

ARISIA 2010





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ARISIA 2010

January 15-18, 2010

*Hyatt Regency Cambridge Hotel,
Cambridge, Massachusetts*

“SF OLD AND NEW”

Artist Guest of Honor:

Sarah Clemens

Fan Guests of Honor:

Kevin Roche and Andy Trembley

Musical Guest of Honor:

S.J. Tucker—Skinny White Chick

Literary Guest of Honor:

Gardner Dozois

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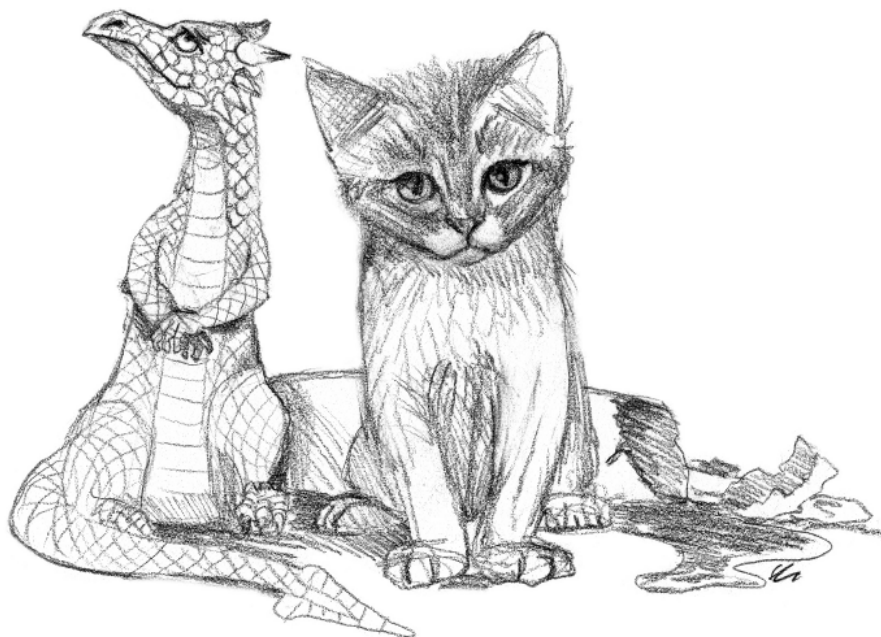
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From the CONVENTION CHAIR

Greetings and welcome everyone
to Arisia 2010!

I'm pleased to be writing
this letter again, this time as
Convention Chair.

This is the twenty-first Arisia. The theme of this Arisia is "SF Old and New." That especially applies to Arisia itself. Arisia continues to be New England's largest and most diverse Science Fiction and Fantasy Convention. However, each Arisia is different. While many things will be same or similar to last year (program, gaming, films, Masquerade, etc.), some things we haven't tried in a couple of years (having a Musical GoH; this year it is S.J. Tucker/Skinny White Chick—see pp.

22–25), and some things are just plain new (presenting the Carl Brandon Society Awards—see pp. 11–12). There is something for everyone. I urge you all to try something new or something you haven't been to before as well as the old standbys. Make this your convention.

One way to make this your convention (and meet new friends) is to volunteer. As always, Arisia needs volunteers. It takes lots of people to run Arisia. All kinds of jobs are available, from sitting down (watching a door) to weight lifting (helping move stuff in and out), from before the convention until Tuesday after the convention, from early morning to late at night. Please stop by the volunteer area on the second floor and see what jobs are available that interest you. Anyone working 8 hours will get a free T-shirt (only available to volunteers). Anyone who works twelve hours will get a free membership to next year's convention. And anyone who helps at the convention with setup (on Wednesday, Thursday, or Friday morning) or teardown (on Tuesday, Monday, or in some cases Sunday) will get those hours doubled.

Arisia will continue to welcome everyone—young and old, new fans and long-timers, art lovers and book readers, movie buffs and anime fans, costumers and filkers, boardgamers and LARPerS, and so on. If there is something we can do to make Arisia better for you, please let us know. Info Desk will have comment forms which you can fill out, or you can come to our of our feedback sessions. We probably can't change a lot of things on the spot, but we will take your suggestions into account for the future.

And what a future it is. This is our last year at the Cambridge Hyatt. While the Hyatt has been good to us, it is a little small for Arisia. We are all pleased to announce that, after a lot of hard work on the part of the many people, Arisia 2011 will be at the Westin Boston Waterfront. I look forward to seeing you there next year. Please see the inside back cover of this book for more information.

That's enough from me—please enjoy the con!

RICK KOVALCIK
Chair, Arisia 2010

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Guest of Honor: Andrew Greenberg
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When? April 10th and 11th, 2010

Where? Plymouth State University in Plymouth, New Hampshire

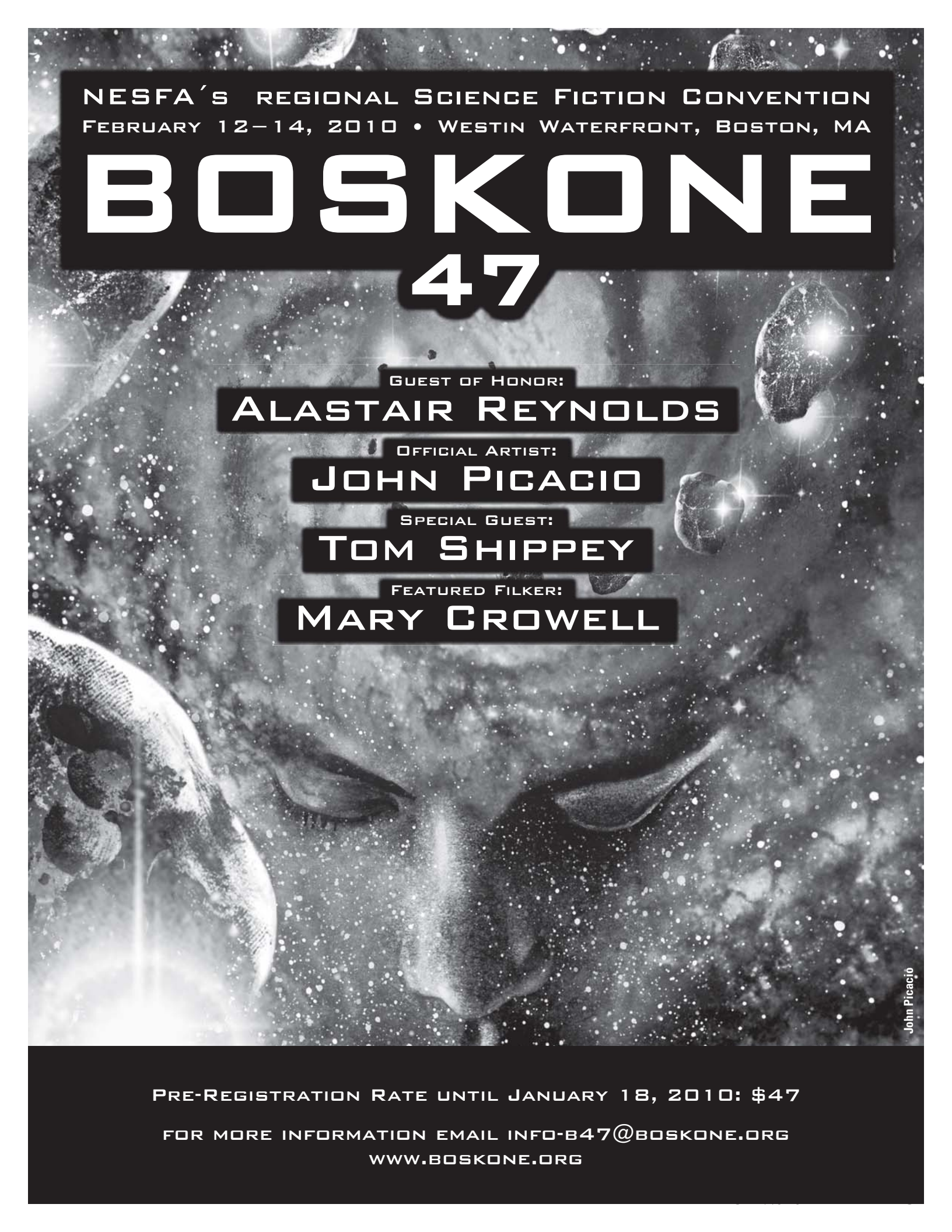
Why? Cause we can

How? We have an army of Leper Gnomes to do our bidding! Bwuhahaha!



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From the

CORPORATE PRESIDENT

Welcome to Arisia 2010! Whether this is your first Arisia or your 20th (like me), I am so glad you have chosen to spend this weekend at Arisia! Please jump right in and take part in all Arisia has to offer—the convention staff has worked hard to continue our tradition of being “New England’s largest and most diverse science fiction and fantasy convention”.

I ask that you consider working for the convention, joining the corporation, or both (like me). Your time and talents would be a great addition to those already working their hardest year-round to make the Arisia convention a brilliant beacon for fandom in

the cold, dark month January can be. The corporation needs you, too, to help make the decisions that keep the convention viable in so many ways. The corporation makes decisions about lending items to other science fiction or fantasy conventions, helping to maintain our ties with other groups in regional fandom. The corporation also makes decisions about awarding grants to worthy applicants: most recently, corporate members approved a grant to the Brookline Town Library to expand their collection of speculative genre materials.

If you are interested in the corporate side of things, the January Corporate Meeting takes place on Sunday right here at the convention. Come check it

out! From personal experience, earning ‘Volunteer’, ‘Staff’ and/or ‘Corporate Member’ ribbons feels good—and they make great additions to an Arisia convention badge.

I look forward to seeing all of you in the hallways of the Hyatt for one last time this weekend. My second day in the position of President, I signed the contract that takes us to the Westin Waterfront for Arisias 2011–2013. I hope to see you in the hallways of the Westin as well, but for now I’m going to enjoy Arisia 2010, and I know you will, too.

SAMANTHA DINGS

Arisia Corporate President
Fan Group Liaison, Arisia 2010

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FAN GUEST OF HONOR - JUANITA COULSON
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If you did not vote in Site Selection:

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ReConStruction is hosted by the Southern Alliance of Fandom Enthusiasts, Inc. (SAFE), a 501(c)3 nonprofit organization.

"World Science Fiction Society", "WSFS", "World Science Fiction Convention", "Worldcon", "NASFiC", "North American Science Fiction Convention", "Hugo Award", and the distinctive design of the Hugo Award Rocket are service marks of the World Science Fiction Society, an unincorporated literary society.

COMMITTEES

ConChair (chair@arisia.org): Rick Kovalcik

Assistant ConChairs (chair@arisia.org): Crystal Huff and Benjamin Levy

Fan Group Liaison (fangroups@arisia.org): Samantha Dings

Fan Tables: JB Segal

Guest of Honor Liaison (goh-liaison@arisia.org): Rachel Silber

Writer GOH Liaison: John Bowker

Music GOH Liaison: Michael Feldhusen, Allison Feldhusen

Assistant: Jacob Lefton

Hotel (hotel@arisia.org): Noel Rosenberg

Assistant: Colette Fozard

At-Con Hotel Liaisons: Elaine Brennan, Craig McDonough, Dennis McCunney

Innkeepers (innkeeper@arisia.org): Cath Austein and Janet Stickle

Party Czar (parties@arisia.org): Colette Fozard

Food Trucks: Evan Jamieson

Transportation and Buses: Buzz Harris

Special Projects (conchair-staff@arisia.org): September Isdell, Susan Mozzicato, Lia Olsborg

Staff Website (web-staff@arisia.org): Benjamin Levy and Lisa "Jasra" Holsberg

Timeline (conchair-staff@arisia.org): Benjamin Levy

Treasurer (contreasurer@arisia.org): Jill Eastlake

Staff: Dave Cantor, Kathleen Morrison, Lisa "Opus" Goldstein

Registration (reg@arisia.org): Kris "Nchanter" Snyder and Danielle Reese

Staff: Dave Belfer-Shevett, LA Sweet, Wendee Abramo, Melissa Beetham, Peter Brenton, Jesse Cox, Fiona Fawkes, Jennifer Fitzsimmons-Gauger, Robert Hafner, Mink Meyers Crissy Rose Richards, Andy Shein, Randy Smith, Hill Thompson, Devon Winkler, Kate Wood

Events Division (events@arisia.org): David D'Antonio

Assistant Division Head: Mary Dumas

Staff: Renee Johnson, Glenn MacWilliams, Wendy Olend, Rachel Sockut

ArisiaTV: Carl "zbang" Zwanzig

Blood Drive: John Hodges

Naughty Nurses Coordinator: Adria Alumbaugh

Dances

8-bit demoscene dance: Val Grimm

Sayuru Anime Dance: Anime Kaiju Experience

Saturday Night Club Dance: DJ Johnny Zed

Malice In Wonderland: Barbara Pugliese and Antonia Pugliese

Gaming (gaming@arisia.org): James Pinkerton

LARPs (larps@arisia.org): James Pinkerton

Live Performances:

*Buff*y Singalong: Tesseracte Players of Boston

Higgins Armory: Mark Millman

Hallucinating Shakespeare: Michael Anderson

Radio Players: B.K.

DeLong, Neil Marsh, Becki Harrington-Davis

REPO! The Genetic Opera: The RKO Army

Masquerade (masquerade@arisia.org): Sharon Sbarsky

Assistant Masquerade Director: Jill Eastlake

Staff: Dr. Karen Purcell, James Hinsey, John Francini, Joni Brill Dashoff

Mentor: Richard Hill

MC: Kevin Roche

Stage Manager: Joel Lord

Judges

Presentation Judges: Andrew Trembley, Marty Gear, Sarah Clemens

Workmanship Judge: Susan de Guardiola

Adult Masquerade Green Room: Stacy Mandell

House Manager: Seth Breidbart

Kamikaze Kids: Persis Thorndike

Head Ninja: Ann Catelli

Official Photography: Sandy Middlebrooks

Fan Photography: Sheila Perry

Registration Table: Dr. Karen Purcell

Participation:

Medieval Combat: Steven Hirsch

Mt. Arisia: Jude Shabry

Rock Band: Conor Walsh

Yoga: Jude Shabry

Projected Media:

Anime (anime@arisia.org): Paul Fest

Films (films@arisia.org): Scott "Kludge" Dorsey

Staff: Hugh Colston, Melissa McDowell, Gary Sloan

Video (video@arisia.org): Lance Oszko

Fixed Functions Division (fixedfunctions@arisia.org): Cris Shuldiner

Art Show (artshow@arisia.org): Nicholas "Phi" Sheckman

Mail-in: Megan Lewis

Assembly crew chiefs: Ellen Blackburn, Lenny Foner, Tom Murphy

Coat check: Pat Vandenberg, Al Kent

Student Art Contest (student-art@arisia.com): Skip Morris, Joni Dashoff, Carol London
Staff: Bonnie Atwood, Ted Atwood, Cameron Calkins, Deanna Calkins, Gay Ellen Dennett, Ira Donewitz, Mark Dulcey, Tamara Gurevitz, Cat Jackson-Mead, Sally Mayer, Mike Paolucci, Rex Powell, Jim Reynolds, Harvey Rubinowitz, Andrea Senchy, Caitlin Trant, Joan Turner

Dealers Liaison (dealers@arisia.org): Amy Chused

Assistant Dealer Liaison: Ed Trachtenberg

Staff: Benjamin Levy

Food (food@arisia.org):

Con Suite (con-suite@arisia.org): Conor Walsh

Green Room (greenroom@arisia.org): Rose Fox and Josh Jasper

Staff: Deborah Castellano, Erin Sweeney, Peter C. Gravelle, Randee Dawn, Bonnie Aumann, Esh

Staff Den (staff-den@arisia.org): Mali Ferguson and Rachel Olson

Bulk Purchasing (quartermaster@arisia.org)

Pros' Nest (Artist/Author Alley): Kelly J. Cooper

Teen Lounge: Persis Thorndike

Staff: Amos Meeks

Programming (programming@arisia.org): Mike Sprague

Coordinator: Julia Suggs

Program Nexus: Jeff Warner

Brainstorm: Mike Sprague

Editor: Ann Muir Thomas

Zambia Development: Peter Olszowka

Zambia Sysadmin: Peter "Happy Pete" Thomas

Tracks:

Anime: Mary Dumas

Costuming: Lisa Ashton

Fan Interest: Micah Schneider

Fast Track (fasttrack@arisia.org): Lisa Hertel

Staff: Quinn Thomas, Merv, Jill Singer

Filk: Kate Farb-Johnson

Gaming: James Pinkerton

Literature: Shira Lipkin
Media: Dan Kimmel
Science: Bill "Crash" Yerazunis

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Newsletter (newsletter@arisia.org): Roger Neumann

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Color Newsletter Editor: Lia Olsborg

Staff Photographers: Steve Huff and Roger Neumann

Reporters: Lew Wolkoff

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PDA/Webphone Schedules: Benjamin Levy

Pocket Program: Paul Selkirk

Restaurant Guide: Lia Olsborg

Souvenir Book: Erica Schultz

Convention Website (web-staff@arisia.org): Benjamin Levy and Lisa "Jasra" Holsberg

Marketing:

Ad Sales (ads@arisia.org): Val Grimm

Badge Design: Sarah Clemens

Flyer Design: Carsten Turner

Flyer Production and

Distribution: Rick Kovalcik, assisted by most of the concon staff

Press Liaison: Peter "Happy Pete" Thomas and Pam Ochs

Promotional Parties: Rick Kovalcik, Crystal Huff, Nicholas "phi" Shectman, others

T-shirts: Skip Morris

Volunteer Shirt Design: Carsten Turner

Tech Shirt Design: Carsten Turner

Web Arisia TV: Jim Belfiore

Services and Operations Division (services@arisia.org): Emily Coombs

Assistant Division Head: Jonathan Venezian

Access (access@arisia.org): Alicia "Kestrell" Verlager

Braille Program: Tanya Washburn

Braille Proofreader: Masha Sten-Clanton

Docent for Accessible Art Show Tour: Fabrisse

Childcare (childcare@arisia.org) (AKA "Turtle Track"): Rev. Ocean Thundermoon

Turtle Track Assistant Area Head: Brian Hargrove

Staff: Alissa Soto and Rachelle Belle

Coat Check: Anna Bradley

Elevators (elevators@arisia.org): Jacob Lefton

Information Desk (info-desk@arisia.org): Kristin Page

Logistics (logistics@arisia.org): Mike Trachtenberg

Staff: Andrew Campbell, Noel Rosenberg, Steve Huff

Massage Den (massage@arisia.org): Steve Balzac

Staff: Jocelyn van Bokkelen, Ian Osmond, David Howe

Ops Desk (ops-desk@arisia.org):

Day Ops: September Isdell

Night Ops: Michael "Mr. Shirt" McConnel

Ribbons: (ribbons@arisia.org): Sharon Sbarsky

Security (security@arisia.org): Geoffrey Turi

Sign Shop: Robert Luoma

Volunteers (volunteers@arisia.org): Jet Cultir

Lounge Lizard: Gary Strong

Tech Division (tech@arisia.org): Matthew Barr

Assistant Tech Director (tech@arisia.org): Abby Noyce

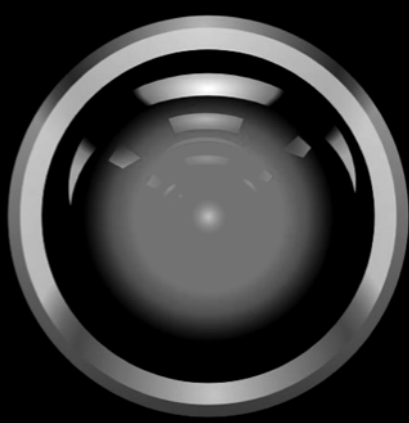
Lighting Designer: Val Grimm

Sound Designer: Dan Noe

Video Director: Syd Weinstein

ArisiaTV Feed: Carl "zbang" Zwanzig

Staff: Paul Kraus, Hobbit, David H. Silber, Megan Gentry, Persis Thorndike



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Arisia FROM A TO Z

New to Arisia?
Information you
need...

