direct-image offset lithographs using up to seven ink colors. Anderson's work has also appeared in a variety of magazines.

ROBERT LYNN ASPRIN is the editor of the popular five-volume Thieves' World series of fantasies. He has also achieved a small, but enthusiastic cult following for the adventures of Skeeve and Aahz chronicled in *Another Fine Myth*. Myth Conceptions, Myth Directions, and Hit or Myth.

JAMES BAEN has been an SF editor for Ace and Tor. Baen Enterprises is currently negotiating with Pocket Books to produce a line of SF which will be distributed by Pocket Books.

GREG BENNETT is a founding father of both Northwest Science Fiction Society and Norwescon. In his spare time he has helped to train astronauts on the Space Shuttle simulator and is currently the Space Training Manager for the Space Station with McDonald-Douglas.

J. BRIAN CLARKE has had several short stories published in *Analog*. His most recent story, "The Expediter," appeared in the February issue. He has an SF novel looking for a publisher and another in the works.

GORDON EKLUND is the author of numerous SF novels, including All Times Possible, Dance of the Apocalypse, The Eclipse of Dawn. If the Stars Are Gods (with Gregory Benford) and Find the Changeling (with Gregory Benford).

NANCY ETCHEMENDY has had two science fiction novels for juveniles published by Avon / Camelot and has a third forthcoming. She is also collaborating with Nina K. Hoffman on a novel for young readers involving two children, one of which is a ghost.

PHIL FOGLIO is a two time Hugo award winning artist. His current projects include Myth Adventures from WaRP Graphics, D'arc Tangent, What's New and Buck Godot, Zap Gun for Hire.

MARY ANN GWINN is the author of the controversial "Seattle in 2020" article which appeared in the *Seattle Times*.

ELIZABETH A. LYNN has written several novels including A Different Light, the three books of The Chronicles of Tornor and, most recently, The Sardonyx Net. One of her novels, Watchtower, won the World Fantasy Award. Her short fiction has been published in such places as F & SF, Isaac Asimov's, Millenial Women, Berkley Showcase I, Amazons!, Basilish and Other Worlds I. Some of her short fiction has been collected in The Woman Who Loved the Moon and Other Stories, Elizabeth Lynn lives in San Francisco.

MICHAEL D. MAYO is a graduate of the 1981 Clarion Writer's Workshop and currently writes for *Cinefantastique*, *Enterprise Incidents* and other magazines. He lives in Pasadena, Cal.

SHARAN NEWMAN of Newbury Park, California, is the author of two novels of Arthurian romance, Guinevere and The Chessboard Queen.

TIM POWERS is the author of four novels. The Skies Discrowned. Epitaph in Rust (both Laser Books, 1976). The Drawing of the Dark (del Rey, 1979), and The Anubis Gates (Ace, 1983).

RHONDI VILOTT SALSITZ (writing as Rhondi Vilott) is currently working on a fantasy series for NAL. Books to be released in June of 1984 include: Sword Daughter's Quest, Runesword, Challenge of the Pegasus Grail, and The Towers of Rexor. Adult works in progress are The Darkling and Relics of Zangare.

JOHN SLADEK is the author of various SF novels, including Mechasm. The Muller-Fokker Effect. The Steam-Driven Boy, Roderich, and most recently, Tik-Tok. He has also authored mysteries, gothic novels and The New Apocrypha, a thorough debunking of many of modern life's fads, fancies and fallacies.

GORDON R. WOODCOCK has worked for Boeing on and off through the years and is currently the Director for the program that is designing the space station for them. He also is on the Board of Directors for the L-5 Society.



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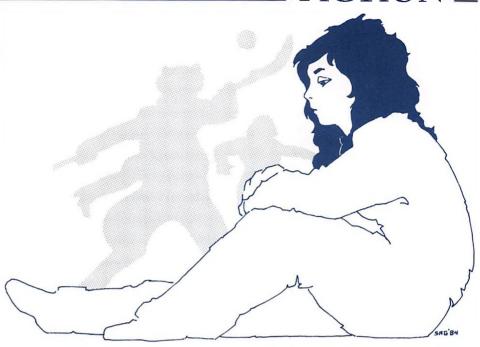
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MEYA

 $W_{\text{E HAD ALWAYS played games, from}}$ the very beginning. Simple games at first, the sort of things young children play: Hoops and Graces, Pitchball, Quia Tiger, and the nameless games children invent to flesh out their worlds. Later the worlds became more complicated, lots of running about and climbing things and shouting lines. Playing parts from our fantasies. But as we grew older the life-games were no longer enough. How long can you get a thrill from being an Imperium Commander, or Zeonea the MasterRat? By the time we were fifteen or sixteen, the urge to play parts had faded; we were growing adult masks of our own then, and they were strange and uncomfortable, and much too unwieldy to need other masks on top of them. But while the masks tended to cut us off from each other, all those years of games made strong ties between us. We grew apart as we tried to grow together. An uneasy time.

We? Oh, that would be about ten or twelve of us, depending on who was feuding with whom. Me, and Drel tor-Kanata, Pixie Hirem the lawyer's granddaughter, Kridee, Haley, Mertika the brewer's daughter, Wim, Teloret, Dane and Josha, Cumbe, Kabit who was Palen's pouch-sister, Puti from the Cault, some others. We were the first real generation of Aerites, we thought. Those of us who were human were all born on Aerie, and the kasirene were the first to be totally integrated into our lives. Well, it seemed total integration to us; we'd all been through school together, spent our spare time together, got roped into chores together. The fact that the kasirene had their own village seemed insignificant. In any event, we were all in mid- to lateadolescence and bored and lazy and out of games, energy, and ideas. Sitting around being uncomfortable with our new bodies and changing minds. And terrified that if we didn't look busy, the adults would think up work for us to do.

Tabor started it, really. He saw us sitting around the stream one day, busy staring at our feet and getting grumpy with each other, and he told us about a game they had played on NewHome during his childhood. Something to do with a ball and a stick, a playing field, two goals, and a lot of running around, It sounded perfect, so we chased the younger children out of the schoolyard and tried it, while Tabor stumped around the edge of the field, waving his cane and shouting directions. The twins clung to the tails of his shirt like two small 'bots hitched to a loader. One person threw the ball at



another person, who tried to hit it with the stick. If the hitter connected, the stick was dropped and a lot of running took place, and other people tried to steal the goals while some of us tried to catch the ball and others to catch the runner. Within an hour it was apparent that the game would never do. The kasirene whapped the ball so hard that it sailed over the kaedos and disappeared, which was not good because we were short on balls. But the kasirene couldn't run worth straw. They could bound, of course, and covered impossible distances that way. but they were no good at short-distance evasion running, while we were. So the game would either be the kasirene whapping the ball into the woods and then a great hunt until we found it, or we would whap the ball mightily, while the kasirene calmly caught each and every one before it came anywhere near the ground, and scooped up our runners with a great show of casual boredom. By the end of the afternoon we were exhausted and shouting at each other. Tabor apologized and limped away, trailing his children behind him.

He must have talked about it some, because Medi Lount came up with the next idea. We were hanging around the deserted market-place, making a racket and up to no good, and she came out of her studio and demanded that we either go away or do something useful. We explained. Medi is something of a historian. She says that most of the good statues of ancient times concerned sports, and she'd done some research on the matter. She told us about a game from Terra, my parents' birthworld. Half of the players

were runners who carried a ball around, and the other half were blockers; it sounded like an adult version of Pitchball. We tried it right there in the market-place.

Think about it. The humans ranged from about one hundred and fifty to two hundred centimetres, and about forty to seventy kilograms (except for Wim, who was the fattest of us all). The smallest kasirene, though, weighed just under ninety kilograms and stood two hundred and fifty centimeters tall. If the humans were running the ball, it was like smacking into a stone wall made of many arms and grey fur. If the kasirene ran the ball, each one lumbered down the field decked with five or six humans, each of us hanging on for dear life and not slowing the kasir down at all. And if we played with mixed teams, we had two games going instead of one, a human game and a kasirene game. It was a washout, but it looked so good that it took us two days to figure it out. Medi shrugged and went back to her clay.

Ved suggested a game having to do with ducking balls into pouches—fishing-type pouches, not kasirene-type pouches. The kasirene just stood below the hanging straw pouches and dropped the ball in, time after time. If we had the ball, though, the kasirene did a lousy job trying to catch us, but if once they got the ball, the game might as well have ended right there, for all the chance we had of getting the ball back.

It began to seem as though the only thing happening that summer was a gradually increasing rift between the humans and the kasirene. Look at everything we had that was dissimilar, now

that we were moving into adulthood and through our awakening sexuality. The physical differences we had always known about-their strength, our fleetness. Now an entirely new area of difference was thrust upon us, and we all viewed it with increasing distrust.

That summer sex was the most important thing in the world-after games, of course. We humans had two sexes, one of which hore and nursed children, the other of which didn't. The kasirene had two sexes also, one of which had wombs, and there the similarities ended. Kasirene pups are born as fetuses, and climb into the pouch to continue growth. It doesn't matter whose pouch, either, the males can nurture as well as the females, and very often a kasir pup is passed from one adult to another as a pledge of love or friendship, for convenience, or sometimes merely at whim. We were beginning to understand how different that was from the human method, and they to understand from their own vantage point. And our elders didn't help. No kasir in our group had either birthed or nutured yet, although they were well past the age when such things were possible and even desired of them. Their elders claimed it was our evil influence, while every time one of us lost a virginity, our parents blamed it on the kasirene. Oh, there was plenty of sex going around that summer, and much comparing of notes and evaluation of technique. ("You can't do it standing up," Dane said with authority. Yes, you can, I thought, but I didn't tell him that.) Still, the areas of technique and the like rarely overlapped. The rift grew; we knew it, we didn't like it, but we couldn't think of anything to do about it. Save, perhaps, give up.

And we were none of us willing to do that. It was our last year of school. Adult life began the next summer, and giving in to it early meant giving up our leisure and our companionship. We tried to stretch childhood out as long as we possibly could. It took some planning, and was thirsty work. So Mertika relieved her father's storeroom of a keg of beer, and we took it down beyond the stream one afternoon, well away from human and kasirene villages. We stretched out on the grass, opened the keg and dis-

cussed sports.

What resulted was just the sort of game to have been invented by a bunch of drunken adolescents on a hot summer's day, but I suppose that all sports are identical in that way. Eventually we called it 'Caraem', the Kasiri word for pouch, but that summer it was just 'the game', and we invented it as we went along.

The schoolyard was a rectangle, about

six by thirty meters, with a kaedo at the center of either end. Drel procured a couple of kasir fishing pouches and cut the bottoms out, and we hung one in each tree. The kasirene liked hitting balls with sticks, so we had one ball and one stick in the game, and to even things out Pixie Hirem invented long, curving scoops made of wood. You hooked the ball from the air with the top end, and it whizzed along the inside of the curve and came shooting out the other. If you flicked the scoop in the middle of this, the ball arched high and wide over the field. We humans liked running, provided, of course, that there was a minimum of running into walls of kasirene, but there had to be room for kasiri bounding, too. And we all liked the idea of theft-it resonated plasantly of SwampRats.

It's impossible to explain the game this way, from the bits and parcels that we pulled together during the next three weeks. Listen, here's what a game was like, late that summer, when we had it

all figured out.

It's hot and a little humid, with a small breeze blowing in from the ocean and over the brow of the hill. We have an audience today; kasirene and humans gathered around the edges of the schoolvard, and children perched on the roof of the school or atop the fences. Wim sees all the people and gets nervous, but Dane, who's on the other team and has been trying to get into my pants all summer, saunters over and polishes his own ego at poor Wim's expense. I ignore him. We come out into the field, elaborately casual, in our uniforms. Green or purple-1 always play purple, and my uniform is a bright purple shirt that Mim has sewn for me. The kasirene uniforms are lengths of cloth wrapped in a complicated manner around their shoulders. The people make a great cheering noise and we try not to look too pleased. There are eight of us on each team: two human catchers and two runners; two kasirene blockers and two whappers. We humans try to look cool and dangerous, and only look nervous. The kasirene try to look fierce, and succeed in looking comical. Tabor referees the game; he lets our fans admire us for a while, then blows the starting whistle. Green's up, since we won the last game. Their whapper Kabit, stands dead center in the field facing the green pouch, and we all spread out and watch her carefully. Tabor whistles to begin. Kabit tosses the ball in the air with her lower arms. She holds the stick with her upper arms, and as the ball comes down she whaps it directly towards the green basket; it's so smooth it looks like one even movement. Mertika nets the ball

with her scoop and sends it to me, and I tuck it under my arm and run like hell down the length of the field towards the purple pouch. Around me, green blockers collide with purple blockers, a green runner tries a flying tackle which is thwarted, and my teammate Wim is standing right under our pouch, howling that I should get the ball to him. Teloret bounds past me and grabs the ball, lifts it, and whaps it to Wim, and fat Wim springs into the air and dunks the ball through the pouch. Score! Except that green Kabit has rushed under our pouch and out, negating our

"Foul!" Teloret yells. Tabor disagrees. While we argue the point, green Kridee sneaks down the field and steals our Talisman and parades down the field. Triple score for green, and the green supporters shout gleefully while purple supporters curse and groan.

Second play, purple up. Drel whaps the ball. Kridee catches it and begins his run down the field. Teloret paces him, velling insults, and I rush in front of him and steal the ball. It's not hard; his hands are always slippery with sweat. I whip around and head back towards our own pouch, and three green kasirene descend on me, coming from all directions. I evade madly, get turned around, turn back, and the world seems full of green uniforms.

"Puti!" I yelled. Puti bounds up to me, tucks me under her arm, and we fly towards the pouch. She flings me upward, I dunk the ball, land, grab the ball, dunk it again, and Tabor blows the end-play while green players shriek foul.

"Illegal for a kasir to carry the ball!" Kridee yells.

"She wasn't carrying the ball!" I yelled back.

"Was so!"

"Was not! I was carrying the ball and she was carrying me!"

Chaos and screaming. It's a play that Puti and I worked out on the sly, and Tabor seems to be buying our reasoning. Green supporters howl insults and threats, which Tabor ignores. Double score for purple. Third play.

Green up, and they make a botch of it. Kabit drops the ball a few moments into the play, and although green makes a single score, the foul is called, and as penalty Tabor decrees that they must return our Talisman. This is of benefit to us, for there are no points in stealing back your own Talisman. Green players and supporters argue fiercely, but our Talisman is carried gently back to our end of the field. Very gently-it's forfeit the game if a Talisman is treated roughly. After all, Quilla only has two children, and she watches out for both of them.

Jared is back at our pouch now, and cheerfully thumbs his nose at Decca, who sits by the green pouch and makes a rude noise at him. The score is purple, four; green, six. And we're determined to win. Fourth play, purple up.

Wim has worked out an interesting defense. As our Sedai whaps the ball and green Dane begins his run down the field, we fan into a semicircle pointing towards our own pouch and run like hell, kasirene in the middle and humans to the sides. Dane sees the kasirene coming and begins evasive running, and our line whips around him to cut him off. I rush him from the left and Pixie rushes him from the right, and when he spins to run back, Puti leaps right over him and appears to one side. Puti scoops the ball from him and whaps it far down the field, towards the green pouch, where the rest of our team is waiting for it. There is thorough confusion in the green team. They rush down the field towards Wim. Wim scoops the ball and flings it down the baseline to Pixie, who fronts it to me, I fake it to Teloret and we both run, each of us pursued by green players. Teloret reverses direction, and I pass the ball to Mertika, who dunks the ball through our pouch and yodels with glee. The green players realize that while they were busy trying to figure out where the ball was, Drel has stolen their Talisman and popped her into his pouch. Decca giggles and waves, and the cries of foul are deafening. Eventually they can only cite Teloret for running with the ball, and she's taken out of the play, which cripples us, but not too badly. The score: green, six; purple, twelve. It's time for a recess.

Quilla claims that the favorite sport of all Aerites is argument. When it comes to the game, the kasirene repudiate their usual gravity and argue just as fiercely, and the recess is spent howling and waving arms in the air and pointing at the playing field and cursing. We all take a drink of water. Quilla rebuttons Decca's shirt. Tabor decides that enough volume of noise has been reached, and blows the whistle for the fifth play. Everyone quiets now and is intent and serious. Dane passes me on the field and pats my ass, and I determine to land him a good one during the next play. Green up.

They very neatly whap and catch their own ball, and do a flying wedge offensive. With our Teloret on the sidelines, it's extremely effective, and they manage to steal Decca back, too. No points, but a lot of glory, green, eight; purple, twelve.

Sixth play. Teloret is back in the game. Purple up. Kabit steals the ball from Pixie, who is easily confused, but green botches when Josha climbs the green kaedo and dunks the ball from there. Everyone cries foul, including some of the green supporters, and Josha is sidelined. Green, ten; purple, twelve. We're beginning to feel nervous.

Seventh play, green up. I confer briefly with Sedai. Drel whaps, Dane catches and runs, Sedai grabs Dane and rushes him towards our pouch. Dane, his dignity much offended, kicks and howls and drops the ball. Wim recovers it and dunks once, I grab it and dunk twice, Pixie takes it, evades green Malin, tosses downfield to Teloret, Teloret whaps it right into our pouch, I recover it and dunk it a fourth time, and Tabor whistles furiously. Dane and Sedai are both sidelined, but now the score is: green, ten; purple, twenty.

Final play, purple up. We position ourselves around the entire perimeter of the field. Wim steals the ball from Josha and tosses it to me, and we round-robin the ball around the field, while the green players rush about in the center trying to catch us. Every once in a while we get the ball to Mertika, who dunks it and starts it around the field again, until the end whistle is blown, the green team is furious, green supporters are homicidal, Dane tells me that he wouldn't court me if I were the last woman on Aerie, and I'm so pleased I kiss him.

Serves them right. Last game they beat us twenty-four to six.

Both teams retire from the field and go pollute the stream with sweat and dirt and strategies and accusations of cheating. Puti opens the beer. Then Kabit and Puti go off to snuggle in the bushes, Wim follows me around with damp eyes, Dane puts his hand in Pixie's shirt, which she

likes, and we're all friends again and as drunk as Mertika's father's beer can get us. But I go home alone.

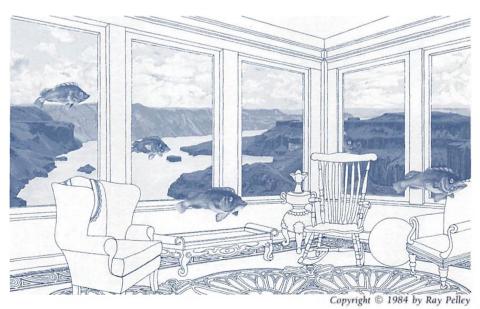
Silly? Yes, I suppose so. But it filled the time, gave us something to do, gave Haven something to shout about. It kept Hoku busy dispensing bandages and dire predictions, and Mim busy sewing up the holes in my shirts. Kasirene used to be fairly rare in Haven, but the next summer Ped Kohl opened a beer hall, and every summer thereafter it was bursting with kasirene and humans, pounding on tables and arguing the excellence of their teams. So it changed that, too.

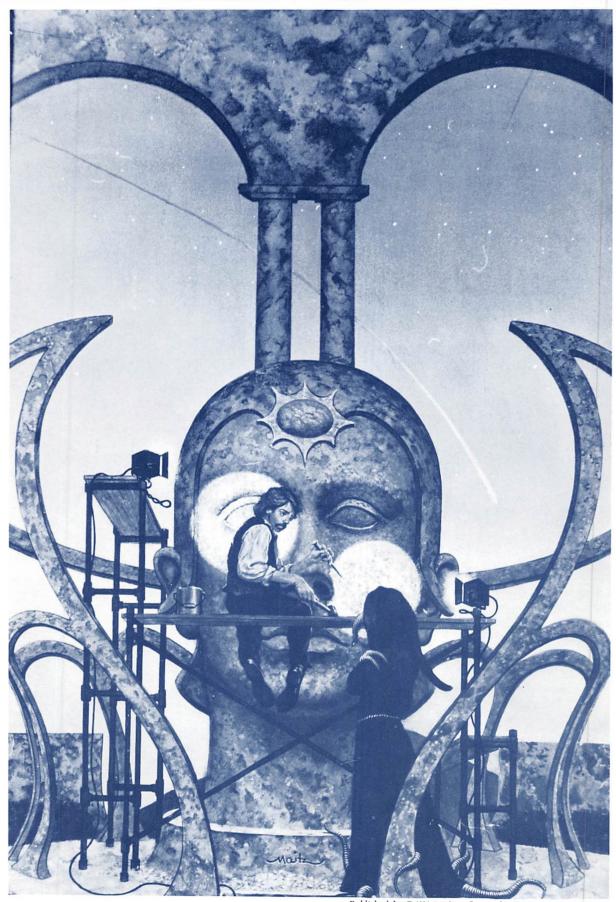
And it kept me from feeling too lonely. Ouilla was home, of course. Tabor. The twins. But Jason had gone for seven months, helping Hetch expand our spaceways. Mish was dealing with bureaucracies on Althing Green. And Jes was gone. He came and went as the ships permitted, appearing with presents for everyone and tall tales of grabs and tau space and exotic ports on distant worlds; going again and leaving a vacuum behind him. I thought I'd grown used to it. But he'd come home in late spring that year, with three weeks to spend and nothing to do at home. We walked alone to Cault Tereth, and we talked of many things and saw many wonders and did much of interest. Things changed.

Then he went away, and I had to get used to his absence all over again. I filled my days and my mind with bats and balls and scoops and running down the field, and they helped, they undoubtedly helped.