ANIME

Anime is a style of animation from Japan, which has a very active and devoted fan following in North America. There are all kinds of anime, from romance to science fiction. We will feature anime in our theater, program panels about anime, and a party/dance on Friday night. Anime costumes are more than welcome in our Masquerade on Saturday night. Look for anime items on Dealers' Row as well.

ARISIA

Arisia is an annual gathering of individuals with a common interest in Science Fiction and Fantasy. Our many interests include literature, gaming, costuming, anime and TV shows, music, collecting, art, performing, and looking into the future, as well as alternate histories.

The name Arisia comes from E.E. "Doc" Smith's classic Lensman novels; in those stories, Arisia was the name of the "good guys." The symbol of the Arisians was the mystical lens, which is why we call our logo the "Arisia Lens."

Arisia is also a nonprofit corporation and entirely volunteer run. If you wish to help out, we'd love more people.

Some other conventions or conventionlike events in the Boston area include Boskone (whose name is also from Doc Smith; February), The Science Fiction Film Marathon (February), Vericon (March), AnimeBoston (April), Readercon (July), and The New England Fan Experience, or NEFE (November).

ARISIA TV

Yes, we have our own television station! Arisia TV can be seen on channel 41 in the Hyatt. Programming may include live simulcast of the Masquerade, selections from the Video and Anime programs, past Arisia events, and possibly interviews with the Guests of Honor.

ART SHOW

The Art Show features art by our Artist Guest of Honor, Sarah Clemens, and many other artists. This year our Fan Guests of Honor, Andy Trembley and Kevin Roche, will also have an exhibit including some of their costumes. All members are free to look and admire. Prints are available for purchase at the Print Shop. There will be a series of docent tours of the Art Show, including an accessible tour. Check the program schedule for details.

To go along with our popular quicksale option, we're adding the option of proxy bidding to this year's art show silent auction. With a proxy bid, you don't have to make it to the top of the hotel at the exact moment the silent auctions close. Of course, traditional bidding will still be available as well. See the art show staff for details.

ARTIST/AUTHOR ALLEY A.K.A. PROS' NEST

This is a place on the 3rd Floor Atrium for artists, authors, and small businesses (e.g., book and game publishers) to promote themselves.

BABYSITTING

See TURTLE TRACK.

BADGES

Although there is a famous phrase "We don't need no stinkin' badges", actually we do. Please be sure to wear your badge in the Hyatt so we can know you are

one of us, on the shuttles so the drivers can know you are one of us, and in local restaurants to advertise that we are bringing business to the community. Badge checking will occur throughout the convention.

BLOOD DRIVE

Look for our famous "Naughty Nurses" who will help sign you up for a blood donation at the convention. The blood drive is run in cooperation with the Heinlein Society. Robert A. Heinlein was a big supporter of blood drives, and he was instrumental in encouraging the first one at a convention—the 1976 World Science Fiction Convention, where he was Writer Guest of Honor. This year we will be working with two hospitals, allowing us to accept donations both on Saturday and Sunday.

CHILD CARE

See TURTLE TRACK.

CON SUITE

The Con Suite is an informal area where you can get a snack and rest your feet. Sit down and make new friends. It will be held in the Cambridge Room on the 2nd floor from Friday evening through Monday.

DANCES

We haz them.

DEAD DOG PARTY

The traditional End-of-Convention bash takes place in the Con Suite Monday evening after tear-down has been completed.

DEALERS' ROW

Want a book, some jewelry, a bit of sculpture, or clothing? How about something unusual? The Dealers' Row is basically a big Science Fiction flea market where you can find all sorts of books, garb, jewelry, and a wide

range of items of interest to our attendees.

Dealers' Row is a block of hotel rooms on the 3rd floor of the hotel; each room is open at the individual dealer's discretion.

DRUM CIRCLE

Drumming is primal and powerful and invariably attracts those who dance. We host a drum circle and encourage you join with others in laying down some intoxicating rhythms for the dancers amongst us. BYODrum.

EVENTS

Events runs large items in large spaces; from the Masquerade to a Skinny White Chick concert, from the Saturday Night Club Dance to the Sunday night Historical Dance, if it's in President's Ballroom, it's an event. Events also runs films, video and anime in the evenings and overnight for your viewing pleasure; there is plenty to see. So come sing, dance, watch cartoons, see knights take on Legionnaires—and don't forget *REPO! The Genetic Opera* at midnight Friday!

FAST TRACK

Fast Track is a convention within a convention, and is geared to fans ages 6–12. It features panels and activities such as storytelling, crafts, costuming, and kids' science panels.

Fast Track is also part of convention programming, and is open to fans of all ages. However, parents must accompany their younger children and should review the schedule to determine when their child may not have the manual dexterity, knowledge, or attention span for any particular panel or activity.

FILK

Filk is fannish folk singing, and can vary from moving ballads to

humorous parodies. There will be sing-alongs, concerts, round-rob-ins, and less formal events. Most filk happens at night; use your ears to find the current location down on the Lobby level. Everyone is welcome, even if you can't sing and are tone-deaf.

5-2-1 RULE, THE

For a happier convention, we recommend that everyone have at least five hours of sleep, two full meals, and one bath or shower during every 24 hours. Do unto others as you would have them do unto you, and please note that 5 meals, 2 showers, 1 hour of sleep is not the same thing.

GAMING

Tabletop, fantasy, role-playing, and other games will be found in our Gaming Room. We have both "scheduled" games, which you may sign up for, and open gaming where people bring their own. In addition, several LARPs will be occurring in the hotel. Gaming runs 24 hours a day through the entire convention.

HALL COSTUMING

Hall Costuming is a way to get in character and feel at home. You can be who you'd like to be (or who you really are and can't be in the mundane world) among your friends here at the convention. Come by the Masquerade Registration Table in the Lobby and show us your stuff. We may take your picture, sign you up to be in this year's Masquerade, and you even might find yourselves the winner of a coveted Hall Costume Award.

INFORMATION DESK

Centrally located in the Hyatt Lobby, the Information Desk is where you can drop by to get another copy of the Program Guide, pick up a copy of the Daily Newsletter, find out about Restaurants in the area, or ask anything that has to do with the convention. If we don't have the answer, we may be able to point you in the right direction.

Please stop by the Info Desk if you have any feedback, issues, complaints, or compliments about the convention. If the Info Desk is closed, please drop by Operations on the second floor for urgent matters.

KIDS' STUFF

Kids-in-Tow is a free, no-charge membership for young fans designed to make it easier for families to attend. Kids-in-Tow members are required to stick-like-glue with a parent all times.

All children with full memberships are welcome to use Fast Track programming (designed for ages 6 to 12) or Child Care (designed for ages 2 to 6). Children using Fast Track will be given ribbons to add to their badges that are either green for "Comet" (kids are free to roam around the hotel like all adults) or red for "Satellite" (kids are required by their parents to either be in Fast Track or with under adult supervision).

Please remember that everyone attending Arisia, including Kids-in-Tow, must have a badge.

MASQUERADE

The Masquerade is a costume contest and display of creativity by your fellow convention members. Entrants may dress in anything interesting and fun so long as they can motor themselves across the stage and back. You'll find a variety of BEMs (Bug Eyed Monsters!), Transformers, faeries, royals, dragons, cosplayers (anime-inspired costumes), movie and TV characters, and just plain silly people in costume. This is a judged event and is a highlight of Arisia. If you're not competing, come see the fabulous display of creativity by your fellow fen. All entries are judged in three separate categories (Novice, Journeyman, and Craftsman/Master) to give everyone a fair chance.

MEMBERSHIPS

Arisia is a large extended family. We sell memberships, not tickets. The several categories of

memberships include Full Weekend, Single Day Members, Child Care (entitling the child to make use of convention-provided child care services), Kid-in-Tow and Adult-in-Tow members. Everyone attending Arisia, *including Dealers Row and Open Parties*, must have a membership and a badge.

OPERATIONS

A.K.A. CON OPS

This is the convention communication nerve center where our staff goes to coordinate activities, find people and things, and receive or deliver messages. Located on the 2nd floor in the Aquarium room, this is also the Lost and Found for the convention.

PARTIES

In the evening, some attendees will host parties in hotel rooms and suites. Most of Arisia's parties are "open," meaning all convention members are invited. If the door is open, go on in! Parties are the best place to socialize with fellow fans. Sponsors throw parties on their own dollar, either for fun or for fannish political purposes.

Throwing a party? Remember to list your open party on the Party Board (it will also be published in the Newsletter). Organizers of Open Parties should stop by the Con Suite to claim a "party seed" of snacks and drinks to help get the action going.

PROGRAMMING

Programming is panels, lectures, discussions, workshops, and more—there's a whole Program Guide devoted to it. We will be a variety of programming starting mid-afternoon on Friday, running 24 hours throughout the convention, finishing up Monday afternoon.

REGISTRATION

This is where you picked up your badge when you first arrived at the con, on the Lobby Level near the elevators. It's also where you go if you've lost your badge (when Registration is open—otherwise,

please go to Con Ops) or need a replacement (lost badge replacements aren't free, so try to keep track of your badge!).

SECURITY

Arisia Security can help you in case of emergencies involving inappropriate behavior of other convention members, or in case you are in trouble and need assistance. You will see our Rovers in the hallways making sure that things are going well, and calling in help if it is needed.

TURTLE TRACK

By prior sign-up we are providing supervised child care for those too young to enjoy the convention on their own (2 to 6 years old). All children using this service must have full memberships to the convention. There will be no other fee. For older children, see the "Fast Track" and "Kids' Stuff" entries.

VOLUNTEERS

This is a volunteer-run convention—we need you. If you have looked through your Pocket Program and found that you have a few hours to spare, please come by the Volunteer Lounge in room 205 and sign up. Contribute eight hours and you'll earn a t-shirt; twelve hours gets you a free membership to next year's convention.

Helping out at your favorite activities can have its perks: You may also find that you get a better view of the Masquerade by working as an Usher, or get to see more of the Art Show by joining the Art Show staff. Perhaps you like overnight gaming and want to make sure it runs? Volunteering to work there will help it remain open.

ZEPHYR

The hotel restaurant. Special menus will be available for Arisia. Located on the 2nd floor at the top of the escalator, Zephyr will be running all weekend with reduced price menus and buffets. ☼

LUNACON 2010

March 19 - 21, 2010

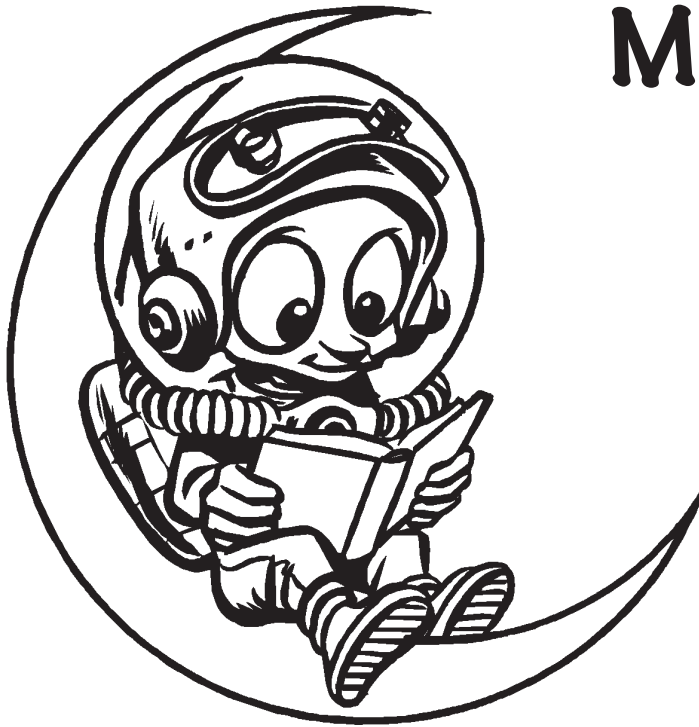
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Artist Guest of Honor
Theresa Mather

Musical Guest
Allison Lonsdale

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Dominick Corrado



Membership Rates:

Adults

Sept. 1, 2009 - Feb. 14, 2010	\$45
At Lunacon 2010	\$55

Child (ages 6 - 12)

Until February 14, 2010	\$15
At Lunacon 2010	\$25

See our website for discount rates.

Group Rate!! Groups of 10 or more adults who register at the same time get \$10 off per membership! All memberships must be purchased at the same time.

Mail check or money order to:

Lunacon 2010
PO Box 432, Throggs Neck Station
Bronx, NY 10465

Membership rates good through dates listed.

Memberships mailed in must be postmarked by dates listed.

Lunacon will Feature:

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Hotel Rate - \$132

Single/Double/Triple/Quad
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www.lunacon.org
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Lunacon is hosted by the New York Science Fiction Society, a 501(c)3 non-profit corporation.

*The Arisia Convention Committee
cordially invites you to
the presentation of*

The Carl Brandon Awards

*for the years
two thousand and six
and
two thousand and seven*

*Please join us
in the President's A Ballroom*

*Sunday, the twentieth of January
two thousand and ten
at one o'clock in the afternoon*

TURN THE PAGE FOR DETAILS

CARL BRANDON AWARDS

(IN THEIR OWN WORDS)

ABOUT THE CARL BRANDON SOCIETY

We came up with the idea for the Carl Brandon Society in 1999 at the feminist science fiction convention WisCon in Madison, Wisconsin. African American SF legend Samuel R. Delany had recently published an article titled "Racism and Science Fiction" in the *New York Review of Science Fiction* (August 1998, vol. 10, issue 12). Partly in response to the article, people of color attending WisCon requested that the convention schedule more programming items that addressed race. This resulted in two focus groups where people of color and white people could meet and formulate strategies for increasing the awareness and representation of people of color in the genres and in the community. The focus groups were followed by an all-community session to follow up on the focus group discussions.

The main result of these activities was the decision to create the Carl Brandon Society as an organization to help build further awareness of race and ethnicity in speculative literature and related fields.

ABOUT OUR NAME

Carl Joshua Brandon was a fictional black fan writer invented by white writers Terry Carr and Peter Graham in the fifties. A hoax that lasted for over two years, Carl Brandon was nearly elected to office in a fan writers association, and was for a time one of the most popular fan writers in the genre. But the existence of a lone, fictional black writer underscores the fact that a fictional voice had to be invented for people of color, because we had none in fandom.

We named ourselves after Carl Brandon in much the same way that the Tiptree Award named itself after the fictional male writer James Tiptree, Jr, a pseudonym for the feminist SF writer Alice Sheldon. Just as women can now write under their own names, so can people of color now write (and publish) our own stories. We've got much further to go yet. This is why we're working to make fandom a more rewarding place for people of color, to build a readership for the speculative writing of people of color, and to help the world understand that we can't create a just future if people of color aren't included in its imagining.

OUR MISSION

The mission of the Carl Brandon Society is to increase racial and ethnic diversity in the production of and audience for speculative fiction.

OUR VISION

We envision a world in which speculative fiction, about complex and diverse cultures from writers of all backgrounds, is used to understand the present and model possible futures; and where people of color are full citizens in the community of imagination and progress.

WE VALUE

- Fantasizing for its own sake, and as an agent of social innovation
- Literature as a groundspring for social change
- Creative Innovation in the field of speculative fiction
- Inclusive Definitions of both genre and audiences
- A culture of Listening to people of all abilities, genders, and backgrounds, in all fields of endeavor
- National and international community-building around areas of interest

THE AWARDS

The Carl Brandon Parallax Award is given to works of speculative fiction created by a person of color. Nominees must provide a brief statement self-identifying as a person of color; creators unwilling to do so will not be considered for this award. This Award includes a \$1000 cash prize.

The Carl Brandon Kindred Award is given to any work of speculative fiction dealing with issues of race and ethnicity; nominees may be of any racial or ethnic group. This Award includes a \$1000 cash prize. ☞

www.carlbrandon.org

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ALBACON

OCTOBER 8 – 10, 2010

BEST WESTERN SOVEREIGN HOTEL, ALBANY, NY

WRITER **ALLEN STEELE**

Allen M. Steele, Jr. became a full-time science fiction writer in 1988, following publication of his first short story. Since then he has become a prolific author of novels, short stories, and essays, and has received the Hugo Award, the Seiun Award, the Locus Award, an AnLab Award, and was also nominated for the Nebula Award. Steele serves on the Board of Advisors for both the Space Frontier Foundation and the Science Fiction and Fantasy Writers of America, and he is a former member of the SFWA Board of Directors.