But nothing helped at night.

From: Journey by Marta Randall





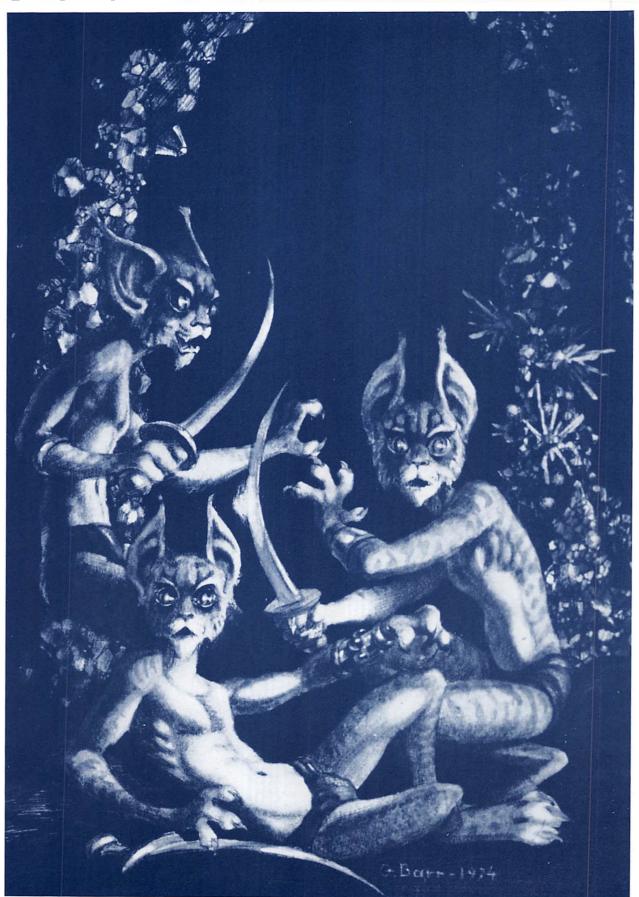
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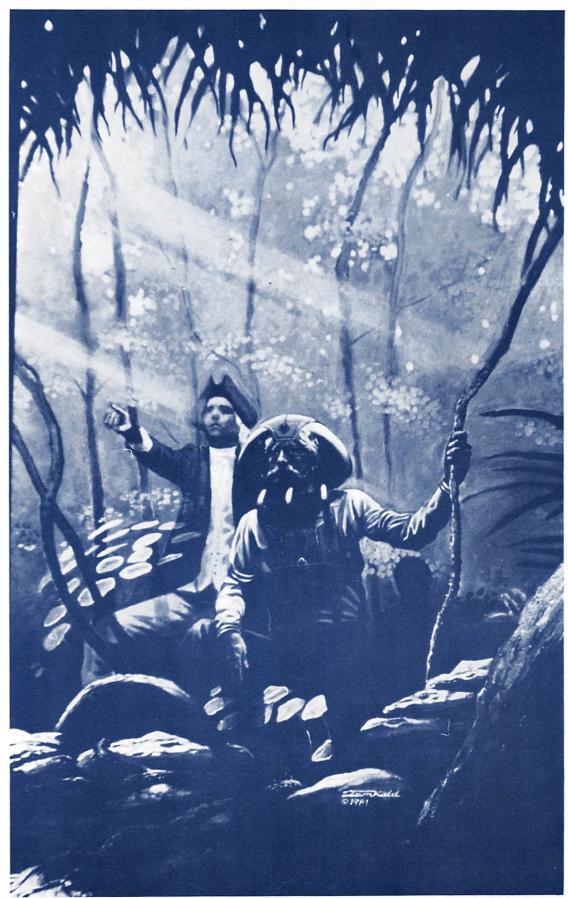


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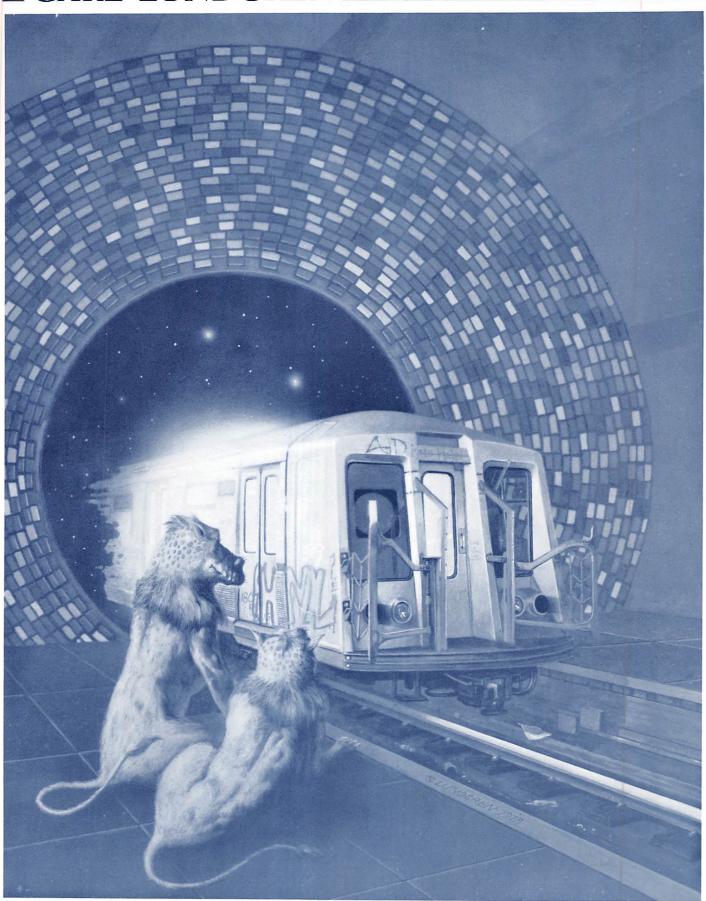


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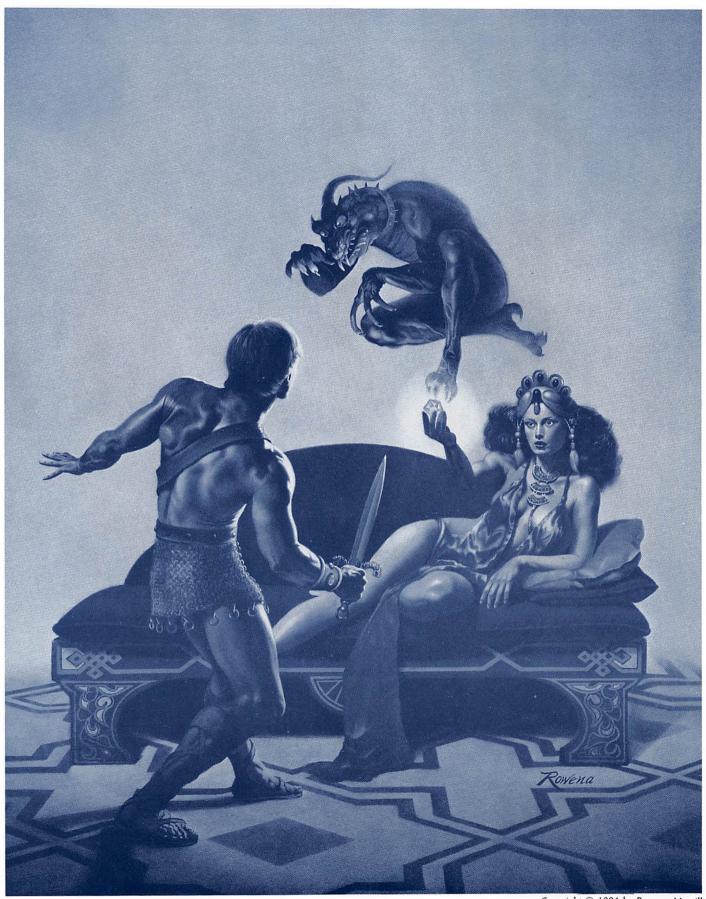
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■ LEO & DIANE DILLON **_____**



Detail from cover of A Hornbook For Witches published by Caedmon Records

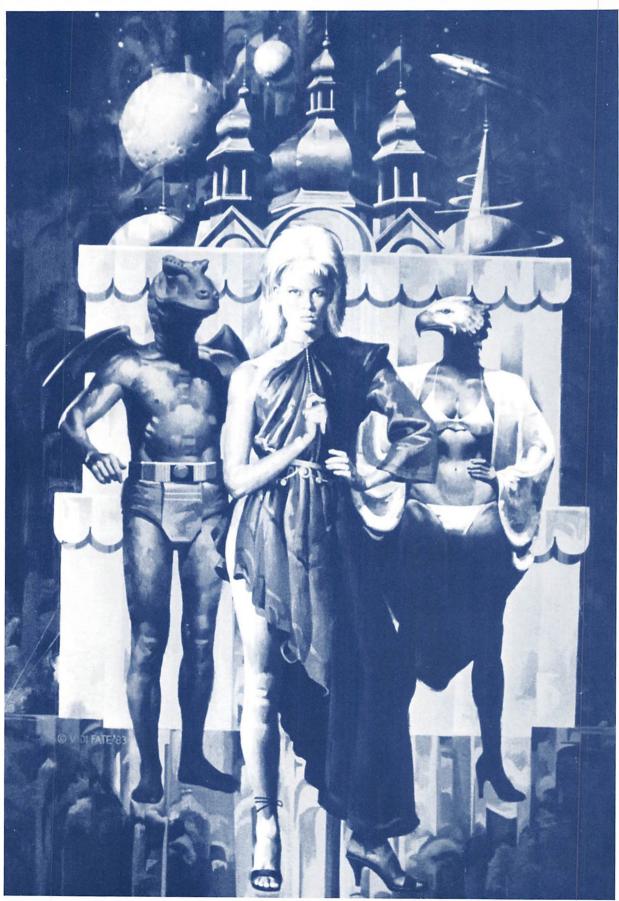
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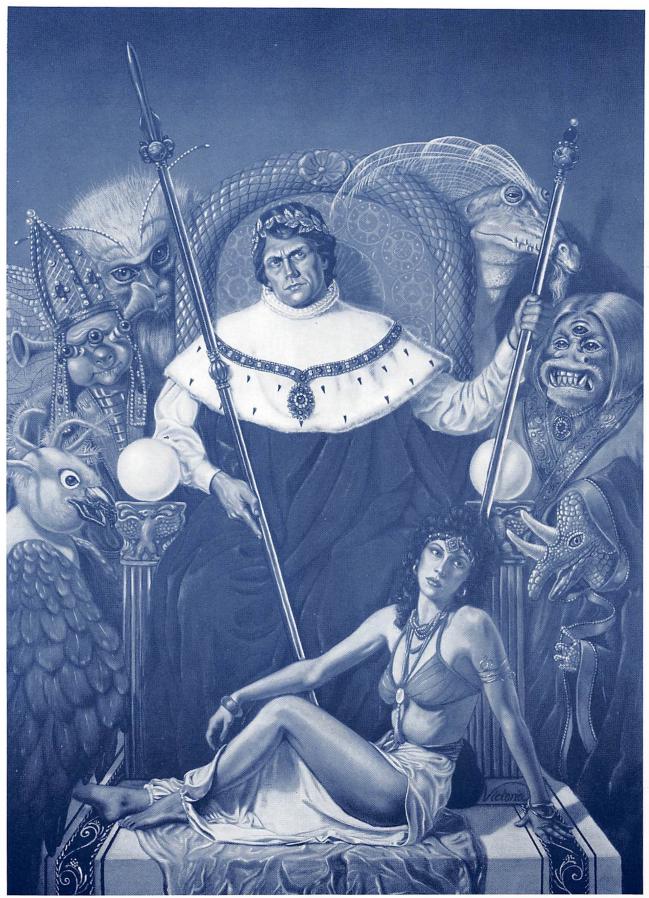
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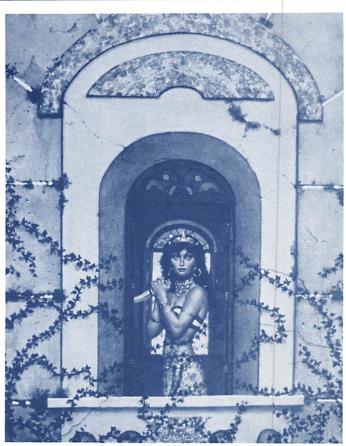


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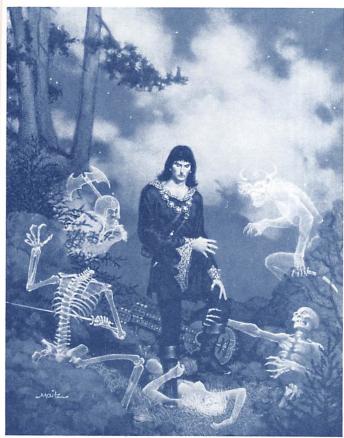
■ DON MAITZ ■



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SEATTLE =

OKAY, THIS IS WHERE WE TELL you all about Seattle. I know a lot of you live here or come here quite often, but I really think that you should pay attention because I would like to hear your views on the subject afterwards. Now, I know that all of you have heard all that bunk about the "bluest skies" and the brides coming around the horn to keep the loggers happy. Well let me tell you a bit of hard reality. The only reason that the skies look so blue is because they are usually overcast and that blue is so refreshing to see. And those "brides" weren't brought over to be married to any logger for more than one night at a time. It is a strong possibility that some of the loggers might have left if there weren't any "brides," but it was more of just a good business idea than a necessity.

It has been said that "Seattle is a place where spicey Douglas firs, startlingly blue lakes, and an inland sea surround mirrored skyscrapers and a montage of unique communities built on seven hills." Well, I have never thought of a Douglas fir as "spicey" nor have I ever been startled by any of those lakes, though I'm sure that if you have read or heard some news reports about those lakes you might have been shocked or aghast. I will conceed that you can say that there is an inland sea, the mirrored skyscrapers are a fact, "montage" is an appropriate word, and "unique" is a polite word, in some cases. I never have counted the hills myself.



The Freeway

Now that I have dispelled some of those awful rumors that have plagued the area for a while, let me tell you about some of my favorite places in Seattle. First, probably the foremost landmark in Seattle, is the Space Needle located at the Seattle Center. This 600 foot tower was built for the 1962 World's Fair and was labeled the apartment building of the future. There were plans on display that showed one of these apartment buildings on stilts stacked over 20 stories of living, playing, and parking space, ala The Jetsons. The area that was to be the rec room and sauna was used as a restaurant at the fair and has continued ever since. This portion revolves at the incredible rate of

about one revolution an hour, which has caused a few patrons who have put down a bag or taken off their shoes a bit of trouble. There has recently been a second restaurant added a bit lower for those who don't like to eat quite so high up. There was also "house of the future" as a companion piece that we now can see as very energy ineffecient. It was sold off and towed by tugboat to Olympia to be used as a restaurant there. I don't know about you, but there seem to be more and more restaurants in my future.

The next place on my list is just a little ways from the Space Needle. The Pacific Science Center. What a place, I could and have spent many hours in there just looking at things and playing with their toys. After that comes the Center House. My favorite activity there has been diving for pearls. A guaranteed pearl every time and some of them real beauties. I haven't been there for quite a while and they may not even be there anymore, but I will long cherish my days as a "pearl diver." The food at the Center House (once called the Food Circus) is always a treat. So many things to choose from and the atmosphere has just the right ambience. I like to take my food outside and watch the dancing fountain if the weather is nice. Come to think of it, all of the Seattle Center is pretty great. After all, they did have King Tut there.

Next is the Pike Place Market and First Avenue. Did they really build the Market like this or did it grow here? What a place to go exploring. I bet there are places in there that don't see footsteps in a month or two. Fresh fruit and fish in the open air. Ah, what a combination! You can probably find just about any item you could want here. Outside on First Avenue you can probably find just about any type of person that you might care to see. A great cross section of life. A word of warning however; the area is not to be visited after dark unless there is a specific need.



A Wide Variety of Architectural Styles

Now comes what is probably most prominent as you pass through Seattle, the freeway and the skyscrapers. Isn't all of that asphalt and concrete and glass just incredible? Where did they get all of that stuff? The wide variety of architectural styles and materials is a feast for the eyes. I often wish that I could stop on the freeway for long amounts of time just to enjoy the view. And let's not forget about Freeway Park! All that terraced greenery in the middle of the city over the freeway. Did you know that when the freeway was proposed to go through the middle of Seattle that the residents didn't want it until they were promised that it would all be covered over like that. Can you imagine! A whole freeway underground! I get all goosebumpy just thinking about it. Driving through mile after mile of tunnel until you emerge out into the light and your very own unique neighborhood. Oh, if it only was. What a life! I live on that freeway.

My final location for this article can be found at the bottom of the Mercer street exit of Interstate-5. To get to it if you are going North you must exit from the left lane and go through what I like to refer to as the bathroom, a yellow-tiled tunnel that curves and should be taken slowly. When you emerge you can just see it at the bottom as the road curves again. The Toe Truck. The true symbol of Seattle. There's little chance that you will get a very long look at it, so try to find a side street to turn onto, park your car and walk back to it. I promise you that you won't leave disappointed.



The Heart & Soul of Seattle

In closing, I would like to say that I know that most of you that are from out of town will have little chance to go into Seattle and seek out these fabulous places, so please come back and visit. Bring the wife and kids, your friends and neighbors. They will be amazed and impressed with your knowledge of the city and will have new respect for you. As for you Seattlites, what are you waiting for? Explore you city, and let's hear about *your* favorite places!

The editors would like to point out that the author of this piece does not come from Seattle, but a small rural area where such things as described above do not exist.

DEPARTMENTS



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MASQUERADE

In only seven years, the Norwescon Masquerade has become a 'legend' in fan circles. Willie Siros, Chairman of NASFiC '85, said of Norwescon, "These people, according to the Fan/SMOF grapevine, run the best masquerade in the States. It's well run, on time, and visually a treat." We're doing it again this year, and you're here to see it!

The masquerade is well run, by a crew of splendid people who have worked together over nine years on various conventions and events, both media and literary, with the same commitment to service.

The masquerade is on time. In the 90 minutes between the autograph session and the masquerade, the operations staff, headed by Judy Suryan, completely alters the physical arrangement of the room, tables, staging, seating, and equipment. Michael Citrak and his crew from Olympia set up the sound, lighting, and music. They coordinate the entire visual and audio presentation, blending into their prepared background music whatever the contestants bring in the way of additional tapes or special lighting requirements. If there is a glitch, the audience would never know it. Our handsome and polished MC, Frank Catalano, smoothly handles the presentation of each contestant and anything else that may come up; crab-legs, fan clubs, or piethrowers. If the back-stage preparations are behind schedule, the contestants immediately become assistants in whatever capacity is needed. Of course the masquerade is on time.

The masquerade is a visual treat. It is a stunning array of beautiful costumes, sometimes dramatic, once in a while almost wistful and sad, but more often outrageously irreverent and joyously funny. Some of the presentations are meticulously choreographed to the contestant's own tape and performed at a professional level. Other acts have been spontaneously generated by contestants waiting backstage. They all are marvelous. This visual aspect of the masquerade has nothing to do with the committee or staff. It is entirely a function of the magical skill and creativity of the contestants.

Twenty-one prizes can be awarded in the categories of Character from a book, Media Character, Performance, Humorous, Childrens' Lucasfilm Award, Judges choice, and Best Try, with a first and second for each. Naturally there is Best of Show. The awards consist of various trophies, certificates, gifts and cash.

The selection of who shall receive these awards is happily not up the the masquerade staff but will be decided by our panel of five judges. Julian May has judged several Norwescon Masquerades as well as others up and down the West Coast. She also designs and produces masterful costumes of her own. Richard Wright has judged five previous Norwescon Masquerades, and has himself won two costume Best of Show Awards. Betty Bigelow has judged two previous Norwescon Masquerades when she wasn't winning a 1st place or Best of Show. Catherine de Camp has been a judge at over twenty different Masquerades all over the country and Adrienne Martine-Barnes has judged at Baltimore's Constellation Con, the '72 WorldCon, MC'd San Francisco's BayCon, is a master costumer and founder of Costume Con. and has taken 1st place at WorldCon

Contestants MUST fill out their forms and pay their \$2.00 entry fee by 8:00 p.m. on Saturday, the day of the masquerade. Please report to Phoenix E by 9:30 PM unless you have a special dispensation. The masquerade begins at 10:00 PM and will be broadcast live on the Video Channel. A good time is sure to be had by all.

WEAPONS

Peace bonding of weapons will not be required at the Con (we will use the honor system). However, all blade weapons (swords, sabers, knives, etc.), must be kept sheathed at all times while in public areas. Toy blasters (wood, metal, and/or plastic construction which may or may not emit sound and/or light but nothing else), may be removed from their holsters for "Show and Tell" purposes only in the 400/600 wings. The only exceptions are for persons in private

rooms, for participants of scheduled SCA exhibitions during their exhibitions, and for masquerade contestants while they are on stage. Also, do not carry real firearms. Please follow these rules for the enjoyment of all convention guests. Persons found ignoring this request will have their weapon(s) confiscated. They will be returned to the owner when they leave the convention.

LOST AND FOUND

The hours open for the lost and found in room 413 are: Thursday, 2:00 p.m. to 8:00 p.m., Friday and Saturday, 10:00 a.m. to 9:00 p.m., and Sunday, 2:00 p.m. to 8:00 p.m.

All lost parcels not claimed by 8:00 p.m. Sunday will be held only *one week* before being transported to an alternate universe. After the Con closes call (206) 365-1942 to make your claim.