ARTIST **RON MILLER**

Ron is an illustrator/author specializing in science, astronomy, science fiction and fantasy. In addition to providing artwork for many magazine and book publishers, he's the author, co-author or editor of some fifty-odd books (some odder than others), including several novels. He also designed postage stamps and worked on motion pictures as a production designer and special effects artist.

ALBACON

Albacon is a weekend gathering of fans and creators of Science Fiction or Fantasy, including literature, movies, games, and other mediums. Join us for 3 days of panel discussions, workshops, films, games, readings, autographs, an art show, ice cream, a masquerade, a fabulous dealers room, conversation, and socializing with people who share your interests!

MEMBERSHIPS ONLY \$40 BEFORE MARCH 31, 2010.

REGISTER ONLINE! WWW.ALBACON.ORG

Name(s): _____

Badge Name(s): _____

Email Address: _____

Address: _____

City: _____ State: _____ Zip/Postal Code: _____

Payment Method:

☐ Check Enclosed (make out to Albacon)

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☐ Please charge my credit card: ☐ Visa or ☐ MasterCard

Your name as it appears on the card: _____

Card # _____ Expiration Date ____/____/____

Signature: _____

CODE OF CONDUCT

To help ensure our members' happiness and a successful convention, we have established a Code of Conduct and Behavior Policies for all members. We have no desire to police our membership, but we do have some requests and expectations that will help ensure a pleasurable weekend for all.

We will happily refund the membership fee of anyone who finds the policies contained herein unacceptable.

GENERAL DEMEANOR: COMMON SENSE REQUIRED

Reminder: The hotel is not dedicated completely to our use for the weekend. Members of the general public stay here or visit the hotel to dine and socialize. Please be considerate of non-convention individuals at all times.

Arisia expects its members to respect each other and behave in a generally civilized fashion. Members should respect common sense rules for public behavior, personal interaction, common courtesy, and respect for private property. If you wouldn't do it at home, please don't do it here.

Please report to the convention committee any incidents in which a member of the convention is abusive, insulting, intimidating, bothersome, or acting in an unsafe or illegal manner. Arisia reserves the right to revoke, without refund, the membership of anyone for just cause. Persons violating the law may be turned over to the police or the hotel security force.

Sleeping in public or convention areas of the hotel is forbidden by the hotel management. This is private property. The hotel strictly forbids throwing, dropping, or

flying anything from the balconies or over the atrium.

Program participants and event coordinators are responsible for the comfort and safety of convention members in their areas. Disruptive behavior by children or adults is not acceptable, and any actions disturbing to attendees may result in a request to leave.

Convention Badges must be worn to access any convention area (including Dealers Row and Open Parties). Exceptions may be made for special cases, e.g. masquerade participants while on-stage (but masquerade participants need to have memberships in any case).

CHILDREN AS FANS AND COMPANIONS

Arisia makes every effort to protect fans of all ages and provide a healthy environment with many opportunities for fun and learning. Children are a valued part of our community, and we welcome their appropriate participation.

Children under 12 years old may attend with either their own paid convention membership, or with a free Kids-in-Tow membership (with and under the supervision of an authorized adult at all times). Arisia requires that there be at least one supervising adult accompanying every three Kids-in-Tow members.

Parents of children aged 9-12 who believe their children are mature enough (and who have their own paid membership) may choose to allow their children to freely roam the convention on their own. Any child who excessively misbehaves is subject to having free-roaming privileges or their entire membership revoked.

Childcare is available for ages 2-6 years with a childcare membership. Parents must provide a cell phone or pager number. Arisia will have available a lim-

ited supply of pagers (requiring a deposit). Space is limited, so purchase childcare memberships in advance.

Fast Track is a children's program open to fans aged 6-12 years old. Fast Track cannot provide snacks and meals; parents must arrange to feed their children.

All children aged 8 and under must be with an adult, in childcare, or in Fast Track con areas. Childcare and Fast Track may have limited hours; please check the schedule.

Please remember that many of the costumes worn by attendees, as well as the displays in the exhibit areas, may be made of delicate and easily damaged materials that should not be handled without permission.

Some program items dealing with adult topics may be closed to individuals under 18 years of age. Although children under 18 years of age may register as "adults," membership in the convention in no way supersedes local, state, or federal laws.

COSTUME AND MASQUERADE GUIDELINES

All costumes are welcome at Arisia, whether created by the wearer or not. However, purchased and rented costumes are not eligible for awards. Awards are made to the creator of the costume, not the wearer.

Costume weapons are permitted, but must be peace-bonded by Arisia Security when you arrive, unless worn solely for the masquerade as part of an on-stage costume. The use of any real weaponry as part of a costume, as well as the use of any special effects, must first be approved by the Masquerade Director. Remember, it's okay to surprise the audience, but not the staff.

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March 1

SEE YOU IN SAN DIEGO!

During the masquerade, flash photography, laser pointers, beepers or cellular telephones not set silent are forbidden.

Participants in the masquerade must read and agree to the terms contained in a separate costumer release.

PARTIES IN GUEST ROOMS

If you'd like to host a party (public or private), you must register with us in advance and use a room in the "Party Host" room block. Being in a Party Host room also ensures you are covered by Arisia's corkage agreement (allowing you to serve food and non-alcoholic drinks).

Parties may be "open" (all convention members welcome, and with doors open or ajar) or "closed" (private). Serving of alcohol is not allowed in open party areas.

Party hosts are responsible for adhering to convention policies, hotel rules, and local, state, and federal laws.

SMOKING, ALCOHOL, WEAPONS, AND ILLEGAL ACTS

Arisia prohibits smoking and the consumption of alcohol in all convention areas except for alcohol purchased from the hotel. The legal drinking age in Massachusetts is 21. You may be asked to provide a valid ID if ordering alcoholic beverages.

Arisia's corkage waiver does not apply to serving of alcohol. According to the Massachusetts Alcoholic Beverages Control Commission and the Cambridge Licensing Board all alcoholic beverages must be purchased through the hotel. The hotel may confiscate any privately purchased alcohol, prevent you from bringing it onto the property, or take other actions (such as placing a large corkage charge on your bill).

Under Massachusetts law, smoking is permitted only in certain guest rooms and other areas so designated. If you wish to smoke, verify that you are booked in a smoking room when you arrive.

Laws governing illegal substances, obscenity, weapons, public behavior, and the treatment of minors must be strictly observed. Remember, there may be members of the Cambridge

Police Department on patrol at the convention.

PHOTOGRAPHY, VIDEOGRAPHY, AND PRESS POLICY

There will be photographers present; if you do not wish to be photographed or recorded please state so clearly and unambiguously. Photographers, ask permission before you photograph or audio/videotape any person or group. Anyone wishing to take pictures or make audio or video recordings of any part of the convention must read and agree to the terms of a separate photographers/videographers release. Anyone wishing to sell photographs or audio or video recordings of any part of the convention (including the masquerade) must read and agree to the terms of a separate photographers/videographers contract.

If you are acting on behalf of a publication, video production organization, or news medium of any kind (freelance or employed; commercial publication, media, or fanzine), you must go to the information desk and register for a press pass.

Individuals or organizations violating these guidelines by selling, reproducing, broadcasting, or publishing materials obtained at an Arisia convention without permission may be prosecuted to the full extent of the law.

RAFFLES

Any person or group wishing to hold a raffle (from a fan table or other location) must be licensed by the Cambridge Licensing Board. Licenses are available for \$10 and must be signed by a Cambridge resident. They generally take three weeks to process. See the web page at <http://www.cambridgema.gov/License/permitsandlicenses/raffle.html> for more details. ☼

Artist Guest of Honor: SARAH CLEMENS

Sarah Clemens didn't realize until later in life that growing up with a ballet company and at a television studio was in any way unusual.

Her mother was the company pianist for the Memphis Civic Ballet and her father was a cameraman and press photographer for WHBQ in Memphis, Tennessee. While in grade school she occasionally helped host the kiddy show with Happy Hal, showing early leanings toward art by sketching with Hal between cartoons. Backstage at the ballet, she helped make costumes, listened to her mother play lovely music, and took lots of classes until she realized her turnout was lousy and decided to concentrate on art.



www.clemensart.com

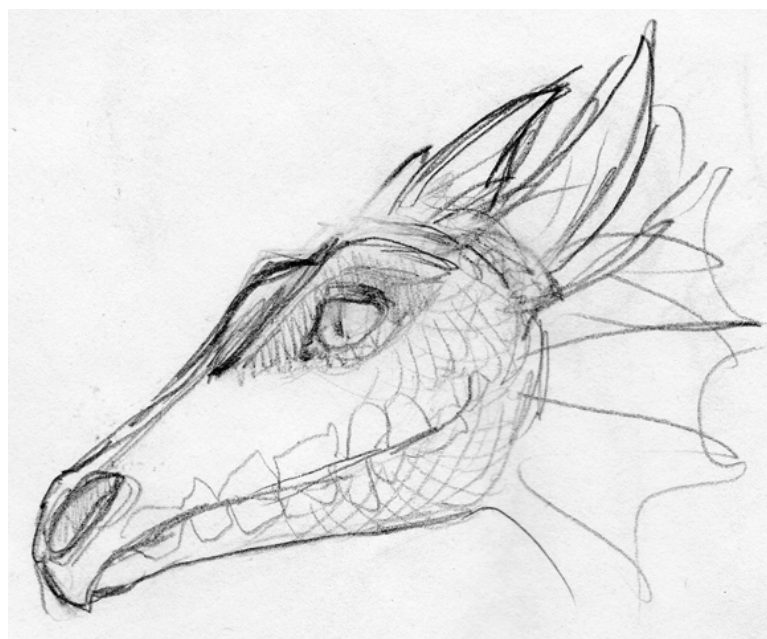
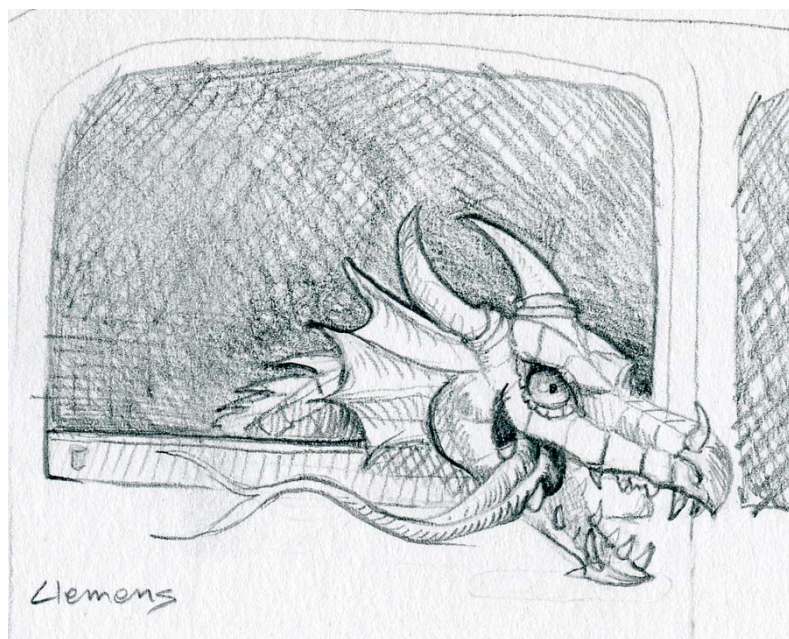


Sarah's early love of science fiction and fantasy art came even before she could read, from looking at the covers of science fiction magazines. The artwork she most enjoys doing are those connected with the fantastic, and she has been going to conventions since the late seventies. She is gratified at the response of con-goers

to her award-winning paintings of Magnus & Loki, which have been the most fun of all. She is a photo-real artist working in oils, exhibiting her mainstream paintings in galleries in Boca Raton, Florida, and Scottsdale, Arizona. Growing up in a dark-room contributes to her love of photography, and she still does photo work occasionally. All of the models used in her notorious and award-winning *St. Labia* series were photographed by Sarah. She has published short stories with *Asimov's* magazine and Ellen Datlow anthologies.

In her checkered past, she also wrote movie reviews for *USA Today's* phone-in line and bogus horoscopes for a 900 line that will remain nameless. She is a skeptic and has written and produced planetarium shows disputing the existence of UFOs. Her day job, before taking on full-time fantasy art, was 17 years of medical illustration for prominent attorneys, and her work has helped win multi-million dollar cases.

Sarah and her husband and cats live in Mesa, Arizona. ☼



1. When did you begin to think of yourself as an artist? Was that the career you always planned, or was there something else you might have done?

As far back as I can remember, I've always drawn and done art. I was horse crazy as a kid and drew horses all over my desk at school, all over my textbooks and all over my homework. Later in life, I moved on to painting people, and I love painting nudes—it comes very easily. No matter what I try, I keep coming back to people and animals.

2. What does your studio look like? If you could change it in some way, what would you do to make it different?

My current studio has more space than anything I've ever had, so maybe I shouldn't push my luck, but I could ALWAYS use some more space, especially to store supplies. I have a northern exposure and a battered old easel that one of my cats uses as a scratching post (when I'm not around). I'm not one of those artists that likes isolation. I watch/listen to movies as I work; they keep me company. Sometimes, for a change of pace, I listen to opera.



3. What surprises you most about making a living as an artist?

That I actually manage to keep ahead of deadlines! You can get caught up in a painting and wonder if it will EVER get done, but somehow, it always works out. It's a mystery. But 17 years of doing legal medical illustration can certainly whip you into shape. If you miss a deadline for a lawyer's exhibit (I never did), you'll never work in THAT town again!

4. How do you balance between your humorous work and your more serious pieces? Do they go with certain moods or certain markets? How do you balance between fantasy art and more mainstream work?

I usually switch back and forth between the two, which provides a nice balance and keeps me

from getting stale. All the erotic shows have jury submissions in January, so December does get a little frantic with painting nudes. I have a lot of projects stacked up and waiting for me, but out of the clear blue, inspiration can hit and I paint whatever I'm obsessing about if at all possible.

Some of my best work has come that way, and I try not to ignore a good idea while it's fresh. Then I return to the other projects. It's a little willy-nilly, but I manage ... somehow.

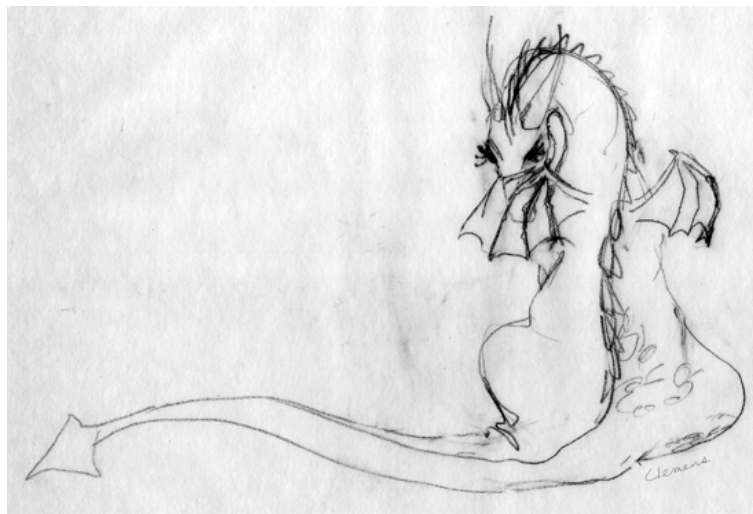
5. How did you “meet” Magnus and Loki? Did you always intend to have them be ongoing characters, or did they come for a visit and just not leave?

We moved to Arizona and adopted the 'verse's cutest kitten from an animal shelter. As he grew up, I thought about painting him, and the idea of him with a dragon buddy stole into my thoughts. That was the easy part. Finding names for the dynamic duo took longer, and as I drove around doing errands I would keep running through names until I hit upon Magnus and Loki. So I did the first painting, “Birdwatching,” and everyone LOVED it! I was amazed and gratified, and new ideas for the two of them kept on coming, so yes, they just decided not to leave. And what's not to like about doing paintings that make people laugh? ☼

Rachel Silber has been volunteering for Arisia for a decade. This year, she is pleased to be Guest of Honor Liaison.



Sir Percival.



KEVIN ROCHE AND ANDY

My Friends: Kevin and Andy

AN APPRECIATION BY THE REVEREND DR. CHRISTOPHER J. GARCIA

I've got a lot of fannish idols. Two of them are the pair my Lovely and Talented girlfriend Linda calls "The Boys" and are better known as Kevin Roche and Andy Trembley. The two of them are among my best friends, but more importantly, they're two of the guys who have really influenced what I see as awesome in fandom.

Kevin and Andy, both as a unit and as separate vessels of entertainment energy, have had an impact not unlike an extinction-level event asteroid.

Let me explain by way of anecdotes that might mean nothing to anyone but me, but you'll sit there and drink them in.

Kevin and I met when we were on a panel at Con Jose, which was something like 20 years into his fannish life. Even by that point, he was a Bay Area fandom legend. He's a Master costumer along with being a very very smart guy. I mean, the guy's a Spintron-icist with International Business Machine's Nanolab! I've sat in on his Spintronics talk a few times at various conventions, and Kevin manages to make it understandable to a guy like me who has no idea how to science. Outside of that, there's the fact that he wears the hell out of clothes, and I am much envious of his ability to wear Vanamonde from *Girl Genius* so well that Kaija Foglio said that he was more the character than the one from the comic! Add to that the fact that he's literate in fields ranging from wine to literature, 1960s cartoons to 1990s food trends. He's also half the team behind *Yipe!*, the Costume Fanzine of Record. Kevin



Oct 3-5, 2008: Andy Trembley (Presentation Judge) and Kevin Roche (Workmanship Judge) for the Masquerade of Silicon 2008, www.siliconventions.com/2008/

Photo by John O'Halloran: www.flickr.com/johnno

manages to put together a zine which is a hundred times better than anything I've managed.

Andy and I tend to make each other's heads explode. Andy has ideas that bend space and fold time. He'll run with an idea and take it to the next, completely illogical level. Andy came from that useless piece of land between LA and New York called America, specifically the Wisconsin part. He cut his teeth in Milwapa, the Milwaukee Amateur Press Association. As I've learned from half a decade of hanging around Andy, he's got more stories than a Dubai mixed-use Megastructure! Andy's also a damn fine cook, a fantastic drinker, and the first guy to ever hand me a glass of absinthe that wasn't homemade. Andy's good people in each dimension! He's also very

tall, which I'm sure helps with the whole photography thing. He's a helluva photographer. The pictures that I come up with for several of my friends are from photos that Andy has taken. He does that sort of thing.

Perhaps the projects the two have gone about together are the defining moments, not only for the two of them, but for fandom itself. The two of them have been involved with various hoaxes, including the wonderful Casa de WorldCon bid which did very well back in 2006. It was one of the best hoaxes I've ever witnessed and it produced a fine little hoaxzine, *Pacheco Progress*. We got 70-something votes on that one!

Oh yeah, the two of them have also worked on a bunch of cons, run some fantastic masquerades,

TREMBLEY

and been Fan Guests of Honor at real cons. It's an interesting state of affairs when fantastic hoaxers are also prolific producers of actual actuality.

You can also call the two of them the Heralds of Hospitality with the Con Suite they ran at the 2009 World Fantasy convention. Not only was the place jumping, but the quality of food and beverage was unmatched at any convention I've ever attended. Magnificent meats, absinthe, cheeses, a cake in the shape of a hot air balloon, M&Ms—it was fantastic. It raised the bar for all Con Suites and will certainly be what every future Con Suite, Green Room, and Fan Lounge will be judged against.

And there's also Costume-Con 26. Bay Area fandom had been

riding a wave with the League of Evil Geniuses Parties that Kevin and Andy had been throwing since 2002 in support of the bid, which Andy chaired. The parties they'd throw, oh, such parties. The Boys' concept was simple: induct a couple of new members of the League at every con they threw a party at and make people clamor for Lab Rat and Minion ribbons. The concept took bid parties from one level onto the next, and we can never look back. That was followed by the convention itself, which Kevin chaired—which was amazing, quite possibly the greatest convention the Bay Area has ever seen. The entire con was a party that will not be soon forgotten. It really did represent the high-water mark for us NorCal residents.



February 23, 2008: Kevin and Andy on stage at San Francisco Imperial Coronation 2008. Photo by Richard Man: www.rfman.com



May 25, 2005: Kevin and Andy's wedding. Photo by Richard Man: www.rfman.com

There's more that I could say. I could talk for days about Andy's Nobel Prize in Economics that he won for his theory of Conconomics that he told me once over a half-dozen cocktails. I could go on and on about Kevin's time as Reality TV bounty hunter who was cancelled because he posed a ratings threat to the major networks. There's the film the two of them starred in, *Slowdrive 2: Drive Harder*, or the fact that their version of "Gonna Take You Higher" was number 3 on the Billboard Hot 1500 charts, or the fact that they're two amazing guys who you really should

sit down and share a beverage with and see how much of this has been true and how much has the creation of a guy who has watched way too many episodes of *Kids in the Hall*. ☛

The Reverend Chris Garcia is the Susan Lucci of the Fan Hugo Awards; he once hailed from Boston, but you never knew it. He's possibly the most prolific and least-copy-edited fanzine writer/publisher on the US West Coast, if not the world.

Readercon 21



Photo: D.C. Findlay



Photo by kind permission of Ace

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**The convention is over,
thank you for joining us!**

**Please post links to your convention reports or photos to the
Anticipation Livejournal, or let us know on Twitter.
And we hope to see a lot of you at Aussiecon 4!**

www.anticipationsf.ca

S.J. TUCKER – SKINNY WHITE CHICK

Telling a story is sometimes like weaving a spell. Images and concepts wrapped in rhyme and rhythm are a gift to the imagination. S.J. Tucker specializes in such magic and such gifts, enfolded and delivered in folk rock mythpunk music that moves the body and soul. Joined by cellist Betsy Tinney at Arisia 2010 and thus performing as **Skinny White Chick**, this pixie-pirate minstrel is very happy to be Music Guest of Honor.

You may know S.J. Tucker, or “Sooj”, as the mastermind behind Tricky Pixie, or as the inspiration and beneficiary of the *Ravens in the Library* anthology, which features contributions from Catherynne M. Valente, Holly Black, Charles de Lint, Neil Gaiman, and Amy Brown. Tucker is perhaps best known for the fusion she weaves with story and song—in her Wendy Trilogy, for example, Peter Pan’s own Wendy inherits Captain Hook’s pirate ship and opens an on-deck school for young ladies called the Lost Girls Pirate Academy.

Restless as the “questing bards” and “ladies vagabond” in her songs and stories, Sooj continuously tours the U.S. as an independent performer, featured everywhere from festivals to living rooms. When asked “Where do you live?” she typically answers, “In my truck.” The full answer is a bit more complicated.

Tucker began this journey in 2004, when she realized that she could either be poor and miserable working for someone else, or be poor and happy following her

dreams. That spring, Tucker quit her day job, moved out of her midtown apartment in Memphis, Tennessee, and started on a journey she has yet to finish. She truly enjoys her ideal life of traveling from town to town, singing and playing music for her friends and fans. Called a “Gypsy Dragon” by those closest to her, S.J. Tucker has been “hoarding homes” instead of gold ever since.

Born into a creative family in southeast Arkansas, Tucker first stepped onto a stage at the age of six. From then on, she studied various musical instruments and sang with her family as often as possible. Tucker began writing poetry at age seven, began writing songs at age fourteen, and had her first public concert at age seventeen. She earned a Bachelor’s degree in Theater at age twenty-one, whereupon she realized she would much rather receive attention and acclaim for being herself instead of pursuing an acting career. Tucker moved to Memphis, Tennessee after college, where she worked as a restaurant hostess, a bookstore babe, and a muralist while performing and writing new music as often as possible. Since 2004, Tucker has maintained an average of more than 140 shows per year and has released five studio albums of original music, three book soundtracks, three live albums, an illustrated children’s book, and a series of limited-edition EPs.

Tucker is the front woman of Skinny White Chick, a band with an ever-evolving lineup. She frequently shares the stage with her

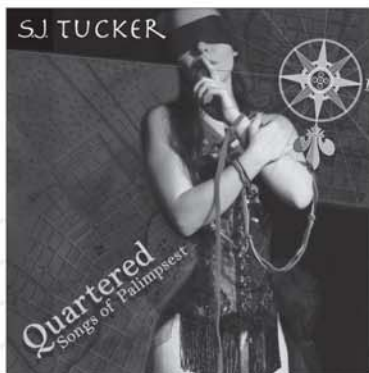


Photo courtesy of Kyle Cassidy

flame-slitting partner and mentor K’Wiley. Her newest touring projects are Seattle-based Celtic Faerie trio Tricky Pixie—a collaboration with fandom-beloved fiddler Alexander James Adams and the aforementioned Betsy Tinney—and the all-female harmony-rock powerhouse known as The Traveling Fates, wherein Sooj trades songs with long-time colleagues Ginger Doss and Bekah Kelso.

“A brass-balled pixie with a killer voice” (*Satyrblade*, *Vision Magazine*), S.J. Tucker turns heads and touches hearts wherever she goes. She skillfully blends guitars and various hand percussion to her will, but her true gift is her voice—an instrument that slides effortlessly from whispered invocations to full-throated gospel and blues. “Singer/songwriters, take note,” raves J-Sin of Smother.net. “This is what you should be doing and how you should sound!” 🐉





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MAY YOU RAISE YOUR EYES AND NEVER BOW YOUR HEAD



Faerie Song

AN ORIGINAL FICTION INSPIRED BY AN S.J. TUCKER CONCERT • BY JACOB LEFTON

Move over, friend. Make a little space—I'm here for the show too. Myself? I've been following this voice for a long time.

Oh, where did I first hear it? A long time back, it was. I was a lad on the ship *Son of Neptune*. We were out of Boston, on a long haul, carrying containers 'cross the seven seas. The captain took us on a side trip capturing seals near the Arctic Circle. Crazy old man nearly got us killed running back and forth across the ice like that. We were late coming home, and ended up in the strong embrace of Father Sea's rage.

Memory so old comes like radio from a far-off lighthouse. Mostly, sounds and conversations are drowned in static, while images, illuminated with flashes of lightning, are all I have left.

The profile of old Castle Island rose from the horizon, and the wild hurricane thrashed us with wind and rain. It knocked the boat back and forth and we

rushed about trying to keep our balance. Sometimes just before I fall asleep I can still feel the deck bucking beneath my feet.

A whole fleet of old clipper ships appeared from behind one of the swells. Their crews stood, cannons loaded and cutlasses out, ready to board. Every one of them a rough-and-tumble woman. It was a sight from those stories that grandmother told mother in her shaking old voice, after daughter was put to bed.

Need I describe how easily they took our ship? We couldn't do much against swords and guns. But they barely threatened us. Before long, we were laughing gaily along with our captors. They stormed the captain's cabin and pulled the cowering man out into the rain. Their admiral, a solid woman with eyes green as the sea, lifted a key from around his neck and freed the seals from the hold.

There is one thing, one thing alone that I remember clearer than any other in my foggy head. It is a haunting melody drifting on the wind, punctuated by the percussive waves and lightning. In the random flashes as I cast my eyes about for the source, I spied a strong figure strumming a guitar on the prow of the pirate flagship. I swear she gave me a mischievous wink. If I didn't know better, I'd have said the storm was dancing to her jaunty tune.

I couldn't get that bold gypsy music out of my head. None of the other crew heard it, save the captain, and he wasn't much help anyway. When we unloaded at Castle Island, I skipped off, thinking that some space would do me good. I was young yet and naive of course, but you can't fault me anymore.

I kept moving. Any time I stopped for too long, I would hear that voice again. Eventually I thought I got away from it, but denial is a dangerous thing. I soon learned.

I was down in Tennessee one summer, walking in the rain, when I met that pixie who taught me I couldn't run forever. She was playing in and among an old broken carousel at an abandoned county fairground, laughing and talking to the mermaids and unicorns bound to the old machine. She whipped her beaded braids around, and that gypsy's song came bubbling out of her joyful grin.

I couldn't help but join in. We skipped in and out among the derelict rides. The old lonely faces of carnival clowns grinned as they watched a curious gal and clumsy boy bring life to their long-forgotten alleys once again.

She cocked her head. Something in the air made her eyes light up. As if to answer our playing, the sound of soft strumming and a sweet voice floated out from between the empty buildings. I heard it too and tried to turn the other way. I still thought I could run from it, but the pix was wiser than me. She dragged me across the street to a small dark bar in the basement of an old brick-faced building.

There, at the head of an enraptured crowd of satyrs and dragons, was that pirate bard, strumming out a hearty tune. She finished, the crowd surged to their feet, and I lost sight of her. The room filled with a deafening applause. I tried to push to the front, but the small stage was empty when I got there. I swear I saw an alligator tail disappear behind the back curtain.

I lost pix somewhere in Louisiana as I tracked her sound across America. I even learned her name—Lady Vagabond.

I couldn't stop moving. I hear she has that effect on people. I can only speak to my experience, though. My feet were too restless. When I slept they danced at the end of my bed. On the cold nights they threw the blankets off and I awoke shivering. On hot nights, they tangled the blankets around, leaving me hot and sweaty. The only cure in each case was to dance the rest of the night, until my feet were too tired to move.

Her music pulsed through my blood—it reached the tips of my fingers and drummed out her rhythm on the table. She was here, she was there. I was always a step behind, catching only the tantalizing hum of the last bar of her song fading into the night. I would see the final applause of the audience, a genuine standing



Photo courtesy of Lori Whalen

ovation obscuring all but the fluttering of the curtain as she was carried away again by the relentless march of her alligator steeds.

New York City, New Year's Day, the turn of the decade. Armed with crowbar and flashlight, I pried open the sewer and dropped down into the dark core where they still remember the good old days of Tammany Hall. They ambushed me down there, the alligators. I was too close to the den.

Trussed up in chains, they hauled me before the King Croc. He was an imposing, toothy figure with rough, scaly skin. I rolled up my sleeves and offered him my fists, and he showed he understood the basics of human communication. We wrestled there in the cold sewer water. He was a slippery opponent and I thought I was beat, but I managed to get my arms around his nose and throw him to the wet sewer floor.

"Where is she?" I asked, hopefully in my most intimidating voice.

The gator twisted so one of its beady eyes could stare at me out of the muck. It spat a heavy vellum scroll into my hand. "Now get out before I bite your head off."

I made it to the surface, shaking from the exertion. Steam rose from my skin in the cold winter air, but I didn't feel a chill. I crawled to an alley and greedily tore open the scroll—revealing a map. But I could only sigh heavily in disbelief; while a map had been carefully inscribed, much of the original ink was scratched away to make room for none other than the king croc's shopping list. The only remaining detail I could make out was the profile of Castle Island, ingrained in my mind from a mis-spent youth.

I wandered the streets for a week with no hint of my bard. I followed every animal track in the snow, but it was no use. I was lost, until the Boston boy took me in.

Now, I don't normally go for skinny boys, but this one was intriguing and mysterious. He wore a short t-shirt under a puffy vest, despite the snow, tight jeans and high furry boots. Where his bony hip protruded, a hint of a tattoo or scar stretched

spider-like, disappearing under his clothes. He saw me gaping at his shirt, two green eyes peeping over the words "Lost Boy". He invited me up to his flat.

We fell asleep in his bed, sweaty and entangled. Some time later I awoke and stumbled dazedly from his room, down the hall, and out onto the snow-muffled street. My feet felt wet, and when I looked back I saw I'd left a trail of inky-black footprints. But on I walked, not hearing the rumble of sleepy trains and the faint clank of the never-sleeping night-factories. In the cold air of Midnight Boston, I heard that tune again.

The odd ones, the faeries and dwarves and trolls, streamed to the crowded concert hall. I slipped in line with them. The alligator bouncer gave me a wink and a toothy grin. The lady pirate at the ticket counter took the last of my coin. There was that pixie on the other side of the room, handing out fliers for some school for lost girls. When I caught her eye, she wagged her tongue at me. The selkie at the bar handed served up a piping hot bowl of soup while the satyrs danced the opening act.

I think I finally found her in this here dream city. You have no idea how far I've traveled to get here. The land hums her magic music and I am drawn along behind. I walk across gardens and rivers, through countryside and city. I can only follow Lady Vagabond. She's got me addicted to her faerie song, and there's no remedy for it. ❧

Jacob Lefton is a blacksmith, writer, traveler, and juggler.



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GARDNER DOZOIS

Gardner Dozois in a Nutshell

AN APPRECIATION BY MICHAEL SWANWICK

When Gardner Dozois was five years old, a hurricane hit the coast of Massachusetts. His mother, who was an imaginative though not educated woman and prone to getting things wildly wrong, misheard something on the radio to mean that the moon was going to crash into the Earth.

So she bundled him up and drove him to the seaside in the middle of the storm to watch the world come to an end.

When he was serving in the Army in Germany, he was sent by *Stars and Stripes* to take a photograph of a downed helicopter. At the airport, the helicopter dispatched to carry him to the site of the accident came in badly and crashed before his eyes. He took a snap of the wreck and returned to base, figuring that one helicopter crash looked much like another.

Working as a slush-pile reader, he slit open an envelope containing a story from a frustrated aspirant writer and discovered it had been rigged so that when he slid out the manuscript, a cardboard hand popped up and gave him the finger.

You couldn't blame him if he'd turned out dour and miserable.

But, of course, he didn't. Witness the New Year's Eve party Gardner threw some twenty-five years ago. To set the scene, imagine forty or fifty people crammed into a space that will comfortably hold a third that many, all holding those shallow plastic glasses that launch a flat sheet of champagne into the air whenever somebody jostles your elbow. Beforehand, Gardner had craftily placed a cardboard

box of rejected manuscripts—ones their authors had stipulated could be discarded—beside the fireplace.

Gardner waited until the party was in full swing and then, standing by the fireplace, shouted to Susan Casper, his wife, "*Susan! The fire is dying down!*"

Susan, meanwhile, had carefully positioned herself at the far corner of the room, as distant from Gardner as it was possible to be. She shouted back across the throng, "*Well, what do you expect me to do about it?*"

By this time everybody in the room was listening. We couldn't help it. "*Don't you think somebody should put something on the fire?*"

Their timing was perfect. It was like two vaudevillians swapping banter. All conversation stopped. Nobody looked away. "*So put something on the fire!*" Susan tells him.

"Okay."

And, with a roomful of writers watching, Gardner scooped up a handful of manuscripts from the box and tossed them on the fire!

At that time, Gardner Dozois had just a few months previously become editor of *Asimov's Science Fiction*. Over the years, the Hugo Awards for Best Editor mounted up until the table where he kept them looked like a display in a sex shop. Yet, shining with virginal innocence among this vulgar thicket of rockets were two Nebula Awards for short fiction. I was present at a much later party when a young publishing neophyte discovered them and said, "I didn't know that Gardner was also a writer."

"Oh, yes," I said. "He's a much better writer than he is an editor."

She gawked at me in disbelief.

But it's true. Gardner is not only a writer but possibly the most important writer of his generation. As his compeers—people like Joe Haldeman and Jack Dann and George R. R. Martin—will gladly tell you.

The great public mystery of Gardner Dozois is how a man as outgoing and filled with wild whimsy and Rabelaisian mirth as he is can write the grim stories he does. For, make no mistake about it, they can be *grim*. "Machines of Loving Grace" features a tormented young woman in a relentlessly ugly, environmentally-degraded future who commits suicide time after time—only to be brought repeatedly and painfully back to a life she doesn't want by an uncaring medical bureaucracy. Gardner will tell you with a straight face that this is an optimistic story—that because the girl doesn't give up, but keeps on trying to kill herself, it's actually an affirmation of the human spirit. Perhaps. But it's not anything I'd advise you to read late at night when you're not feeling good about yourself.

Contrast this with his performances at science fiction conventions. I recall the "Sex and Science Fiction" panel where the raunchily humorous stories (the one about the misplaced yam in particular) got so raucously out of control that two women, editors both, fled blushing from the room. Seeing this, Gardner beamed down from his Olympian seat up on the stage and flung out an arm to draw

everybody's attention to them. "Look!" he bellowed. "They liked the panel so much that they're leaving to have SEX RIGHT NOW!!!"

How can such two polar opposites exist in one man?