COSTUME GALLERY

This year for the first time NORWESCON's own "Gang of Four", Julie Zetterberg, Sue Taubeneck, Betty Bigelow, and Carol Noyes (all previous Norwescon masquerade winners) will be hosting a Costume Gallery in Conference Room A. You can walk in and see, at your own leisure and close-up, a display of some of the fabulous costumes you've admired at past Norwescon Masquerades. Either Julie, Betty, Sue, or Carol will be present to answer your questions and/or give advice.

On Sunday, the room will be open for those who wish to display costumes that you saw at the Masquerade Saturday night. Please come and participate!

ART SHOW

The art show is in the office modules located outside of the Phoenix Lobby in the Parking Lot.

The Art Show hours are: Noon to Midnight, Friday, the 23rd,

10 AM to 10 PM, Saturday, the 24th, and, 10 AM to 12:30 PM, Sunday the 25th, LAST CHANCE TO BID.

The Champagne Reception for Don Maitz, the Artist Guest of Honor, will be 9 PM to MIDNIGHT on Friday night. The reception is open to all attending members of the convention.

This is your chance to meet Mr. Maitz and all the other attending artists in a casual atmosphere. You can also put the first of many bids on all the wonderful art

The Art Auction: will take place beginning at 1 PM and run until 4 PM, if necessary. All art with four or more written bids will go to the the art auction. Those pieces with three or less will be sold to the highest bidder. Remember, if you didn't bid enough, it's gone forever.

Awards: ARTIST GUEST OF HONOR'S CHOICE, THE PEOPLE'S CHOICE, and other awards will be selected by a panel of judges and presented on Sunday.

If you have any questions, your friendly Art Show staff will gladly assist you.

DEALERS' ROOM

Our excellent Dealers' Room will be located, as usual, in the Satellite Room, above the restaurants and bar, off the hotel lobby (not the convention lobby). There are approximately 55 tables of books, games, art, and other paraphernalia in the spacious 3500-square foot facility.

The Norwescon Dealers' Room is known for its wide, yet balanced selection of quality merchandise. Many booksellers will feature new and used books, rare and limited editions, pulps and magazines, rare art, posters and prints. Numerous artists and artisans will be selling original creations in various media and limited edition prints and portfolios. Other dealers will feature the latest in games, cards, T-shirts, jewelry, costumes, buttons, models, weapons, etc.

HOURS:

Friday 11 AM - 6 PM
Saturday 10 AM - 6 PM
Sunday 10 AM - 5 PM
We invite you to visit the Dealers'
Room - browse leisurely, enjoy yourself.



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ARTIST WORKSHOP

Norwescon 7 workshop programming this year includes a series of discussions and classes for arists. Each class (held at Nendels across the street) will have a pro artist painting, drawing, or discussing the finer points of doing art. All interested individuals may attend. Amateur artists wishing to get involved may bring their own art supplies, draw and have their work critiqued by the masters.

The following is Norwescon 7's schedule of Art Workshop events:

FRIDAY

1 PM. AIRBRUSHING TECHNIQUES. Artist Randy 'Tarkas' Hoar demonstrates various techniques of airbrushing.

2 PM. MAITZ ON FACES. Art GoH Don Maitz teaches a class on drawing faces.

4 PM. DRAGONS AND OTHER ORNITHOIDS. Cartoonist Steve Gallacci discusses the forms and functions necessary for flying beasties.

SATURDAY

11 AM. MONSTER MAKING. Monster maker Dan Reeder displays and demonstrates making monsters out of papier and cloth mache.

5 PM. OIL PAINTING. Artist Kevin Johnson teaches a class in the finer points of using oils.

PHILIP K. DICK MEMORIAL AWARD

This year marks inception of a major Norwescon event . . . the announcement of the winner of the Philip K. Dick Memorial Award for the best American original paperback book. The Award will be presented at our banquet.

Proposed in 1982 at Norwescon 5 by Gold Thomas M. Disch, the Award recognizes the "paperback original" as a distinct publishing form, and memorializes one of the most prominent SF writers to use it, with such early classics as *Solar Lottery* and *The World Jones Made*, and almost his last published novel, *Valis*.

Each year's award is given by a threeperson jury, Disch being joined by Ursula K. Le Guin and Norman Spinrad for the 1982 year. The winner they picked was Rudy Rucker's Software. A Special Award went to Radell Faraday Nelson's The Prometheus Man.

A representative of the 1983 jury—critics Algis Budrys and John Clute, and scholar Anthony Wolk—will announce this year's name at the Norwescon 7 banquet. On the final 1983 list, in alphabetical order, are:

The Anubis Gates, Tim Powers (Ace) Benefits, Zoe Fairbairns (Avon) The Floating Gods, M. John Harrison (Timescape)

Millennium, John Varley (Berkley) Tea With the Black Dragon, R.A. MacAvoy (Bantam)

The Zen Gun, Barrington J. Bayley (DAW)

The Award consists of a certificate and a cash prize.

Norwescon and the Awards jury are proud and happy the occasion will now become a permanent feature of Norwescon Programming.

THE DAILY

This years's NORWESCON will have an on-site publication. The "Daily" will be a convention newsletter coming out at least daily concerning official business, awards, current programming changes, parties, fannish art, and other items of interest to our members. The staff will be made up of APA-FIVE members under the leadership of Mike Bentley. APA-FIVE members & guests come from the Mid West and the East coast.

COMPUTER ROOM

This year the computer room will have a much more varied format. In addition to the usual games there will be demonstrations, discussions, and as a Norwescon first, a computer dating service for those looking for a Mr. or Ms. right (all sexual quirks, preferences, and biases included).

The room will be sponsored by T.U.G. (Telecommunications Users Group). There will be a T.U.G. person in the room at all times to explain about computer bulletin boards (B.B.S.) and give assistance in using the boards that will be present in the room.

The Computer Room is located in Conference Room "B" on the second floor of the 600 wing.

The scheduled events are:

FRIDAY

4 PM. COMMODORE DEMONSTRATION. Steve Bard demonstrates the many uses of a Commodore 64 Home Computer.

SATURDAY

1 PM. COMPAQ DEMONSTRATION with Richard Wright.

3 PM. WORD PROCESSING. A serious discussion on the applications of word processing.

6 PM. OSBORNE DEMONSTRATION. Jon Gustafson demonstrates.

SUNDAY

2 PM. KAYPRO DEMONSTRATION. Don Glover in concert.

FANTASY & ROLE PLAYING GAMES

During the last several years, the phenomena of fantasy role-playing games has established itself as yet another strong limb of the SF & F world. Whether you are playing "Dungeons & Dragons" or "Illuminati," or any number of other games, you can adapt your favorite book or story to the "world" of the game and become the character.

Norwescon members will again be able to learn about this new sport by attending introductory seminars and by playing short beginner games. Advanced players will find plenty of tough competition.

Tournaments will be played throughout the convention weekend. Winners of tournaments will be given prizes, some of which are being provided by Steve Jackson Games.

The Gaming Rooms are located in the "100" wing of the hotel (north side of the pool quadrangle).



WRITERS' WORKSHOP

Norwescon continues to have a series of writing workshops for those interested in having a piece of their work critiqued by fellow aspiring writers as well as by professionals. Each workshop is limited to three submitting writers and three professionals. This year there will not be a "walk-in" session for the regular workshops.

As well as the normal workshop for short fiction, there will also be a poetry workshop Saturday with J.T. Stewart, Gene Van Troyer, and Paul Edwin Zimmer. Sunday will feature a special workshop where Bonnie MacBird will deal with improvisational comedy writing. There is a limit of 30 people in the comedy improvisational class—sign up at the information table.

FAN ROOM

Anyone wishing to know about fanzines: what they are, how to get them, who publishes them, and how they're done may visit the Norwescon Fan Room. Along with learning about fanzines, you can meet other fans and have a cup of coffee or tea in the room's relaxed atmosphere. The room will have fanzines on display and for sale and there will be several programming events concerning fanzine production, current causes, and convention organization.

FRIDAY

2 PM - "The Basics of Fanzines," reproduction, editing, and distribution.

SATURDAY

1 PM - "Willis Wasn't Ghod," Standards of publishing, now vs. then, and all that controversial stuff.

4 PM - "How to ruin a Convention," Stories of disasters at conventions.

SUNDAY

1 PM - "Media Fanzines," Who publishes them and why?

3 PM - "What it's Like Out There," Warnings and information for travelers hoping to go to England or Australia for cons.

AMATEUR FILM CONTEST

Because of a highly successful first year, the Amateur Film Contest will once again be bringing convention goers a whole new set of first run works by the cream of the Northwest's Amateur Filmmakers.

Those filmmakers who dared enter their art will be judged by a panel of five film experts. Taking into account visual style and content, these noble experts will decide which brave filmmakers deserve to be honored for their fine works.

Four awards will be given, one for the best of each category (16mm, Super 8, and Video) and a Best of Show. Each winner will receive cash, Certificates of Award, and memberships to NORWESCON 8. Honorable mentions will be given to those films deserving special attention.

NIGHT OWL PROGRAMMING

For con-goers who just can't get enough programming during the day or for those who sleep all day and want programming at night, NORWESCON is offering two evenings of special events. Friday evening features "The Plain Weirdness Talk Show" with authors and science authorities talking about "the secrets of the universe."

Saturday evening will begin with a panel on "horror stories" and be followed by two hours of ghostly horror readings. Jessica Amanda Salmonson will start by reading several of her favorite ghost stories until midnight, when Mason Harris will play HP Lovecraft while reading a story by the chronicler of Cthulhu.

TRIVIA

Sasquatch are welcome here! (So are any other sentients, one to four comprising a team.) Is your grasp of SF & Fantasy's memorable minutiae better than theirs? Up to 8 teams can contest the point(lessness) of recalling the name of Conan's favorite swordsmith, or the exact number of Heechee ships found at Gateway. It's almost as much fun to watch as to participate. For a chuckle and a challenge, the preliminary, semi-final and final rounds are waiting for you! Sign up at the information table in the convention lobby.



EXHIBIT AREA

NORWESCON will again offer a "Live Art" exhibit area in the upper convention lobby, adjacent to Norwescon 7 Registration. This area will feature "artists-in-action" and will be open at all hours when the artists want to be there.

In the "Live Art" exhibit area you can have your fortune told, get your face painted, obtain a personalized name badge, add your support to the space program, etc.

When you find that you have a little spare time at the con, please visit the exhibit area to partake in the many activities and services offered there.

VIDEO

Norwescon is again delighted to present its collection of science fiction, fantasy, and horror films to you on our 3½ day, 3 channel, video network. The network will begin broadcasting Thursday at four o'clock and will continue until early Monday morning.

The network will include two live news broadcasts a day featuring pertinent information about the convention, on-the-spot interviews with authors, and other special items of interest.