But if the contrast between the man and the writer is puzzling, the contrast between the writer and the editor is downright baffling. I'm not talking about the fact that as a writer Gardner Dozois's primary allegiance is to serious, gorgeously-written "high art" literature, and that as an editor his tastes are catholic and inclusive—that he likes adventure and hard science and humor and even fantasy fiction, provided only that it's done well. One's taste in reading is always more generous than one's muse, and all the truly great editors have this same wide capacity for appreciation. No, I'm talking about the fact that a writer as bleak as Gardner is capable of being still retains his zest for editing. By Gardner's own estimate, he has read more bad fiction than anybody else on this planet. But right up to the last day of his editorship of *Asimov's*, he attacked his job with gusto. I've watched

him dive into the slush pile, avid for that moment when he picks up something written by a total unknown, begins reading, and, forgetting where he is and what he's doing, falls into the story completely. Even today, when he's the magazine's editor *emeritus*, he still reads every science fiction story published for his Best of the Year collections with an enthusiasm that from the outside is hard to comprehend.

But maybe the contradictions are only apparent.

When Gardner was in the Army, the rotation levy came through the newspaper office and by random chance sent a buddy to Viet Nam and left him behind. The friend wrote him one long letter, and then fell silent. All subsequent attempts to get in touch failed. Back in his hardscrabble days when Gardner's main source of income came from freelance theme anthologies, a contributor wrote him a blistering letter excoriating him as a money-bloated plutocrat for not paying on acceptance. Gardner hadn't been paid himself yet, and was selling books personally inscribed to him by friends in order to buy food.

He borrowed money so he could send out the check. Because he couldn't afford health insurance, Gardner came within an ace of dying from undiagnosed diabetes. I vividly remember walking down Twelfth Street in Center City Philadelphia with him at a time when he was barely able to shuffle along, while he spoke with a sad fatalism about his growing blindness and of the darkness closing in around him.

Experiences like those temper and burnish a man. They bring out his essential qualities and make them shine. And if a man sees all too clearly the harsh absurdity of a life that leaves no one unmarred and from which there is only one exit ... well, in some cases this will only make him happier with what he gets. I first met Gardner in 1974, and know for a fact he never expected he'd live to see the new century. Nor have the passing decades made him one whit more optimistic about the future. In his heart, he knows that there's an asteroid out there somewhere coming to wipe out all life on Earth, and that it's got his name on it. I doubt he ever thought for an instant that

he'd be as successful as he is now. But he doesn't for an instant believe it's going to last. Ask him about his retirement plans, and the words "steam vent" will inevitably pop out of his mouth.

But joy? He's always had that. The end of the world is coming, it's barreling down on us like a locomotive, faster than you can imagine and it's unstoppable. But as long as it hasn't hit us yet, we might as well have some fun. Sit down, have a few laughs, tell a story or two. Here's something you haven't read yet but should. Here's the word on a hot new writer who's just on the brink of writing something spectacular. Have you checked out the latest *Asimov's*? The new *Best-of-the-Year* has a few surprises in it.

This is obviously not how most people would react to impending doom. But, well ... that's Gardner in a nutshell. ☞

Michael Swanwick has received the Hugo, Nebula, Theodore Sturgeon, and World Fantasy Awards for his work. His stories have appeared in Omni, Penthouse, Amazing, Asimov's, High Times, New Dimensions, Starlight, Universe, Full Spectrum, Triquarterly and elsewhere. He lives in Philadelphia.



Photo courtesy of David G. Hartwell.

Meet Gardner Dozois

Arisia is honored to have **Gardner Dozois** as our 2010 Literary Guest of Honor. Please join us for a special event in which journalist and SF writer Allen Steele will interview Mr. Dozois, Saturday at 5 pm in the Presidents A ballroom.

Gardner Dozois has influenced the science fiction field in his career as a writer, an anthology editor, and a magazine editor. He has won numerous Hugo and Nebula awards, both as an editor and a writer of short fiction.

Dozois has primarily written short science fiction. Two of his stories have won the Nebula Award for best short story: "The Peacemaker" in 1983 and "Morning Child" in 1984. His most

recent short story award is the Sideways Award (alternate history) for "Counterfactual". Story collections have been made; *Strange Days*, the most recent one, is from NESFA Press and is still in print. In addition to the short science fiction, he has written a novel, *Strangers*, and collaborated on two other novels.

Michael Swanwick, who wrote the above appreciation, is the author of the book *Being Gardner Dozois*—a book-length interview with Gardner Dozois, discussing every piece of published fiction he'd written up to 2002 when the book was written.

Gardner Dozois has made his major mark on the science fiction field with his work as an editor.

He won the Hugo award for Best Professional Editor 15 times between 1988 and 2004 for his work on *Asimov's Magazine*. In that role, he led one of the major digests of the SF field. He has also put together an astonishing number of anthologies. Theme anthologies include two dozen anthologies on varied themes in the "Isaac Asimov's" series and the long-running series under the Ace imprint co-edited with Jack Dunn. He has edited all 26—so far—of the series *Year's Best Science Fiction*, every year since 1984. In addition to the series anthologies, he's edited or co-edited a score of other volumes.

Gardner Raymond Dozois was born in Salem, Massachusetts, in 1947. He spent most of his career in New York City and now lives in Philadelphia with his spouse, Susan Casper. ☞

ABBREVIATED HISTORY

Arisia was founded as a non-profit in 1989 to hold conventions and to promote science fiction and fantasy in all forms. Arisia '10 will be our 21st convention.

Date	Venue	Guests of Honor & Special Guests	ConChair & Officers	Theme/Notes	Reg.
Arisia '90 Feb 23-25, 1990	Lafayette Swissôtel Boston, MA	WGoH: Richard Bowker AGoH: A.C. Farley FGoH: Spike McPhee	Chair: Matthew Saroff Pres: Mary Robison VP: Kim Van Auken Treas: Tom Fish Clerk: Adria Crum	<i>1990 was Arisia's second year of existence; officers from the first year were: Pres: Cris Shuldiner, VP: Mary Robison, Treas: Tom Fish, Clerk: Brian Cooper</i>	842
Arisia '91 Feb 1-3, 1991	Vista Inter- national Waltham, MA	WGoH: Jack L. Chalker AGoH: Bob Walters FGoH: Richard Hill & Laurel Cunningham Media GoH: Larry Ross	Chair: Matthew Saroff Pres: Mary Robison VP: Robert Bazemore Treas: Marshall Ellis Clerk: A. Joseph Ross	<i>The "Vista International" is now the "Waltham Westin" hotel</i>	1050
Arisia '92 Jan 3-5, 1992	Boston Park Plaza Hotel & Towers Boston, MA	WGoH: Craig Shaw Gardner AGoH: Robin Wood Filk Guest: T.J. Burnside Clapp Guest Editor: Ginjer Buchanan, Shoshanna Green Media Guest: Lynne Stephens Tech GoH: Alex Latzko	Chair: Kimberly S. Van Auken Pres: Patrick McCormack VP: Jeffrey Jordan Treas: Marshall Ellis Clerk: A. Joseph Ross	<i>Ginjer and Shoshanna were each listed as "Guest Editor" in different sections of the Program Book. No one (including the chairman) remembers what really happened.</i>	1094
Arisia '93 Jan 15-17, 1993	Boston Park Plaza	WGoH: Ellen Kushner AGoH: Charles Lang & Wendy Snow-Lang FGoH: Monty Wells Tech GoH: Carl Zwanzig	Chair: Robert "Insanity*3" Bazemore Pres: A. Joseph Ross VP: Heather Coon Treas: Allan Kent Clerk: Mark Dulcey		1670
Arisia '94 Jan 21-23, 1994	Boston Park Plaza	WGoH: Spider & Jeanne Robinson AGoH: Michael Whelan FGoH: Dave Kyle	Chair: James S. Belfiore, Jr. Pres: A. Joseph Ross VP: Nicholas "phi" Shectman Treas: Allan Kent Clerk: Edward Dooley	<i>The "Park Plaza Castle" (formally the armory for the First Corps of Cadets National Guard Unit) was used for the masquerade and several other events, due to an outside wedding being scheduled in the hotel main ballroom.</i>	1513
Arisia '95 Jan 13-15, 1995	Boston Park Plaza	WGoH: C. J. Cherryh AGoH: Jael FGoH: Walter Kahn Filk Guest: Michael Longcor Tech Guest: Deryl Burr	Chair: Sheila Oranch Pres: Joelll Herda VP: Jim Stevenson Treas: Eric Bunce Clerk: Edward Dooley	DIVERSITY—we are not one-dimensional beings!	1810
Arisia '96 Jan 12-14, 1996	Boston Park Plaza	WGoH: Emma Bull & Will Shetterly AGoH: Lissanne Lake FGoH: Rob Bazemore a.k.a. "Insanity*3" Musical Guest: Boiled In Lead	Chair: Nicholas "phi" Shectman Pres: Cris Shuldiner VP: Walter Kahn Treas: Randall Cohen Clerk: Robert Fairburn IV	Minneapolis Music <i>The Fan Guest of Honor got married in the hotel ballroom as his "GoH Event." Arisia '96 was the last year under the old family-owned Park Plaza management. The hotel sale closed the Monday after the convention.</i>	1826
Arisia '97 Jan 10-12, 1997	Boston Park Plaza	WGoH: R. A. Salvatore AGoH: Bob Eggleton FGoH: The Gang of Five (Arisia's Founders: Brian Cooper, Tom Fish, Mary Robison, Matthew Saroff, Cris Shuldiner)	Dictator: Pat McCormack Pres: Cris Shuldiner VP: Brendan Quinn Treas: Marshall Ellis Clerk: Glen Goodwin	Exploring Tyranny In Our Literature and In Our Lives a.k.a. "The Iron Boot of Tyranny"	1874
Arisia '98 Jan 16-18, 1998	Westin Hotel Waltham, MA	WGoH: James P. Hogan AGoH: Courtney Skinner FGoH: Marty Gear	Exec Director: Glen R. Goodwin Pres: Jeffrey L. "Hunter" Jordan VP: Brendan Quinn Treas: Skip Morris Clerk: Paul Selkirk	Freedom: Stories of The Revolution! <i>The "Westin Waltham" is the former "Vista International". Arisia '98 had a strict membership cap of 1500 due to hotel function space limitations. The cap was raised to 1550 and no one was turned away.</i>	1538
Arisia '99 Jan 8-10, 1999	Westin Copley Place Boston, MA	WGoH: Roger MacBride Allen AGoH: Gary A. Lippincott FGoH: Patrick & Teresa Nielsen Hayden Science Guest: H. Paul Shuch a.k.a. "Dr. SETI"	Chair: Cris Shuldiner Pres: Elka Tovah Menkes VP: Glen R. Goodwin Treas: Skip Morris Clerk: Rachel Silverman	The 10th Arisia/Party Like It's 1999 <i>There was actually no external theme for this convention, as the Chair does not believe in them. What is listed here is the internal theme designed for the staff to have fun with.</i>	1672

Arisia '00 Jan 14-16, 2000	Boston Park Plaza	WGoH: Jane Yolen AGoH: Tom Kidd FGoH: Sharon Sbarsky Musical Guest: Echo's Children	Chair: Paul Selkirk Pres: Noel Rosenberg VP: Cris Shuldiner Treas: Skip Morris Clerk: Tom "Merv" Murphy	<i>No official theme, but the "in joke" was that Arisia '00 was officially "Not Y2K Compliant," so the dates were printed as 1900.</i>	1965
Arisia '01 Jan 12-14, 2001	Boston Park Plaza	WGoH: Lois McMaster Bujold AGoH: Wojtek Siudmak FGoH: jan howard finder a.k.a. "Wombat"	Chair: Elka Tovah Menkes Pres: Brendan Quinn VP: Nicholas "phi" Shectman Treas: Skip Morris Clerk: Tom "Merv" Murphy	Looking Back on the Future	2082
Arisia '02 Jan 18-20, 2002	Boston Park Plaza	WGoH: Katherine Kurtz AGoH: Tristan Alexander FGoH: Eugene Heller	Chair: Noel Rosenberg Pres: Brendan Quinn VP: Colette Fozard Treas: Nicholas "phi" Shectman Clerk: Paul Selkirk	So Long, and Thanks for All the Fish: A Tribute to the Works of Douglas Adams	2309
Arisia '03 Jan 17-19, 2003	Boston Park Plaza	WGoH: Harry Turtledove AGoH: Victoria (Poyser) Lisi & Julius Lisi FGoH: Anthony R. Lewis, FN Gaming Guests: Looney Labs (Andrew Looney, Kristin Looney, Alison Frane) Costuming Guests: Pierre & Sandy Pettinger Filk Guest: Gwen Knighton	Chair: Skip Morris Pres: Joel Herda VP: Noel Rosenberg Treas: Nicholas "phi" Shectman Clerk: Paul Selkirk	Exploring Alternate Realities Through Literature	2264
Arisia '04 Jan 16-18, 2004	Boston Park Plaza	Sculptor GoH: Arthur Ganson WGoH: Tim Powers FGoH: Kim Van Auken Freedom Guests: Eric S. & Catherine Raymond Filk Guest: Tom Smith	Evil Overlord: Carsten Turner Pres: Joel Herda VP: Noel Rosenberg Treas: Nicholas "phi" Shectman Clerk: Alex Latzko	The Future of Freedom <i>Official Con Book: Powers of Two, from NESFA Press</i>	2283
Arisia '05 Jan 21-23, 2005	Boston Park Plaza	WGoH: Barbara Hambly AGoH: John Picacio FGoH: Victor J. Raymond Media Guest: Harry Knowles Fannish Movie Guests: HiddenFrontier.org Filk Guests: Mary Ellen Wessels & Ed Stauff	Chair: Buzz Harris Pres: Carsten Turner VP: Rick Kovalcik Treas: Alex Latzko Clerk: Claudia Mastroianni	Through Alien Eyes	2086
Arisia '06 Jan 13-15, 2006	Boston Park Plaza	WGoH: Allen Steele AGoH: Frank Wu FGoH: Barb Schofield Musical Guest: Heather Dale	Chair: Nicholas "phi" Shectman Pres: Rick Kovalcik Vice Pres: Lisa Hertel Treas: Benjamin Levy Clerk: Rachel Silber	Focus	2437 (reg'd) 2330 (attended)
Arisia '07 Jan 12-14, 2007	Hyatt Regency Cambridge, MA	WGoH: Esther Friesner AGoH: Hilary Scott Filk GoH: Luke Ski	Chair: Joel Herda Pres: Rick Kovalcik Vice Pres: Lisa Holsberg Treas: Benjamin Levy Clerk: Rachel Silber	Humor in Science Fiction and Fantasy <i>A new home for Arisia</i>	2137 (reg'd) 2045 (attended)
Arisia '08 Jan 18-21, 2008	Hyatt Regency Cambridge	WGoH: Laura Anne Gilman AGoH: Marrus Fan Performer GoH: Eric "in the Elevator" Zuckerman	Chair: September Isdell Pres: Nicholas "phi" Shectman Vice Pres: Crystal Huff Treas: Benjamin Levy Clerk: Rick Kovalcik	Pirates vs. Ninjas <i>First four-day Arisia</i>	2369 (reg'd) 2280 (attended)
Arisia '09 Jan 16-19, 2009	Hyatt Regency Cambridge	WGoH: Walter H. Hunt AGoH: Dave Seeley Fan GoH: Ricky and Karen Dick	Chair: Jill Eastlake Pres: September Isdell Vice Pres: Crystal Huff Treas: Benjamin Levy Clerk: Nicholas "phi" Shectman	The Fabric of Science Fiction	2523 (reg'd) 2410 (attended)
Arisia '10 Jan 15-18, 2010	Hyatt Regency Cambridge	Artist GoH: Sarah Clemens Fan GoHs: Kevin Roche and Andy Trembley Musical GoH: S.J. Tucker—Skinny White Chick Writer/Editor GoH: Gardner Dozois	Chair: Rick Kovalcik Pres: Samantha Dings Vice Pres: Glenn MacWilliams Treas: Benjamin Levy Clerk: Nicholas "phi" Shectman	SF Old and New	TBA

A10 PARTICIPANTS

Award-winning author **Danielle Ackley-McPhail** has worked both sides of the publishing industry for over fifteen years. Her works include the urban fantasies *Yesterday's Dreams*, *Tomorrow's Memories* and *The Halfing's Court: A Bad-Ass Faerie Tale*. She has edited the *Bad-Ass Faeries* anthology series, and *No Longer Dreams*, and has contributed to numerous other anthologies and collections, including *Dark Furies*, *Breach the Hull*, *So It Begins*, *Space Pirates*, *Barbarians at the Jumpgate*, and *New Blood*. She is a member of The Garden State Horror Writers and Broad Universe, a writer's organization focusing on promoting the works of women authors in the speculative genres. Danielle lives somewhere in New Jersey with husband and fellow writer Mike McPhail, mother-in-law Teresa, and three extremely spoiled cats. She can be found on LiveJournal (damcphail), Facebook (Danielle Ackley-McPhail), and Twitter (DMcPhail). www.sidhenadaire.com

Martha Adams at age 78 realizes some successes are not survivable, and retirement is one of these. She is developing a large Web page, named Adra, at www.mhada.info. The Web work is mostly text. Its topic is settlements in space. From time to time she brings up the Venice Beach camera in her computer to look at its image while wondering what she is doing here in Boston with the Winter coming on....

Kythyne Aisling is a full-time artist and the owner of Wyrding Studios (wyrdingstudios.com). Her work involves fire and pretty rocks and hitting things with hammers, and is frequently interstitial. She lives in Concord, NH with a spouse of indeterminate gender, two dogs, three cats, and a lot of books and yarn.

Dawn Albright

Mark Amidon first read Isaac Asimov's "Nightfall" in 1971, and has been heavily involved in science fiction ever since. He has been attending Arisia since 1991, and with his wife since 1992. He works as a software engineer now designing and programming robots, which is well ahead of the schedule that Dr. Asimov foresaw. Both of his daughters read genre fiction.

Michael Anderson is a First Amendment lawyer. After he takes off his

tie, he talks to audiences in ways they don't allow in federal court. He started in the San Francisco spoken word scene in 1990. He performed in slacker coffeehouses and actual grownup venues. In 1999, he moved to Boston, where he brought his manic, political style to storytelling. He wrote and performed *Free-Style Shakespeare* (2003) and *Soccer Nightmares*, *Soccer Dreams* (2007) at Jimmy Tingle's Off-Broadway Theater. Next to his wife and son, he loves the essays of George Orwell, the Queen's Gambit attack in chess, and the first two Clash albums. He thinks there's no such thing as free speech if you don't use it.

Julie Andrews

Lisa Ashton is a Master-level costumer from Maryland. She has won BIS in the Arisia Masquerade in the past with "Home Improvement", "The Standing Stone" (with Diane Seiler), and "Mary Gothins: Perfectly Evil". Last year she was "The Invasion". She lives for costuming, beads and hunting, and in mundane life is an Emergency PA (scarier than her time at Castle Blood!).

Richard B. Auffrey

John Bacon

Stephen R. Balzac

Lindsay Barbieri

E. J. Barnes is a cartoonist and comic-book artist, having seen publication in *Fortean Times*, *Funny Times*, *The Journal of Irreproducible Results*, and *Gauntlet*. Her comic books, including those adapting the short stories of "Blaster" Al Ackerman, are sold across the country.

Matthew Barr

Howard G. Beatman writes, "I have been interested in comic books since 1959, science fiction since 1966, and have been going to conventions since 1974. I have attended all the Arisias and have been taking my nephew to Arisia starting in 2007—the next generation of nerds is well in hand."

Roxanne Bland

William Ian Blanton, a native of Phoenix, AZ who long ago decided he preferred actual seasons in Boston, has been spending the last decade or so focusing on homeschooling his daughter while being gainfully employed as a Macintosh consultant. His previous life interests include western martial arts,

historical re-enactment, and flinching whenever a "re-imagined" movie/show is announced. His current project is building a Bronze Age GURPS Campaign for his daughter and her friends, which is rapidly spiraling out of control.

Michael Bonet is one of the hosts of the Ninja vs Pirates Podcast, one of the designers of Ninja vs Pirates the card game and Shenanigans the card game (as well as Hammers, Lasers, Mirrors), and currently a graduate student to become an English teacher.

Aimee Bouchard is a bi, poly, kinky, geeky, hippie, girly sort of gal. As a solo attorney practicing in Western MA she focuses on child welfare and domestic relations, and has published on same-sex estate planning. Her interests include protecting and creating rights for polyamorous relationships, the legalities of Kink and BDSM, and GLBT rights. Aimee lives in Springfield where she is on the board of the Western Mass Power Exchange, is an avid geocacher, and lives in a large, poly, co-housing home.

John Bowker's stories have appeared in several anthologies and magazines. He is an associate editor at the online magazine www.ideomancer.com.

Anna R. Bradley is an avid LARPer, SCAdian, and all-around geek. She has been involved with the running of Intercon, the all-LARP New England convention, for many years, and has been both playing LARPs and writing them for even longer. She is also involved in tabletop RP as well as all sorts of Medieval Recreation.

A native of MA, **Cheryl Braverman** has been attending cons for over 25 years in multiple states and countries. She's also been involved with the *Rocky Horror Picture Show* for as many years, experiencing it not only from an audience member's perspective, but also as a participant, most recently as a member of the RHIS (Rocky Horror Internet Show). Legally disabled, she hopes she can impart some knowledge and perspective to those dealing with managing their health problems, while participating in fandom. She can be seen around Arisia volunteering as a Heinlein Society "Naughty Nurse."

Peter Breton

Kristian Brevik

Nat Budin co-founded Alleged Entertainment in 2003 and has written and run over a dozen LARPs with the group since then, including two award-winning games. He also served as con chair of Intercon I in 2009, and the first three Festival of the LARPs conventions at Brandeis University.

Liz Cademy Pfeffer

Calliope is a former English teacher and casual student of science fiction who blames Robert Heinlein for first introducing her to open relationships. She enjoys balancing a June Cleaver-esque love of cooking from scratch and household management with a kinky/poly lifestyle all while holding down a job, taking classes and being involved in the larger community in ways she adores. As a former freshman English teacher, she has a keen understanding of power dynamics! Together with Darkteddybear, she has recently taught at numerous conferences and meetings, including Floating World, Western Mass Power Exchange and Conversio Virium and looks forward to the chance to share new ideas and perspectives and hear those of others about the overlap of sexuality and science fiction/fantasy.

D. Cameron Calkins has been active in the SF/F community since the early 1980s. He has been creating art in the genre and displaying it at conventions since Noreascon 3. He has won numerous awards, and been published from time to time. His art appeared most recently in *Need for Magic* by Joseph Swopes. Cameron speaks on a variety of topics and is frequently in the company of Dagnir, his dragon.

James L. Cambias is a science fiction writer and game designer based in western Massachusetts. His fiction has appeared in *F&SF*, *Shimmer*, *Nature*, and various original anthologies. He has written more than a dozen game books for Steve Jackson Games and HERO Games. In 2004 he became a partner in Zygot Games, a small game company which produces science- and nature-based card and board games.

Andrew R. Campbell

Colleen Campbell wrote bad poetry, worse novels, decent short stories, some good plays (two of them produced), and a bunch of movies which she couldn't get Hollywood to look at, before finding what was clearly her niche: the lesbian fairytale musi-

cal. A longtime fan of both musicals and the postmodern/deconstructed/fractured fairytale, she was thrilled to find herself writing *Never After*, in which princesses fall in love with each other and fabulous bandits sing of being Very Merry Men.

Vonnice Carls-Powell is the author of the popular science book *The Science of Heroes* (published by Berkeley Press, 2008) and well over 1000 articles about science and technology. She is also an SF/F fan and a Morris dancer.

Born in Cleveland in 1949, **Jeffrey A. Carver** lived for most of his growing years in Huron, Ohio, on the shores of Lake Erie, where he was a pretty decent high school wrestler and an annoyingly dedicated student. He is a graduate of Brown University and earned a Master of Marine Affairs degree from the University of Rhode Island. At various times he has been a scuba diving instructor, a quahog diver, a UPS sorter, a word-processing consultant, a private pilot, and a stay-at-home dad. Jeffrey lives with his family in the Boston area, where he divides his shrinking time between home duties and writing (both fiction and freelance technical and web-content writing). He is a member of the Science Fiction and Fantasy Writers of America, and The Authors Guild. He was also the host of an educational television series, *Science Fiction and Fantasy Writing*, aimed at teaching junior high school students the basics of science-fiction writing. That material later grew into the online course "Writing Science Fiction and Fantasy," originally published by MathSoft, Inc., and aimed primarily (but not exclusively) at younger aspiring writers. *Writing Science Fiction and Fantasy* is now online and free to the public at WriteSF.com.

Hugh Casey is a writer, blogger, actor, filmmaker, convention promoter, financial specialist, geek, and fan. He currently lives in King of Prussia, PA. He is the founder of "Parents Basement Productions", and has produced, directed, written, and performed in two short films: "Teddy's Big Escape" and "Young Geeks In Love", both on YouTube.com. Hugh has been a longtime fan of science fiction, fantasy, and horror, and has been part of fandom for many years. He has served as the president and vice-president of the Philadelphia Science Fiction Society (PSFS), as well as on its board of directors. He was chairman of the Society's annual conference, Philcon, in 2003, and vice-chairman in 2002. He has

served as a committee member in other years. He attends, and is often a panelist at, many cons and events, such as Arisia, Balticon, and Wicked Faire. In 2010 he will be the "Guest of Awesome" at 5Pi-Con in Enfield, CT. You can read his blog at his website: www.hughcasey.com.

Ann Catelli

Mary Catelli is a writer whose work has appeared in *Sword and Sorceress* anthologies and *Weird Tales*. She lives in Connecticut, where she daylights as a computer programmer.

Jeanne Cavelos began her professional career as an astrophysicist at NASA. Her love of SF led her to earn her MFA in creative writing and move into publishing. She was a senior editor at Bantam Doubleday Dell, where she ran the SF/F/H programs and won the World Fantasy Award. Jeanne left publishing to write. Her seven books include the best-selling *Passing of the Techno-Mages* trilogy, *The Science of Star Wars*, and *The Science of The X-Files*. Her work has twice been nominated for the Stoker Award. Jeanne is director of Odyssey, widely considered one of the best workshops for writers of SF/F/H, held each summer in Manchester, NH. www.jeannecavelos.com

Dr. Amy Chused is a physician at Weill Cornell Medical Center in the Division of Hospital Medicine. She also works in data mining to evaluate efficiency and quality measures for the Hospitalist Division. In her free time, she reads SF & F and fanfic, plays board games and computer games, debates medical ethics, and slaves away on the Arisia Dealers Row.

Stephanie Clarkson

Sarah Clemens: See pp. 16–17.

Hugh Colston

Jerome C. Conner

Emily Coombs

John Costello has an MA in archaeology and has dug in Kenya, Sardinia, PA, MA, and NH. The sale of four stories (not since repeated) got him SFWA membership; from the late '80s onward he translated articles on Russian SF for *Locus*, and two books by Kir Bulychev. Hopefully the (authorized) collection of Murray Leinster's non-SF short fiction he edited will be out by the time of the convention.

Katherine Crichton is the coauthor of *Salt and Silver* (Tor, May '09), under the name Anna Katherine. Her day job is as a production editor at

a nonfiction publisher; she is currently a Massachusetts local, with her wife, daughter, housemate, and several pet rats.

Susan Hanniford Crowley writes science fiction, fantasy, and paranormal romance, is a member of SFWA and RWA, and an associate editor with *Space and Time* magazine. Susan's fantasy work appeared in *Sword & Sorceress* anthologies. Her science fiction story "She Came to Sing" appeared in (Jan. 2009) *Beyond Centauri* magazine. Her paranormal vampire romance novel *The Stormy Love Life of Laura Cordelais*, published by Tease Publishing LLC, as well as two novellas, *When Love Survives* and *A Vampire for Christmas*, are available at www.allromancebooks.com. Her website is www.susanhannifordcrowley.com and her blogs are nightsofpassion.wordpress.com and thewritinghouse.blogspot.com. Her Twitter name is onlyladyknight.

Ctein is not the average photographer. Artist, artisan, and scientist, Ctein's 30+-year career has established him as a world-renowned expert in photographic arts and technologies and one of the premier photographic printers alive. He is a Contributing Editor of *Photo Techniques* magazine and regular columnist for *The Online Photographer*, with 30 years' experience writing on such topics as photography, display and printer technologies, electro-optics, web-publishing and computers. His books include *Post-Exposure: Advanced Techniques for the Photographic Printer* and *Digital Restoration from Start to Finish*.

Tony Cuozzo

Leah Cypess used to be a practicing lawyer in NY, and is now a full-time writer in Boston, where she lives with her husband and two young children. She is an Active member of SFWA, and had her first professional short fiction publication while in high school. Since then she has published short fiction in several professional publications, including *Marion Zimmer Bradley's Fantasy Magazine*, *Odyssey*, *Strange Horizons*, and *Sword & Sorceress*. Her young adult high fantasy novel, *Mistwood*, about an ancient shapeshifter trapped in the form of a human girl, will be published by Greenwillow Books (HarperCollins) in May 2010.

Charlene Taylor D'Alessio has been a F&SF illustrator for over 25 years. She is known for her exquisite painted Ties, humorous Fantasy paintings

of Cats, Hamsters, Dragons, Owls, and miniature astronomical pieces. Her latest published piece is *Merlin's Dilemma*. Currently she is also illustrating a Children's Book. Look for Charlene's Artwork at most SciFi Con art shows.

David D'Antonio

Garen Daly

Loren Damewood has been creating intricate decorative knots in precious metal for over 28 years, and recently retired from a career in the aerospace industry ("Not exactly rocket science ... more like rocket tech.") to teach workshops on his methods full time. He taught himself the techniques he uses, by trial and error, and delights in helping others to bypass the painful and tedious stages and go right to the shiny stuff.

Darkteddybear is an ordained minister and lifelong geek who found his first theological insights from *Star Wars* and first learned the mental aspects of BDSM from David Bowie in *Labyrinth*. He has spent many years examining interconnections of sexuality, religion, polyamory and kink, particularly in regard to science fiction and fantasy, and has taught previously in both kink and vanilla settings, particularly on what it means to be a feminist male kinkster. If left alone with a guitar, he is liable to break out into renditions of songs from Jonathan Coulton or the Whedonverse.

Brendan Davis

Christopher K. Davis has been reading science fiction for longer than he can remember, and going to conventions for longer than he wants to think about. He's worked as a sysadmin for both the Electronic Frontier Foundation and part of the Human Genome Project, and feels fortunate to have arrived at just the right time for such opportunities. He's given up on looking for technological predictions from SF; too many lunar bases, not enough globe-spanning computer networks. (He's still glad food pills never came along, though.)

An avid gamer (role-playing and miniatures) and reader (SciFi and fantasy, mainly) since early adolescence, **T. Christopher Davis** is now an amateur game designer and writer as the love for the written word has grabbed hold and taken control of his soul. Now he only hopes to find a buyer for what he loves to write so that he may do much more of it.

A freelance writer for such entertainment publications as *The Hollywood Reporter*, *The Los Angeles Times*, and *Moving Pictures Magazine*, **Randee Dawn** recently had her first zombie story published in the “Well-Told Tales” podcast, where she also serves as a submissions editor. She was also a co-author (with Susan Green) of *The Law & Order: SVU Unofficial Companion*, published in September 2009. She will write for food.

Susan de Guardiola (www.blank.org/susan) is best-known for her role as a masquerade emcee at the 1997 and 2004 Worldcons as well as numerous East Coast local and regional conventions. She is a social dance historian who may often be found in musty library stacks researching dance from the 16th to the early 20th century, which she teaches at workshops and dance events across the United States. She has spent over two decades in fandom. Susan also makes costumes and blogs about both dance history (at Capering and Kickery, www.kickery.com) and the rest of her life (at Rixosous, www.rixosous.com). In her spare time, she herds medical students, plays high-speed online Scrabble, and reviews fiction for *Publisher's Weekly*.

Lori Del Genis (weegoddess on LJ) had been coming to Arisia for years until she was spirited away to Merry Olde England to live at Hogwarts (actually not kidding). She's back in the US now with a bouncing baby business and is very glad to be able to spell words again without extraneous 'u's. She currently spends her time creating eco-friendly/ethical wedding attire and saving the world through pretty pretty dresses. Lori currently lives in State College, PA with her spouse Jonathan but can be seen lurking around the Boston area whenever possible.

Chris Denmead runs a horror-themed radio show, *Dr. Chris Radio of Horror*, on 91.3 FM WCUW.

Daniel P. Dern is a freelance technology writer, and a very amateur magician. His science fiction stories have appeared in magazines and anthologies including *Analog*, *F&SF*, *World of IF*, and *New Dimensions*. Having finished his first science fiction novel, *Dragons Don't Eat Jesters* (which includes a minimum of “one dragon, two princesses, four dogs, a lot of riddles, some explosions, and a lot of really weird stuff”), he's written over 50 short-short “Dern Grim Children's Short Bedtime Stories intended to be Morally Instructive

to the Listener and Cathartically Therapeutic for the Reader,” plus other children's stories. If you have at least 45 seconds to spare, ask to hear one if you see him and he's not otherwise busy! www.dern.com

Mario Di Giacomo has an MS in mathematics, and a PhD in geeky minutiae, having read, watched, and otherwise enjoyed science fiction, fantasy, anime & comics for the better part of four decades. He's still waiting for his jetpack.

Domingo Diaz

Attending her 20th Arisia, **Samantha Dings** has brought along her husband and daughter for the past couple years. Currently Arisia's Corporate President, you'll definitely be able to find her at the Corporate Meeting Sunday afternoon, since she's running it.

dkap: See previous year's biography.

Michael Dlott

Scott Dorsey

Debra Doyle was born in Florida and educated in Florida, Texas, Arkansas, and Pennsylvania—the last at the University of Pennsylvania, where she earned her doctorate in English, concentrating on Old English poetry. While in Philadelphia,

she met and married James D. Macdonald, who was then serving in the US Navy, and subsequently traveled with him to Virginia, California, and the Republic of Panamá. Doyle and Macdonald left the Navy and Panamá in 1988 in order to write full-time. Since then they have lived in Colebrook, New Hampshire, where they write science fiction and fantasy for children, teenagers, and adults.

Gardner Dozois: See pp. 26–27.

Michelle Driscoll is poly, kinky, pansexual, and proud to have recently served as a co-chair of the 2009 Transcending Boundaries Conference. A former university instructor of Gender Studies and English, Michelle runs a monthly polyamory/BDSM discussion group for The Society in Hartford, CT. She lives in Springfield MA with her wife and two boyfriends, their 4 cats, and a dog.

Bera Dunau

Jill Eastlake has been involved in SF conventions for almost 40 years, which is amazing because she doesn't even feel that old! She's proud to be a Master costumer in SF costuming, has chaired a couple of conventions including Arisia '09, worked on many World SF Conventions



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including the upcoming Renovation in 2011, and hung around a lot with thousands of people, many of whom she is happy to call friends. Look for her fabric art in the Art Show here as well. FIAWOL (ask her what that means!).

Tom Easton is a member of the Science Fiction and Fantasy Writers of America and a well-known science fiction critic (he wrote the SF magazine *Analog's* book review column for 30 years). He holds a doctorate in theoretical biology from the University of Chicago, teaches at Thomas College in Waterville, Maine, and writes textbooks for McGraw-Hill on Science, Technology, & Society, Environmental Science, and Energy & Society. Over the years he has published about fifty science fiction and fantasy short stories and ten SF novels, of which his favorites are *Sparrowhawk* (Ace, 1990), *Silicon Karma* (White Wolf, 1997), and *The Great Flying Saucer Conspiracy* (Wildside, 2002).

Genevieve Iscult Eldredge is the kind of girl you don't want to meet in a dark alley. Five foot nothing and red-haired with a temper to match, she holds a black belt in Goju-Ryu Karate and can craft words faster than a ninja throws shuriken. A former panelist at Arisia, Philcon, and 3Pi-Con, she writes high fantasy and also erotica (under a pseudonym so her mom doesn't disown her). She is currently pursuing her MFA in Writing Popular Fiction from Seton Hill University. Her publications as "Kierstin Cherry, Semi-shy Erotica Writer" include the erotic vampire stories: "Taken" featured in *Blood Surrender* by Blue Moon Books, "Enslaved," appearing in the Circlet Press ebook *Like Crimson Droplets*, and "Graced" featured in the October 2009 release of *Women of the Bite* by Circlet Press ebooks and in print by Alyson Books.