As a special part of this years video programming, Bruce Cloward is providing two popular Japanese animated films, FINAL YAMATO and MY YOUTH IN ARCADIA. The first film is still in Japanese and will be accompanied by a live explanation.

Once again, your loyal Norwescon video staff will "attempt" to broadcast the Masquerade live on the video so you can sit back and enjoy it from the comfort of your own room.

Everyone who has rented a room at the Hyatt will be able to tune to channels 3, 8, and 10 to see their favorite films. For those who wish to watch the video on big screen televisions, we have three video viewing rooms; 300, 302, and 304.

CLOAK ROOM

There will be space provided for the storage of parcels and cloaks in room 413. In and out times are limited. The hours are:

Thursday: 7:00 p.m. to 9:00 p.m., Open ½ hour after dance

Friday: 10:00 a.m. to 1:00 p.m., 8:00 p.m. to 10:00 p.m., Open ½ hour after the dance.

Saturday: 10:00 a.m. to 1:00 p.m., 8:00 p.m. to 9:00 p.m., 12:30 a.m. to 1:00 a.m.

Sunday: 9:00 a.m. to 10:00 a.m., 2:00 p.m. to 5:00 p.m., 6:30 p.m. to 8:00 p.m.

Items may be checked in and out during these times only. Your cooperation is greatly needed.

All precautions will be taken to protect parcels checked in, but Norwescon 7 assumes no responsibility for items left. Once checked in, all parcels may be removed only with corresponding ID.

CHILDRENS' PROGRAMMING

For those convention members who are 5-10 years old, Norwescon is offering a series of short programming events on Saturday and Sunday. These events are designed to teach children about the numerous aspects of science and science fiction.

Some of the activities planned are: gaming, storytelling, science fiction on the video, and science demonstrations done by personnel from the Pacific Science Center.

Children will be supervised by responsible adults; however, these activities are not designed as babysitting services. Parents are asked to remain with their children and participate with them. Those parents who do choose to leave their children alone in the room must return periodically (once an hour) to see that everything is running smoothly.

Donations for these programming events are cheerfully accepted and will be given to the Pacific Science Center.

HANDY PHONE LIST

EMERGENCY	911
King County Sheriff	344-4080
Fire	242-1919
Aid Car	242-1919
Poison Control Center	525-2121
Crisis Clinic	447-3222
Metro Transit Rider	
Information	447-4800
Seattle Public Library Quick	
Information	625-2665
Time	844-1111
Pacific Science Center Schedule	
Information	382-2886
KSEA Weather	382-7246
Pass Report	464-4010
Cascade Ski Report	634-0200
KZOK Radio Entertainment	
Guideline	223-3944
UFO Reporting	722-3000
Whale Reporting (800)	562-8832
Dial-a-prayer	325-4445
Dial-a-story	625-4858
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Alcohol & Drug Hotline	722-3700
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■ FILMS & VIDEO!



HORROR OF PARTY BEACH

Producer: Alan Iselin and Del Tenney Director: Del Tenney Screenplay: Richard Hilliard Cinemotagrapher: Richard Hilliard Cast: John Scott, Alice Lyon, Allen Laurel

81 min. - b&rw - 1964

First planned as "Invasion of the Zombies," this movie was originally about monsters set in motion after being energized by radioactive waste. In spite of best intentions, the film went before the cameras ill-prepared and with no rehearsal. The title was later changed to HORROR OF PARTY BEACH.

The resulting film is a hodge-podge of styles, plots, and supporting characters. Even the radioactive monsters change appearance from scene to scene. Because of these charming inadequacies, HORROR has since become a cult classic, and is listed in the "Fifty Worst Films of All Time."

CASINO ROYALE

Director: John Houston Cast: Orson Welles, John Houston, David Niven, Woody Allen, Peter Sellers, and William Holden

PG - 106 min. - 1967

"Grandly launched, riotous, and romantic" - New York Times

Suggested from the flowing pen of lan Fleming, this indestructably mad indescribably funny movie carries a plot that is just too much for just one James Bond. Consequently, David Niven, Peter Sellers, and Woody Allen, are all 007's.

TEXAS CHAINSAW MASSACRE

Director: Tobe Hooper Cast: Marilyn Burns, Gunner Hansen A Bryanston Film

R - 90 mins.

Inspired by a factual occurence in Wisconsin, Texas Chainsaw Massacre is an unsettling mix of funny, terrifying, and electrifying elements.

A crazed maniac has been robbing graves and luring children and others to their deaths for several years. The film reveals a crazy family of four men who terrorize a family, and kill all but one of a group of youths traveling through a sparsely populated part of Texas.

DAMNATION ALLEY

Cast: Jan-Michael Vincent, George Peppard, Dominique Sanda, Paul Winfield, Jackie Earle Haley)

PG - 91 mins - 1977

This is a turbulent, suspenseful story of a tiny band of survivors in New Mexico, making an incredible cross-country journey over a continent ripped by nuclear war.

Jan-Michael Vincent and George Peppard portray air force officers assigned to a sensitive defense system, and take part in the destruction of civilization. They team up and find themselves among the few who escaped the holocaust.

STEPFORD WIVES

Director: Bryan Forbes Based on the novel by: Ira Levin Cast: Katherine Ross, Paula Prentice, Peter Masterson

PG - 114 min. - 1975

Suburban housewives are being turned into perfect, sexy robots by their faithful and loving husbands.

Tension, suspense, and horror unravel as two newcomers to the community of Stepford (Katherine Ross and Paula Prentice) come closer and closer to uncovering the clues ass to what causes the housewives to mysteriously lose their identities.

VIDEO

ONCE AGAIN, this year's NORWESCON will present its exciting three-channel video network. The programming will begin Thursday and continue 24 hours a day until late Sunday evening.

On channel 3, we are featuring two news broadcasts daily which will keep you up-to-date on Con happenings, the world of SF and perhaps current events directly from the mundane reality of everyday society (whew!). Attending pros will make readings directly from our video studio (audiences are welcome). Interviews with special guests will be broadcast and both the masquerade and banquet will be re-shown Sunday for those who missed it the first time through.

Channels 6 and 8 will feature a solid line-up of science fiction, fantasy and horror films which has become a NORWESCON tradition.

A list of films which are going to be shown is below. For detailed scheduling of what's on the Video, consult your pocket program.

Video List

FILMS:

Brainstorm Raiders of the Lost Ark Twilight Zone: The Movie Superman III Conan: The Barbarian Sword and the Sorcerer Prisoner of the Lost Universe Galaxy of Terror Swamp Thing The Time Machine The Hobbit Young Frankenstein Moonraker Flash Gordon The Black Hole Alien 2001: A Space Odyssey The Day the Earth Stood Still Forbidden Planet Time After Time Close Encounters of the Third Kind Silent Running Dark Star

Lord of the Rings Superman II

The Pink Panther Strikes Again Star Wars Dragonslayer Excalibur Moon Zero Two Capricorn One Invasion of the Body Snatchers Star Trek II - The Wrath of Khan For Your Eyes Only Cat People Time Bandits Firefox Outland The Nude Bomb Destination Moonbase Alpha Rocketship The Lathe of Heaven Somewhere in Time Altered States TRON Quest for Fire Road Warrior A Boy & His Dog Phantom of the Paradise Blade Runner

Dr. Who

JAPANESE VIDEO:

Final Yamato
Be Forever Yamato
My Youth in Arcadia
Mobile Suit Gundam
(Episodes 6, 7, 13)

SPECIALS & SHORTS:

Classic Creatures: Return of the Jedi Making of Superman II Special Effects: Empire Strikes Back Making of Dark Crystal That's Hollywood: SF Hardware Wars Superman Cartoons



BREAK THROUGH THE TIME BARRIER

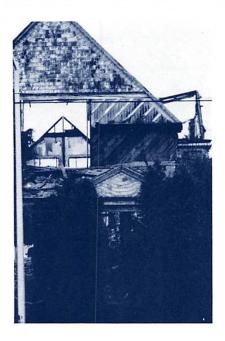
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O God, if there be a God, save my soul, if I have a soul!

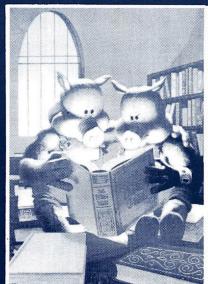
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POETRY **P**

THE OPOSSUM

A big opossum with serpent's tail I found one morn in my garbage pail. His nose was bloody from leaping up Against the cover to no avail.

Raccoons had raided during the night And lifted the lid till it stood upright; And after their feast, the opossum had come And fallen into his present plight.

For the gray raccoon is a wily beast. If the lid falls down, he is not in the least Disturbed; with his paw he pushes it up And from his prison is soon released.

The 'possum has no such perceptive mind; He's a living link with the reptile kind. In the days when dinosaurs ruled the world, His family tree was with mine combined.

So I dumped my cousin out of that can And watched as across the lot he ran; For I thought that, but for the luck of the draw. I might be he, and he a man!

-L. Sprague de Camp

© 1981 by L. Sprague de Camp

SOME QUESTIONS FOR AN AUTHOR

What is it that I ought to write?
How do I set about it?
If knowledge is the magic key,
Can I succeed without it?
I see you gravely shake your head
To tell me that you doubt it.

You write of love on distant worlds
Twixt android and transported scholar.
Why can't I make absurd ideas
Earn me an honest dollar?
Your gentle and indulgent smile
Makes me just want to holler!

I daily breast the jostling crowds; You quietly sit at home all day. While fame and fortune seek you out. My life, unnoticed, slips away. Why don't you work like other folk? Why do you smile that way?

-Catherine Crook de Camp, 1980

© 1981 by L. Sprague de Camp & Catherine Crook de Camp

LOVE SONG

Take up the cup I offer now
And all forgetful drink of ecstasy.

It may be to the end of time
You will remember how it used to be.

Lovers we are and so much more—
We haven't time to count our blessings yet.
but in the miser days to come
There'll be a glory we shall not forget.

Deep, sure and strong, unwavering, Your love I carry like a flag unfurled. Because I have your love, my dearest dear, I stride a giant through a sunlit world.

-Catherine Crook de Camp

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XEROXING THE NECRONOMICON

That mad, poetic, mystic Yemenite

The world imperiled by his treatise dread;

For, heeding not the warnings of the dead,

Rash mortals would annul by occult rite

The magical restraints imposed in days
Of eld upon the Ancient Ones, who
thence

Would awfully appear. So governments Concealed the book or gave it to the blaze.

But with this photocopying device Ten thousand copies of this fearful work, With cantrips fell, about the planet lurk.

One reckless spell would for our doom suffice; And soon or late, I feel it in my bones, The Ancient Ones will rise to claim their thrones.