Paul Estin ("Happy Fun Paul") is a long-time SF fan with a Ph.D. in cognitive psychology and an affinity for extremely silly music. Becoming a filker was inevitable; he sings and plays guitar for his "band", Dr. Snark. Ingredients of Happy Fun Paul include an unknown glowing substance which fell to Earth, presumably from outer space. Do not taunt Happy Fun Paul.

Kate Farb-Johnson is an all-around geek, especially interested in filk, gaming, mathematics, literary SF and other geeks. Lately, she has taken to volunteering at SF cons, in-

cluding running the Music track at Arisia this year.

Fiona Fawkes is an amateur costumer from Kansas City with taste for recreating sci-fi/fantasy characters. A medical technologist by day, it's the crafty endeavors that make life more fun. She's never read the instruction manual that came with the sewing machine and can't make herself follow the instructions of a pattern or recipe to save her life. There's also a very unhealthy obsession with puff paint, but we don't talk about that.

Dr. Alexander Feinman hacks hackers for a living: he designs collaborative software development environments. His hobbies include all but one of the following: audio production, carpentry, glass-blowing, leather-working, miniatures gaming, music, role-playing, sociology, and writing a little SF on the side. His novella, "Duplicate", is for sale at Arisia and online.

Stuart Ferguson

Tony Finan is a scarred veteran of many a decade of con running, including spending over a decade running the film program at Philcon. He is also active with the Philadelphia Film Festival and Cinefest. He is an avid film and media fan specializing in Asian and British science fiction and horror.

Kristina Finan writes, "I have been sewing and costuming since 1982. Been a Dr. Who fan since 1979. Been a Science Fiction fan since I saw the first Man walk on the moon, live. Now I attempt to write it, as I keep a full-time job running the Custom Framing Dept. at a Fine Art Store, and a part-time job keeping a husband."

Richard Fine

Leadie Flowers

Jeffery Forgeng

Starting in 1991, **Bill Frankensfield** started Raven Design Group and has been a major contributor to cosplay and fannish makeup. Starting with quality elf ears and "Klingon" foreheads, the company soon expanded into anthropomorphic appliances and currently supplies makeup and costume accessories and supplies for anime cosplay, historic costuming and fantasy/SF fans and productions.

Terry Franklin, an activist for libertarian causes, worked on Massachusetts Questions One and Two in the recent election. (Q2 won big time!) He was campaign chairman for fellow geek and fan, Keith McCormick,

in his race for the State Senate as well. A writer of science fiction of the "hard" variety—space exploration, biotech, etc.—he also does occasional reporting on science fact for newspapers and magazines.

Esther Friesner writes, "2010 brings *Sphinx's Queen* and *Threads and Flames*, my latest YA historical novels, as well as the third and final witches/werewolves/vampires-in-Suburbia anthology. Still enjoying family, writing, travel (Alaska!), bears (Alaska!), chocolate, and housecritters."

Ed Fuqua is a Young Adult Librarian as well as being a writer, a poet and a swordsman. He has spent many years running comic book stores and has qualified for the National Poetry Slam Championships four times. In September and October he can be found at King Richard's Faire in Carver, MA.

Shana Fuqua has a BA in music. She is an eight-year veteran of King Richard's Faire, where she has become assistant apprentice music director. She is an experienced gamer, both video games and tabletop RPGs. Her many skills include knitting, crocheting, spinning and candlemaking.

Ken Gale

Jaime Garmendia is a member of the Boston Comics Roundtable, where he writes, produces, publicizes, and markets independent comics of all genres. His most recent work includes *Outbound*, the sci-fi comics anthology, and "The Great Molasses Flood", a story from *Inbound 4*, the Boston history issue.

Martin Gear

An attendee of many Science Fiction Conventions, **Judy Gentry** has an eclectic background. She has been a preschool teacher, semi-professional actor, published author and breeder of fancy pet rats. She has found her niche, though, as founder of Warmer Winters, an organization of volunteers who make warm garments for people in need. Judy is an avid, but average, knitter who counts on the talents and skills of her volunteers. Judy lives in Leominster, MA with her life mate of 20 years, their cat and dog.

Candra Gill

Greer Gilman's new book, *Cloud & Ashes: Three Winter's Tales*, is set in the Northern mythscape of her much-praised novel, *Moonwise*. Her Cloudish tales have won a World Fantasy Award and a Crawford Award, and have been nominated

for the Nebula, Tiptree, and Mythopoeic Fantasy awards. Her love of British lore and landscape, of its rituals and ballads, is a constant in her work; her love of language at its roots. Her books are written for the ear, as much as for the understanding. Besides her two books, she has published other short work, poetry, and criticism. Her chapter on "The Languages of the Fantastic" will appear in *The Cambridge Companion to Fantasy Literature*.

Sarah Goodman is an anthropologist by training, a gentlewoman by profession, a retired bureaucrat to the Census Bureau, and a reader/actress/costumer/hostess/SMOFlette/grandmother by avocation. Sarah, or one of her myriad personae, are likely to pop up anywhere on the space-time continuum, studying humankind and other semi-sapient and sapient races with the professed purpose of learning that which is necessary to increase the general satisfaction level of the multiverse. A fan since the late mimeocene, she is also active in various trans-temporal re-creation activities including her current claim to fame as costumer of the (semi-) nude theatrical extravaganza, Saucy French Postcards, at the Dickens Fair. When not otherwise caught up in saving the galaxy, or investigating other centuries, she pursues her interests in law, culture, religion, dance, clothing, how and why people do what they do, and cats at Tranquility Base, her Beaux-Arts-and-Crafts bungalow in Oakland, California.

Jack Graham

Justine Graykin lives with 1 husband, 2 kids, 3 dogs, 7 cats and a flock of chickens on 50 acres in New Hampshire. When she isn't writing, she assists in herding the books at the local library and catalogues letters and documents from people's attics for the Historical Society. An enthusiastic performer, Justine takes an occasional role in community theater and never misses a chance to read her various works of speculative fiction aloud. She is a member of Broad Universe and the NH Writer's Project, and has had several pieces of short fiction published, as well as one science fiction novel, *Awake Chimera*. Podcasts of the first chapters of her latest novel, *Archimedes Nesselrode*, can be heard on her website, JustineGraykin.com. She and her husband, composer Larry Graykin, recently launched the Art-Spider project in New Hampshire (ArtSpider.net), a website linking



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"Worldcon," "WSFS," "World Science Fiction Convention," and "World Science Fiction Society" are service marks of the World Science Fiction Society, an unincorporated literary society.

artists, art venues, businesses, and arts organizations in the state.

Lauren Grover

Abby Hafer

Robert Hafner is involved in numerous projects: he has been both a panelist and a staff member for Pi-Con (shameless plug), is involved in developing the first open source table-top RPG (ask for details), and is a proponent of civil liberties, especially in how they relate to technology (ask him about the EFF). He is currently a web developer and consultant in Western Massachusetts while he focuses on his new company.

Susan Hamilton

Steven Hammond

James Harknell has been working with Onezumi (of the webcomics Stupid and Insane Defenders Against Cahos, and My Annoying Life) for over 11 years. After noticing that there was very little online to help artists, he decided to do something about it. Harknell customized his first art-centric Content Management System in 2003. Today he releases Wordpress plugins at AWSOM.org and serves as a webmaster and guide for the online comic and blogging industry. His most recent accomplishments include custom website installs for Stupid and Insane Defenders Against Chaos and Erfworld. Harknell is best known for his easy to understand way of helping artist get their websites up and running. He has been a recurring guest speaker at places like XM Satellite Radio, Katsucon (www.katsucon.org), Ubercon (www.Ubercon.com), Balticon (www.balticon.org), Otakon (www.Otakon.com) and others. Today he lives in New Jersey with Onezumi and way too many computers.

Jeff Hecht is a freelance science and technology writer, a correspondent for the weekly *New Scientist* and a contributing editor to *Laser Focus World*. His short fiction has appeared in *Analog*, *Asimov's*, *Interzone*, *Odyssey*, *Nature*, *Twilight Zone*, and several anthologies including *Year's Best Horror Stories* and *Great American Ghost Stories*. His nonfiction has appeared in many other magazines, including *Optics & Photonics News*, *Omni*, *Earth*, *Analog*, *Cosmos*, *Bulletin of the Atomic Scientists*, and *Technology Review*. His books include *Beam: The Race to Make the Laser* and *City of Light: The Story of Fiber Optics* (both Oxford University Press), and *Understanding Fiber Optics* (Pearson/Prentice Hall); and *Understand-*

ing Lasers (IEEE Press/Wiley). He holds a B.S. in electronic engineering from the California Institute of Technology.

Both science and SF have been core passions of **Karl G. Heinemann's** since early childhood. And his bio-family nurtured strong habits of analyzing and predicting "the world around him" and "thinking for himself". These traits led Karl to formal education in physics, astronomy, and epistemology. Other interests include modeling and simulation of economic and social systems, history, SF-based gaming, and mythology viewed as both entertainment and as a cultural attribute and psychological drive. "Coming of age" during the 1960s and 1970s, Karl also developed a strong affinity for the humanistic and playful social agendas of those times. This exposure and his general skepticism led Karl to a 26-year involvement with the culture and practices of polyamory. During this time, he's led many presentations and mini-workshops in this field, including a monthly Poly Support Group at Boston's Fenway Community Health Center. Karl also has been living in a successful open marriage for the past 13 years.

Woodrow "asim" Hill is one the few male Raqs Sharqi artists—better known as "belly" dancers—in the world, having started over 20 years ago. His day job as a programmer with a focus on security issues gives him a oddly optimistic view of the future, one fueled by his very first memory—watching *Star Trek* on a black-and-white TV set. This reality-beaten optimism also leaks into his strong political activism, having been invested in Civil Rights, Feminist, and related issues as well as working for politicians as varied as Strom Thurmond and Barack Obama (the latter of which he likes much more!). He also looks back into the past as a member of the Society of Creative Anachronism, specializing on researching Medieval Era "belly dance" and 15th Century Ottoman culture, and into the future via interests in broader layperson science activities, focusing on Evolutionary issues.

James Hinsey is a lifelong lover of Science Fiction, Fantasy, books, movies, TV shows, anime, '80s music, women, root beer, chocolate, Hawaii, Japan, and family. He is half-Japanese, a reader, Trekker, Browncoat, Costumer, book-collector, model-maker, videographer, publisher, con-goer, RISFC member, Psi Upsilon brother, RPI alum,

former naval officer, brother, son, uncle, husband, and father of two girls. He is SamuraiX47.

Steven Hirsch has been going to Arisia for five years. Since last year he has been part of the program—a rewarding and maddening experience. This year his school of Medieval Combat will be running lessons on the Longsword. He would like to thank the Higgins Armoury Sword Guild for getting him started on this fascinating study.

John Hodges has organized all Arisia's blood drives for the Heinlein Society. He's a donor himself, having given away 38 gallons of his own blood and a kidney. He's a public representative to the board of directors of the United Network for Organ Sharing. He hopes to once again be gainfully employed as a climate scientist by now.

Merav Hoffman is a New York-based songwriter and performer. She is a founding member of the band Lady Mondegreen and is also an administrator for the Live Filk project. Merav will be chairing the NEFilk convention, Contata, in July of 2011. When she's not wearing her filker hat, she edits manuscripts, crochets, and hosts NYC area house concerts.

Nancy Holzner grew up in western Massachusetts with her nose stuck in a book. This meant that she tended to walk into things, wore glasses before she was out of elementary school, and forced her parents to institute a "no reading at the dinner table" rule. It was probably inevitable that she majored in English in college and then, because there were still a lot of books she wanted to read, continued her studies long enough to earn a masters degree and a PhD. She began her career as a medievalist, then jumped off the tenure track to try some other things. Besides teaching English and philosophy, she's worked as a technical writer, freelance editor and instructional designer, college admissions counselor, and corporate trainer. Nancy lives in upstate New York with her husband Steve, where they both work from home without getting on each other's nerves. She enjoys visiting local wineries and listening obsessively to opera. There are still a lot of books she wants to read.

Melissa Honig maintains a calendar of sci-fi and fantasy events in New England on her blog, nescifievents.org. She is also the list administrator for the New England Browncoats.



Jennifer Hunter

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781-777-2423

She enjoys costuming, weird crafts, and watching old TV shows from her childhood via Netflix.

Wil Howitt

Crystal Huff

Walter H. Hunt has been writing for most of his life. His first four "Dark Wing" novels were published by Tor Books. His novel *A Song In Stone* appeared in 2008, dealing with the mystery of Rosslyn Chapel and the Templars. Current projects include an 18th-century alternate history novel, a book on mesmerism in the Victorian age, and a sequel to *A Song In Stone* that will answer some questions and ask some others. He has a background in history, with a Bachelor of Arts degree from Bowdoin College in Brunswick, Maine, and he speaks two other languages (German and Spanish). A member of the Masonic Fraternity, Walter has served as Master of two different Lodges in Massachusetts. He is a devoted baseball fan and board gamer; his first published game is scheduled for a 2010 release by Rio Grande Games. He has been married for more than half of his life, and he and his wife have one daughter who is a product of their affection and their unusual joint sense of humor.

Jennifer Hunter, 38, is a professional organizer in the Boston area. Once a writer and editor, with four books on NeoPaganism to her credit, she decided to make a career out of what she did for fun on her writing breaks. She specializes in working with creative people, helping them learn that creative does not have to mean disorganized. Jen understands

that most of her clients do not necessarily share her zeal for sorting and labeling; for them, being organized is not an end in itself, but a means to a goal of a smoother, more satisfying life. Jen is also a collage artist, using mostly pictures from castoff magazines, and has exhibited in several shows. She lives in Medford, Massachusetts with her housemates, boyfriend, nine-year-old daughter, and a matching ginger cat and dog. www.findyourfloor.org

Elaine Isaak dropped out of art school to found Curious Characters, designing original stuffed animals and small-scale sculptures, and to follow her bliss: writing. Her short story "The Princess, the Witch and the Watchmaker's Heart" is in the new *Escape Clause* anthology. In addition, she is the author of *The Singer's Crown* (Eos, 2005) and sequel *The Eunuch's Heir* (Eos, 2006). *The Bastard Queen* is finally forthcoming in January 2010. Check out her bi-monthly fantasy fiction column at www.AlienSkinmag.com. Visit www.ElaineIsaak.com to read sample chapters and find out why you do not want to be her hero.

Felicitas Ivey is the pen name of a very frazzled helpdesk drone at a Boston area University. She's an eternal student even with a BA in Anthropology and History, since free classes are part of the benefits. Felicitas writes Urban Fantasy and Horror of a Lovecraftian nature, monsters beyond space and time that think that humans are the tastiest things in the multiverse. Felicitas lives in Boston with her beloved husband, known to all as The Husband, and her cat Smaugu, whom the husband swears is a demon. The husband also is worried about Felicitas' anime habit, her extensive collection of manga and *Gundam Wing* doujinshi, which has turned her library into a Very Scary Place for him.

Alexander Jablovsky's most recent novel is *Brain Thief*, a fast-paced AI-hunting adventure, out from Tor January 2010. His most recent story, "Blind Cat Dance", will be in the March issue of *Asimov's*. He is the author of five other novels, including *Carve The Sky*, *Nimbus*, and *Deepdrive*, and a number of short stories. He lives in Cambridge, Mass.

Tara Jacob

Evan Jamieson: Freelance author who has written in the gaming industry of the last twenty years. Done everything from scenarios to system design, and written for smaller publishers to large corporations like

Wizards of the Coast. His most recent project is a players book for the Eclipse Phase RPG published by Catalyst Labs.

Victoria Janssen's second novel, *The Moonlight Mistress* (Dec. 2009), is set during the early days of WWI and includes paranormal elements. She's also the author of *The Duchess, Her Maid, The Groom and Their Lover* (Dec. 2008). She's recently sold two more novels to Harlequin Spice, a trade paperback line of erotic novels. Find out more at www.victoriajanssen.com. She blogs on writing, reading, and genre at victoriajanssen.blogspot.com and twitters at twitter.com/victoriajanssen.

Mike Kabongo is a literary agent who enjoys a good laugh, a great steak and an excellent book. His love of science fiction and fantasy is both strong and varied; honored places on his bookshelf are held by books like *Fahrenheit 451*, *The Chronicles of Narnia*, and several more recent works. He has the great pleasure of being the agent for two writers he liked before he started his agency, Dave Freer and Irene Radford, as well as newer faces like James Enge.

Steve Kanaras is the publisher of Free Lunch Comics, and serves as a writer and editor as well. His works include *Only in Whispers*, *Pork N' Beans*, *Beyond the Kuiper Belt*, and the upcoming *Hostile Universe*.

Catherine Kane is a professional psychic, published author, Reiki master/teacher, bard, artist, enthusiastic student of the Universe, maker of very bad puns, songwriter and overachiever (amongst other things...). She loves empowering people to have their best lives possible. Visit Catherine and her husband, Starwolf, as Foresight on Facebook, at www.ForesightYourPsychic.com, and at www.ForesightYourCtPsychic.wordpress.com.

Alexx Kay: Second-generation SF fan. Long-time comic book aficionado. Sometime storyteller. Professional game designer for over a decade, having worked on *Thief*, *System Shock 2*, the *Freedom Force* games, and *BioShock*. Currently working on a top secret project for 2K Boston. www.panix.com/~alexk/

Daniel M. Kimmel is a film critic and author. His reviews can be found at NorthShoreMovies.net, the Jewish Advocate, and the Internet Review of Science Fiction. He teaches film at Suffolk University. His most recent book is *I'll Have What She's Having*. He will also be

a prop in his daughter's masquerade presentation.

Born in 1967, she has not yet managed to shuffle off the coil mortal, though not for want of trying, apparently. **Catt Kingsgrave-Ernstein** writes (fiction, music, poetry, recipes, and the occasional political rant), draws, paints, sings, dances, cooks, builds and repairs houses, and occasionally makes an outright fool of herself when confronted with her intellectual heroes. She also has Opinions. No, wait! Don't run!