-L. Sprague de Camp

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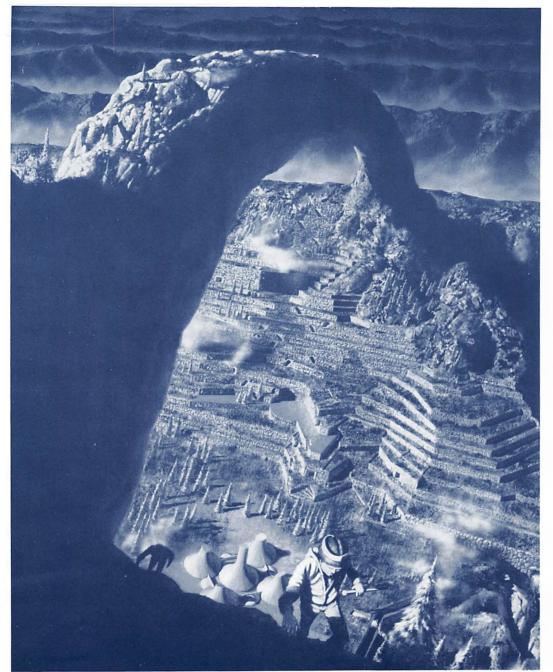
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Art Show _

Masquerade 🔲

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- 18 Robert Herman

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- Doug Faunt
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- 35. John Morgan
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 - Edward Z. Martin III
 - 39. S. Booth
 - 40. Scott Scidmore
 - 41. B.C. Shelby 42 Larry Baker
 - 43. Bob Suryan
 - Kerry Kook
 - 45. Jim Schmitt
 - Kathy Patterson 46

 - 47. Kitty
 - Sue Taubeneck
 - 49. John Taubeneck
 - Beth Dockins 50
 - Badger
 - 52. loe Pauza
 - 53. Shadowhawk 54. Bon Pauza

- 55. Guest of Bon Pauza
- 56. Obidiah Spittle
- Acadia Argelus
- Thandre Lipnique
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- Brandon Clark
- Wayne Clark
- Diane Moore Guest of Diane Moore
- Brian Wagner
- Michelle Roberts
- Joanne West
- Nancy Morris
- 73 Henry Gonzalez
- Guest of Nancy Morris
- Jeff Ormand
- Kevin Finnerman
- Nick Gerety
- Herby Fairbanks
- Julie Zetterberg
- Karen Savage
- Kevin Karvonen
- 82 Jack Laney
- Mary Hafner-Laney
- Guest of Mary Hafner-Laney
- Jerry Stoddard
- 86 Brian McNett
- Sarah Cline
- Elizabeth Cline
- Charon MacDonald
- David MacDonald
- Mary Hart
- Rick Hart
- Bob Mathisen
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- 125.
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- 137 Lora McCusker
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- Leroy Beryen 146
- 147 Susan Berven
- Dave Bray 148
- 149 Greg Overton
- 150 Greg Bennett
- 151. Melya Bennett
- 152 Marci Malinowycz
- Ellen Slane 153
- Douglas W. Taylor 154
- 155 Cathy Delaney
- 156 Michael Delaney
- Lynn E. Johnson 157
- Paul Ethington 158
- 159 Pam Ethington
- Cindy Murata 160
- 161 Mark Nerby
- 162 William Pellett
- 163 Tom Kennedy
- Erik Knutson 164
- Don Firth 165
- 166 Barbara Firth
- 167 Michael J. Farren
- Marjorie MacGregor 168
- James MacGregor
- Robert MacGregor 170
- 171. Jody T. Anacker
- 172 Mark Anacker
- 173 Penny L. Perry
- Judy Cuta 174
- 175. Frank Cuta
- Laurie Canfield
- Michael L. Citrak 177
- 178 David W. Clark
- Evelyn Simpson Sean Murphy 180
- Kent Mesford
- Pat Kesterson 182
- John C. Andrews 183
- Mark T. Schaper
- 185 Mary Jean Fjellestad Ingrid Fjellestad
- 186 Gerald Boyko
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- Tom Waddell 192
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- 105 lo Brown
- Sean Brown 196. Pat Burrows
- David George 198
- 190 Ann Stairs
- M.G. Stairs
- 201 Ruth Peterson
- 202 David Clements
- Robert Shelden
- 204 Michael L. Daniels 205 Michael B. Keffer
- Vickie L. Keffer
- Barbara Murphy
- Elizabeth Fern 208

- 138 Frank Mendel
- Jenny Hicks Traepischke Graves
- 211 Alyx Wolkerson
- David Butler 212
- Ken Johnson 213
- 214 Mark F. Richardson
- 215 Kathleen Wilson
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- Nova Herzog 217
- 218. Jim Sizer
- 219 David Bigelow
- 220 Betty Bigelow
- Allen Baum 221
- 222. Donya White 223 Michael G. Nelson
- 774 Guest of Michael G. Nelson
- 225 Cameran Craigie
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- Dora Auvil 247
- Doug Shirk 248 Scott Reed 249
- 250. Brian Fretwell
- 251 Roberta Nickle
- Nellie Goldade 252
- 253. Brian Goldade
- E.T.H. Pagadd 254
- Dragon Lady 255
- 256 Eric Sakara 257 Marilyn Sakara
- Kathryn Klein 258
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O THE MARK

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- 275 Tomoko Van Troyer 276 Marie Celestre
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- Mary F. Whealan 282 Joanna Russ
- 283 284 Carolyn Sue
- 285 Phyllis Ann Karr
- Daniell Dabbs 286
- 287. Robert Wilfred Franson
- 288 Frank Robinson
- Vonda N. McIntyre 789
- 290. Elizabeth Scarborough
- 291 Marilyn Holt Clifford R. Wind 292
- 293 Gordon Eklund
- 294. Jeremy Eklund
- Craig Miller 295 296 Genny Dazzo
- 297. Steve Perry
- Dianne Perry 298
- Marie White
- 300 Angela Genevieve Suryan
- 301 David Brin
- 302 Guest of David Brin 303. F.M. Busby
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- 305. John G. Cramer
- 306 Pauline B. Cramer Craig W. Anderson
- 307 308. Alaina Anderson
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- 319. Marie Cooley
- 320 Lisa D. Scott

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- 321 Simone N.T. Schvaw
- Dennis McKenzie 322
- 323 Guest of Dennis McKenzie
- 324 Terry lo Madden
- 325 Rebecca Reeves
- 326 Barbara Reeves 327 Lynne Fonseca
- Paul Delaney 328
- 329 Mike Harbour 330
- Fraan Skene A.C. Kammerzell 331
- Garnet Kammerzell 332 Paul Kammerzell 333.
- 334 Cheri Harrel
- Guest of Cheri Harrel 335 Danita Glover 336
- 337 Norma Glover
- Guest of Norma Glover 338 Becky Glover 339
- Randy Glover 340
- 341 Dave Stockman Shirin Salzer 342
- Deborah Tararek 343
- 344 Becky Fallis
- Mike Bentley 345
- 346 Libby Evens
- Michael Scanlon 347 Guest of Michael Scanlon
- 348 349 Kathleen A. Tougher
- Ann S. Fox 350 Andy Wilson-Fox 351
- 352. Mary Hamburger Lori Case 353
- Martin 354
- Karen E. Babich 355 Bonnie Ford 356
- Robert Wilfred Franson 357
- Jesse Robison 358. 359 G.L. Bailey
- Zareal Darkmoon 360
- 361 Stephen Bard
- 362 Julie Cummings 363. Brenton Meda
- Billie L. Hanford 364 365 Karyn Hauck
- 366 Howard L Davidson George R Smith 367
- 368 lim McLeod 369 Sam Emery
- 370 Maureen Diklich 371 Judy Blinder
- Bruce McPeek 373 Patricia Tressel
- 374 Jay J Pickens
- 79

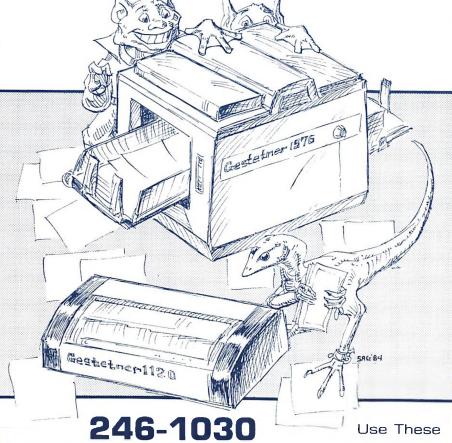
- 375. Lisa McGuire
- Robert W. Stephenson
- Scott Johnsen
- Jeanne Hutton Dixieanne Tourtellot
- Paul D. Conner 380
- 381 Lisa Cook
- Ryan K. Johnson
- 383. Martin G. Cameron
- 384 Elizabeth Thomas
- 385. Lee Emory
- 386 Carolyn McMillin
- Diane McMillin
- Chris Schuh
- Mary K. Conner

- James H. Frederickson
- Guest of James H. Fredrickson
- Guest of James H. Fredrickson Guest of James H. Fredrickson
- Guest of James H. Fredrickson Guest of James H. Fredrickson
- 397. Bhaahndu the Bizzare
- Enid Newberg
- 399. Joanne Welty
- 400 Leslie Jordan
- Theodore Williams 401
- 402 Guest of Theodore Williams
- 403 Philip Peterson
- David Peterson
- 405 Pauline Palmer
- 406 Tilda Palmer

- Golden Brainard
- Lance Gavre
- Russell D Young
- 410 Patricia Karvonen
- 411. Denice Karavonen
- Carrie Karavonen
- 413. Tim Sherer
- 414 Larry Paschelke
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- 438 Robert Bela Fordor
- 430 Ford Prefect
- Dawsalee Griffin 440.
- 441 Anita Jung
- John Cramer III
- 443 Kathryn Grahner
- 444 Vicktor Grabner
- Mercess Whitehawk
- 446. Janeen Smith
- 447 Craig Smith
- Gary Davis
- 440 Bruce E Durocher II
- Alan Behymer
- Donna Behymer
- 452 Brandy Warreeker
- Ruth Berge
- Sanda Meeker
- 455 William F. Johns
- Tim McDaniel
- 457. Nathan Brazel
- 458 Von L. Thiel
- Nancy Hoven LaRene Kuller
- 460 461 Simon T Tung
- Nancy Lou Polk
- 463 Peter Ace Nielsen
- 464 Ken Gordon
- Chuch Chapel
- Dave Hirzel 466
- 467 loe Giese
- Melanie Orgill
- Loulean Burton
- 470 Julie Soderquist Debbie Uppington
- 472 Paul Randles
- 473 Tim Squire
- Kent Beck
- John Orthmann
- 476 Dee Sidpara
- Karl Nixon
- 478 Tim Mesford
- 479 Sondra M. Krebs
- Cynthia Silohn

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- 482 Rita I. McDermott Dean H. Fortik
- Stan H. Nelson
- 485 Tony Pepin Marie Hollinshead
- Mark Christianson
- 488 Tracy Yorker
- Mark Fadden Tom F. Milliorn
- Michael Sugino 491
- Katheryn D. Lewis
- 493
- Leslie Newcomer
- 495 Phaedra Barbara Norwood
- Guest of Barbara Norwood
- 498 Leanne Mevers
- Arlene Hills

500 lodi Kimbell 501 Cherie Playter John Cooley 503. John W. May 504. Janis Worrell 505 Cathy Smith 506 Rochelle Hatcher Jane Yambe 508 Rich McAllister 509 Linda McAllister 510. Michael J Brocha 511. Jason Gray William Warren 513. Doug Nagle 514. Frank Denton Anna Jo Denton 516. George Shaw 517 Ctein 518 Rodger S. Gonder 519. Susan Rich 520 Duane Campbell Gerald Perkins Ben Yalow 523 Charlot MacLafferty 524. Daryl Murdock Don Stern 526 Wes Wettland 527. Carol Wettland Wyatt Wettland 529. Larry Vaughn 530. Irene Vaughn Tara Vaughn 532. Peter Suryan 533 Wilma Suryan Gerry Lorent 535 Ralph Lindberg Larry Nicholas 537 Fric S. G. Hill. 538. Kenneth R. Welch 539 Max Engel 540 Casey Karp 541 Robert Henley 542 Rae Montor 543. John Gresbrink Rick Howes 545. Kathryn A. Sinclair Lance Gothrie Mike Gothrie 549. Phil Colbert 550 Bill Krauss Linda A. Thomson Krauss 552 David Bratman Regina Brown Jane Fancher Mark Skullerud Cheryl Taylor Pichard Pini Steven Bryan Bieler Mary Kay Ford Steve Dimeo 561 Nettie Dimeo

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Charles Platt Del Harris Michael D. Mayo 573 Michelle Delude Jerry Oltion Kathy Oltion 575 576 Madeline E. Robins Steven E. Popkes Robert Adams Gavin Claypool 579 580. J. T. Stewart 581 Kevin Johnson Paul Sammon 582. 583. Elinor Busby 584 Joan Vinge Alan Nourse 585 Iim Frenkel 586. 587 Elizabeth Lynn Vicki Poyser Kennedy Poyser 589.

590 Janet Gluckman 1. Brian Clarke Robert Lynn Asprin 592. Susan Allison Donald G. Keller 595 Tatiana H. Keller Deirdre Keller Eric Chu David F. Samson 598 Julia D. Samson 600 Georges I Giguere 601 Milky Jenkins Vern Jenkins 603 Mike Larkin Ted Cook 604. Ken MacIntyre 606 Neil Bliss Nigel Shackles 607.

Lady Adria North Robert Levin 612 Deborah Wessell 613 Nina Hoffman

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Dave Neal II

Roger Brown

609

610

616 Xenos Donahue

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TO THE GENERAL FANDOM

683

The members of Black Squadron would like to take this time to inform the general fandom that Black Squadron still exists and that Black Squadron and the Elan are two separate organizations.



732. Terry Hicks

735

736

Phil Yeh

Elton T Elliott

Frank the Unicorn

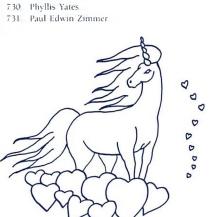
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686	John	Mic.	hael	Greer

- 687. Sara Carroll
- 688. Thomas | Monahan
- 689 Bill Hopkins
- 690 Bruce Thompson
- 691 Gary Hill
- 697 Scott Stine
- 693 Donna Rankin
- 694 Guest of Donna Rankin
- 695 Bryan Barrett
- Guest of Bryan Barrett
- William T. Trojan
- 698 R.F. Wald
- 699 Laurie Gottlieb
- 700. Misty Gottlieb
- David Killian 701
- 702. Rachel E. Holmen
- John Palmer
- 704 Second Genesis
- 705 Second Genesis
- Second Genesis
- 707. Sajy
- 708 lim Cox
- Kinnon McDonell 709
- Vixen 710.
- 711 lason
- Diane Peterson 712
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- 715 Debora (Pippin) Sardo
- 716 Tony (Draggi) Ferrucci
- 717. Katie Wood
- 718 Curt Pruss
- 719 Bruce Smith
- 720 Tamara Dunbar
- 721 Bonnie MacBird
- 722. Alan Kay
- 723 Carl Waluconis 724 John McBride
- 725 Richard Johnson
- Michelle Winkler
- Richard Hilliard 727
- 728 Mike Caven
- 729 William Yates



Ray Williams

Ina-Rae Leonard Williams

Megan Lindholm

Fred Ogden

Rhondi Villot Salsitz

Howard Salsitz 743

Steve Schlich

Guest of Steve Schlich

Sherwood Springer 746

Adelle Strom

748. Gail Kimberly

Kellin Francis 749

750. Mason Harris

Athrodite Harris 751

752. S.T. Joshi

Leslie Baba

754. Michael Coney

755 Salley Coney

Steve Fahnestalk

Jennifer Rathburn

Ted A. Pederson

Phyllis A. Galbraith

Ellen Asher 760

Steve Barnes

Pam Davis 762 Randy 'Tarkas' Hoar 763

Kola B. Lawson

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808. Jack Olson -809. Art Bozlee

810. Ted Dikty

811 Howard Schwartz

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813. Prof. Dennis Hartmann

814. Dr. Margaret Kenny

815. Sharon Brown

816. Lyn Hopkins

817. Morgan Hopkins

818 Bobby Hopkins

B.J. Hopkins

820. Rosie Hopkins

ADVERTISERS

Albedo - 47

Baen Books - 27, 29

Black Squadron - 81

Bluejay Books - 10, 44, 82

Citizens Supporting Space

for the Common Man - 13

Fantasy & Terror - 83

Fantasy Book - 24

Gestetner - 80

Houghton Mifflin - Inside Front Cover

I, Vampire - 7

Jehlor Fantasy Fabrics - 78

Loving Promises - 83

Lucasfilm - Inside Back Cover

Carl Lundgren - 74

Magnolia Ĥi-Fi & Video − 73

Pendragon Graphics - 47

Philadelphia in '86 - 4

Signet - 33

SF Chronicle - 3

St. Louis in '88 - 73

Tor Books - 14, 15, 39, 41

V-Con - 8

WaRP - 48

Western Re-Con II - 76

ART CREDITS

Paul Alexander - 53

George Barr - 54 James Christensen - 63

Gary Davis - 9, 68

Vincent Di Fate - 60

Leo & Diane Dillon - 58

Milo Duke* - 82

Mary Jean Fjellestad - 73

Kelly Freas - 17

Lisa Free - 25, 34, 70, 75

Steve Gallacci - 10, 43, 49

Jo Ann Gorshkoff - 82

Randy "Tarkas" Hoar - 9, 11, 13, 31, 35,

Kevin Johnson - 64

Tom Kidd - 55

Janet Kramer* - 12, 45

Carl Lundgren - 56

James McLeod - 26, 71

Don Maitz - Front Cover, 2, 19, 21, 23,

52, 66, 68, Back Cover

David Mattingly - 5 Rowena Morrill - 57

Cindy Murata - 9

Jerry Neal - 81

Christina Nichols* - 30

Rich O'Donnell* - 61

Bob Palms - 81

Ray Pelley* - 51

Victoria Poyser - 61

Ken Rathbun - 79

Tim Sale* - 12

Rob Schouten* - 69

Mark A. Skullerud* - 77

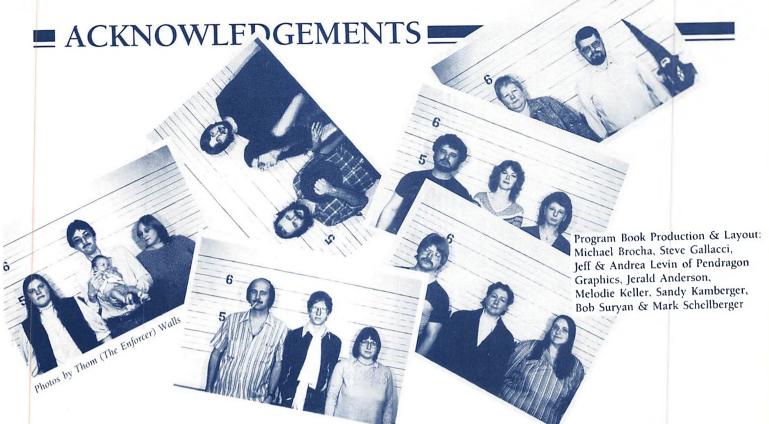
Steve Swentson — 11

William R. Warren, Jr.* - 1

Michael Whelan - 65

Ray Williams* - 62

* Member of Northern Lights artist co-op



So I says to her, I says, "Norwescon 7 is sponsored by the Northwest Science Fiction Society, and Judy Suryan is the Chairman." And then I says that all of those author biographies in the "Guests of Norwescon" section were written by this guy from Olympia named Jerald Anderson. So she says "really?" and I says "yeh, and all da things about the "Departments" were done by the Committee heads." And she says that she really loved those name tags that they gave us to wear and thought that they were a lot better than those kind that they give you that say "HI! My name is . . ." And I tell her that "you got William R. Warren Jr. to thank for that, and then I says that all of his friends call him Bill, ya know, like I was his good buddy. And she goes on to say that she really loved those Aplets and Cotlets, and that did I know that they were donated by some place called Liberty Orchards, and they like to do this every year. And I tell her that of course I knew, who did you think arranged it, ya

know. And of course she knew who she could thank for getting those great Trident Imports bags that she got the Program Book and other stuff in. And she asks me if it was me and I just stand there and give this kinda impish smile that makes her think that it was me without saying anything.

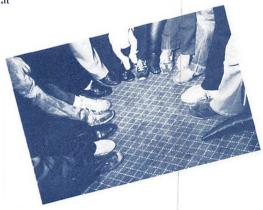
And then I tell her that some of that art in the program book was done by me and she says, "Oh, really?" and moves a little closer to me. I figure I've really got her hooked now. And then she says that she would really like to thank each of the artists that contributed artwork to the book, personally like, ya know. So I move a little closer to her, now. And I say, "Ya know, I also worked for the convention a lot of hours just doing gofer-stuff and working at registration, security and what they call hosting doors and stuff like that. And she says, "Oh yeah! I saw you around doing those things." And I say, "Yeah, well after I got here and saw that they needed so much help, I decided that

it wouldn't hurt if I helped out a little bit, and it looked like they really meant it when they thanked me and said that they sure would like me to join one of the committees next year, so I think I just might." And she said, "Oh yeah? Do you think they still need any gofers?" And I say, "As long as the Convention is going on they probably do. You know the people work a long time on the committees both before the Con and after and probably don't have time for much else. but if I were on the committee, I'm sure that I wouldn't have any problems at all." And then she asks again if I really thought that they still needed help and I said that I was sure that they did. So she gets up and goes down to the Operations Room, (ya know, that thing that says, "OPS" on the hotel map in the program book) and she says she's going to volunteer too! Ya know buddy, I think this is the real thing.

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