Ken Kingsgrave-Ernstein is absolutely not the Super Hero *Common Sense Man*. He does not spend his days saving various portions of Corporate America from itself. He also does not recover data structures in need. He does, however, enjoy reading Science Fiction and the occasional foray into Fantasy. He also enjoys speculating on how to survive the Zombie Apocalypse with skills he learned surviving the cold war.

Mike Kitchenman

Rebecca L. Kletnieks

Richard Kovalcik

John Kraemer

Ellen Kranzer has been attending science fiction conventions for over 30 years and making music even longer. Filk lets her mix the two hobbies. Ellen is a founding member of M.A.S.S. F.I.L.C. and the club's current treasurer. She has been involved in planning numerous conventions both in and out of fandom.

Adam Krellenstein

Alisa Kwitney Sheckley

David Larochelle grew up in the D.C. area but moved up to Cambridge in 2004 where he currently resides. His involvement with fandom began when he joined the William & Mary Science Fiction and Fantasy Club (SKIFFY). He served as Vice President and was named Senator for Life upon graduation. He's worked extensively in information security and is the coauthor of Splint, an Open Source tool for detecting security vulnerabilities in C programs. However, more recently he's focused on understanding and building the Internet rather than attacking and defending it. He currently works for the Berkman Center for Internet & Society.

Toni Lay is a member of the New Jersey-New York Costumers Guild (aka The Sick Pups), and the Society for Creative Anachronism (SCA), which gives her plenty of opportunity to costume. Toni was Program Director

for Costume Con 5, and Historical Masquerade Director for Costume Cons 16 and 22. She has also been a Hall Costume Awards judge, Den Mom, Presentation Judge's clerk, Workmanship Judge's clerk, Presentation Judge, Masquerade MC, and an Arisia Greenroom Director. Her other fannish interests include *Star Trek*, *Stargate*, *Doctor Who*, *Torchwood*, Merlin, Britcoms, alternate history novels, Harry Potter, Pern, and the Didius Falco and Gordianus the Finder mysteries. When she's not watching DVDs, reading or making costumes, Toni is a secretary for the New York City Department of Design and Construction.

Jacob Lefton is a blacksmith, writer, traveler, and juggler.

Scott Lefton makes and sells artwork in media including metal, wood, glass and Photoshop, is occasionally serious about photography, and works as a freelance mechanical design consultant and patent agent. He lives in a big old Victorian house in Melrose, MA with his wife Rachel, whichever of their 3 kids happen to be in residence, and a cat.

Bill Levay writes, "I was born in Rome, Italy and emigrated to the US with my parents when seven years old. Spent my tender years in Honolulu, attended Tulane University majoring in Mechanical Engineering and spent six years active duty in the US Navy. After leaving the Navy I worked for 21 years as an Electrical Engineer for various DoD contractors. Then, I finally grew up... since 1995 I have worked in the games industry as Producer and Executive Producer at The Avalon Hill Game Company (pre-Hasbro acquisition) and at Hasbro Interactive which was bought by Infogrames and years later renamed to Atari. My proudest accomplishment was being the Executive Producer for *Civilization III*. At age eleven I was bitten (severely, mind you) by the Science Fiction bug when I accidentally cast my eyes on *A Princess of Mars* at the school library, and immediately fell in love with John Carter, Dejah Thoris, and Barsoom. I live in Rockport, MA, and am married to the incomparable Trish Wilson. We have two children, Jim and Mike."

Brenna Levitin is a 16-year-old homeschooled geek from Massachusetts. She reads sci-fi and fantasy voraciously, and enjoys such TV series as *Doctor Who*, *Dollhouse*, *Castle*, and *The IT Crowd*. She reads nearly 20 webcomics, and is interested in the role gender plays in fandom.

Benjamin Levy has been a science fiction fan for most of his life. He went to his first science fiction convention when he was 10 years old. He has been involved with Arisia since its inception. In the past he has worked for Arisia as a gopher, Dealers Room Liaison, Division Head of Fixed Functions. Currently he is the Arisia Corporate Treasurer and one of the Assistant Convention Chairs for A'10.

Suford Lewis is a longtime fan and a longer-time reader. She has been a member of LASFS & MITSFS, & a founding member of NESFA and of Regency fandom. She is a Master Costumer, an inveterate concomm member having been part of the committees of all the Boston worldcons, many Boskones, 2 Costumecons, a few others, and even an Arisia or so, and in 2008 was given the Big Heart Award. She also finds time to play a little Dominion, see some anime, and, with luck, even filk a bit. Mostly retired from software system building, she still occasionally helps some people out with computers. She is the Bujold editor for NESFA Press, now on book 8. She is married to Tony Lewis, is owned currently by 2 cats, and is the proud mother of Alice.

Paula Lieberman went to her first convention (a Worldcon) and to college the same weekend. Since then she's been to a bunch more conventions, many of which she's worked on, including Arisia, and has had more career changes than she can remember—military officer, systems engineer, analyst, tech writer, test engineer, market researcher, consultant.... She's more likely to be around at 1 AM filking than at a 9 AM panel, and usually helps out at art show sales. Online she one's of the community at Making Light (www.nielsenhayden.com/makinglight) prone to spontaneously posting in verse (ballad form mostly).

Gordon Linzner: Founder and editor emeritus of *Space and Time Magazine*; author of several novels and scores of short stories; freelance editor; licensed New York City tour guide; front man for Saboteur Tiger blues & oldies band.

Adam Lipkin is currently a reviewer for *Publishers Weekly*, covering science fiction, fantasy, horror, and young adult books.

He has written reviews for a number of publications, including *The Green Man Review* and *Rambles*. He wrote the horror column, "Fear Factor," for *Bookslut* for two years, and was also the animation columnist for SMRT-TV.com. He has published hundreds of horror movie reviews at his own blog, yendi.livejournal.com. His day job involves educational technology, heutagogy, and library research. Adam lives in the suburbs of Boston with his wife, daughter, and three moderately psychotic felines.

Writer/activist **Shira Lipkin** sidles up to the most interesting bars, and chats with runaway gods, duty-shirking sphinxes, the Ghost of Purim Past, and apostate cyborgs. Her poetry and fiction have appeared in *Interfictions 2*, *Electric Velocipede*, *ChiZine*, *Lone Star Stories*, and other wonderful places. Track her movements at shiralipkin.com. She would like a monkey.

James Douglas Macdonald was born in White Plains, NY, the second of three children of W. Douglas Macdonald, a chemical engineer, and Margaret E. Macdonald, a professional artist. After leaving the University of Rochester, where he majored in Medieval Studies, he served in the U.S. Navy. Macdonald left the Navy in 1988 in order to pursue writing full-time. Since then he has lived with his wife and co-author, Debra Doyle, in a big 19th-century house in Colebrook, New Hampshire, where they write science fiction and fantasy for children, teenagers, and adults. From 1991 through 1993, as Yog Sysop, he ran the Science Fiction and Fantasy RoundTable on the GENie computer network; after the death of GENie, he was the managing sysop for SFF-Net. These days, when not writing novels or running as an EMT with the local ambulance squad, he blogs at AbsoluteWrite.com and MakingLight.

Bruce Mackenzie is currently working on the Mars Homestead settlement design for the Mars Foundation, and an entrepreneurial venture. Past work included use of rotating space tethers to establish industry on the Moon. Bruce is a software and aerospace engineer. He has held positions in the National Space Society, AIAA, Mars Foundation, & Mars Society.

Glenn MacWilliams

Peter Maranci: Founder and editor of the Interregnum RPG APA (RIP). Winner of a few amateur video prizes at Arisia over the years. Publisher of "Pete's RuneQuest & Roleplaying!" (www.runequest.org/rq.htm), one of the oldest RPG sites online. Longtime Arisia panelist. Sold a story to a semi-pro mag long ago, but it folded before publishing it (or paying for it, unfortunately).

Joy Marchand holds a B.A. in Classical Studies from the University of the Pacific. She lives in Salem, Massachusetts, where she takes photos of odd signage, churchyards and the occasional roadside shrine. Joy's poems and short stories have been featured in *Bare Bone*, *Writers of the Future Volume XX*, *The Elastic Book of Numbers*, *Modern Magic*, *Time for Bedlam*, *Polyphony 5*, *Interfictions*, *Talebones*, *Apex Digest*, and *Interzone*, among others. Joy is an editor for *Shimmer*, a small magazine packed with quality short fiction and stunning artwork. She is currently at work on a novel set on Cape Ann, MA.

Brennan Martin

Marlin May writes, "I was born a poor black child. Ok, not exactly poor, more middle class. The child part is true; it was far easier on my mom that way. I'm far closer to a luscious chocolate brown than ebony. I'm no scientist, but I've consumed a steady diet of science books/media as long as I can recall. The 1st book I remember reading was *Man in Space* about Mercury 7. My favorite kids' TV show? *Mr. Wizard*. Lately I've been exploring the promise/problems of transhumanism/post-humanism. I've been reading/watching genre fiction a long, long time. My first convention was in Feb. 1979; a tiny gathering in Southern California called "Science Fiction Weekend". I wandered into a room where they were screening episodes of *Commando Cody*. I was transfixed, hooked, captured... doomed. Since then I've attended many a Westercon, Worldcon, NASFic, Galacticon, Gaylaxicon, Balticon, Equicon, Filmcon, Albacon, Fantasmacon, Boskone and Arisia. Never made it back to Science Fiction Weekend, though."

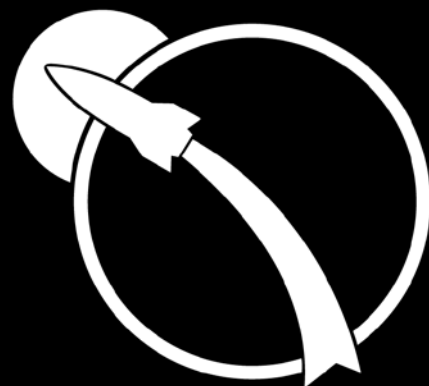
Michael McAfee is an actor and writer for the Post-Meridien Radio Players and with *i Sebastiani*,

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the greatest *commedia dell'arte* troupe in the entire world. He has run flirting workshops in a variety of venues, and is a commissionable poet. He has been active in all aspects of fandom since 1990, particularly in LARPing and filking.

Molly McCloud

Matt McFarland

Gary McGath is a writer of filk songs and occasional organizer of filk events.

Mike McPhail is the award winning Author and Anthologist of the military science fiction series *Defending The Future* (*Breach The Hull, So It Begins*, and in 2010 *By Other Means*), published by Dark Quest Books. He is a member of the Military Writers Society of America (MWSA), a reviewer for MilSciFi.com, and the creator of the Alliance Archives (All'Arc) series and its related Martial Role-Playing Game (MRPG), a manual-based, percentile system, that realistically portrays the consequences of warfare. www.mcp-concepts.com, www.milscifi.com

Little Mel grew up in the Boston area and currently lives in western MA. She is a performer for *The Come Again Players* (*A Rocky Horror* shadow cast) and *Genetic Imperfection* (*A REPO! The Genetic Opera* shadow cast) which is the 4th full *REPO!* shadow cast in the world and the 1st in New England. She has self-published two books of poetry and a book of photography. Little Mel is a member of the Pioneer Valley Gamer Collective which owns *Worlds Apart Games* in Amherst. She is an avid graphic novel and comic book fan and writes a weekly-ish blog for the Super Angels section of www.gamingangels.com and is also a member of *Graphic Novel Addict*. This is Little Mel's second Arisia, and she looks forward to many more!

Katrina Meyer has been attending SF cons since she was too young to remember, brought by a geeky dad. She became interested in belly dance at Arisia's Masquerade shows, and is gleeful to be able to combine two of her passions into geeky belly dance, and have such a receptive audience.

Daniel Miller is a local attorney, gamer, comics aficionado, and SF/F fan who keeps coming back to Arisia because he enjoys it. He has been "living this lifestyle" since high school, and lives in Brookline with his wife Meredith and his young daughter, whom he hopes—nay, promises!—to indoctrinate into the worlds of SF/F, comics, D&D, and

Magic when she just gets a little older... which is all that much easier now that she's already interested....

Kerry Morgan has been dishing up terror for over thirty years, and she still adores it. She has a number of publishing credits in Zines as well as Anthologies. Kerry has a novel called *The Astral Avenger* and is working on its sequel. Mrs. Morgan's latest published works appear in *The Ladies of Horror 2009*, which are some of her favorite stories, and features a brand-new Angela Mystique adventure. She enjoys posting a continuing story on her blog hosted by MySpace, and has attended several conventions. She was recently accepted into Broad Universe and enjoys helping the New England Horror Writer's association. Please visit her sites at kerryamorgan.com and her new Ezine www.paganimagination.com: myspace/krymrgn

Mitchell Morris is a Ph.D. student at Columbia University studying in the Vision and Graphics lab in the Computer Science Department. He is currently researching automatically adding content tags to videos. His nonacademic pursuits include game design. His card game *Ninja vs Pirates* debuted at Arisia '08.

William Mui

Tom "The Marvelous MERV" Murphy got tagged with his nickname in '85 and it has stuck ever since. A common man of good will, Merv entered Fandom through *Star Trek* in '92, discovered there was SO much more to life than 'Trek, and hasn't looked back since. A sometimes-employed career Chemist, Merv highly recommends reading most anything by Ball, Carey, Friesner, Isaak, Lackey, Moon, Pierce, Rowling, Sherman, Schwartz, Snicket, or Weiss. Merv has been an enthusiastic volunteer for Arisia since '94, and has enjoyed it enough to mention it here in the hopes of luring you into volunteering, too.

Larry Nelson, also known online as LORDLNYC, is a longtime member of the leather/queer/poly communities as well as a longtime queer/kinky/poly rights activist. He attended his 1st con (Lunacon) in '84 where he went on to help run gaming from '91-'03. In '06 he attended his first Arisia where he put in over 30 hours helping out in the con suite. In '07 he put his longtime activism to good use and stated doing panels at Arisia, Lunacon as well as for TES (a major Leather group in NYC). He lives in Queens, NYC.

Resa Nelson is the author of *The Dragonslayer's Sword*, a novel based on two short stories published in *Science Fiction Age*, the first of which ranked 2nd in that magazine's first Readers Top Ten Poll. *The Dragonslayer's Sword* was a 2009 EPPIE Award Finalist for Best Fantasy Novel and was Recommended for the Nebula Award. Her next novel, *Our Lady of the Absolute*, is slated for publication in July 2010. She recently finished writing *The Iron Maiden*, Book 2 in her *Dragonslayer* series. Her short fiction has been published in *Fantasy Magazine*, *Paradox*, *Brutarian Quarterly*, *Science Fiction Age*, *Aboriginal SF*, *Tomorrow SF*, *Oceans of the Mind*, and many anthologies. Nelson is a graduate of the Clarion Workshop (1985). She has also sold over 200 magazine articles. She has been the TV/movie columnist for *Realms of Fantasy* since 1998, and is a regular contributor to *SCI FI* magazine. www.resanelson.com

The legendary **Alex Newman** was raised on a parallel Earth where his plane crashed in the Himalayas—er, the parallel Himalayas. Not ours. There he was taught the secret of clouding men's minds by monks. Parallel monks. Stop laughing. He fought crime for many years until a group of his arch-enemies (can you have a "group" of arch-enemies?)

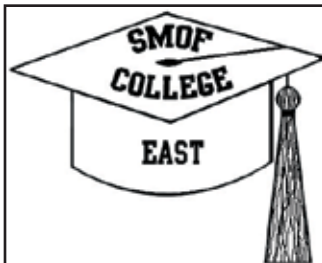
banded together in a sinister plot to bounce him into a parallel universe. That is, parallel to that one. Which they thought of as the real universe but which you think of as a parallel universe. Unless you're also from there, in which case you think of this one as the parallel.... Oh, screw it. Alex Newman is the founder of The Boston Babydolls (www.BostonBabydolls.net) and has been involved in Arisia in various aspects for many years.

Ben Newman is a singer-songwriter and mad analogist who has been an SF fan all his life, and active in fandom and especially filk since college. He has written more than 150 songs, on a wide variety of topics from his favorite SF books, movies and video games to science, computers, and religion—or any combination thereof. Ben has also run filk programming at a number of conventions.

Robert Newton

Scott Norwood

Mimi Noyes has been making art, gaming, reading fantasy and sci-fi, and watching movies/TV of the same since a tender and juicy age. She is an artist for her own company, Sun & Moon Murals, and makes distinctive linoblock prints, monster hats, and other art on the side. She is a published author of film and televi-



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sion reviews and works at Scarecrow Video (the coolest video store in the world) and at the Seattle International Film Festival, where she saw, in 2008, 79 films in one month.

David Nurenberg just does too much stuff. He's a freelance writer for White Wolf, a self-published novelist, a high school English teacher, and a doctoral student just a few months shy of his Ph.D. That explains all the twitching. He's been a GM for 19 years, which explains the severe twitching. He has traveled to over 30 countries and runs two international exchange programs, which explains how he can twitch in several languages. Do not stare directly at David, as contents are under pressure and may detonate, causing minor to moderate injuries. But David comes in peace, really—at least, that's what he'll insist in court.

Elizabeth O'Malley is a long time anime fan and avid cosplayer. Attending several anime conventions every year, she is also a writer for AnimeCons.com, the leading web site dedicated to news and information about anime conventions, contributing to both their website and monthly podcast. She is also a member of the Northern Lights chapter of the International Cosplayers Guild.

Fans say that **Onezumi** is what would happen if Dirty Harry and Weird Al Yankovic had a daughter that loved to draw. Onezumi "Oni" Hartstein was born in New York City to Indian/German/Polish parents, but raised in an economically depressed area in Pittsburgh, PA. After moving to New Jersey, she worked professionally in animation for The Disney Channel before leaving to start Onezumi Studios, LLC, which is the parent company to her family of websites. Onezumi's two Lovecraftian horror comics are located at www.Onezumi.com. Her "cute and scary" art portfolio and media blog is located at www.Onzumiverse.com. Onezumi has a B.A. in Sociology/Psychology specializing in Gender Studies, and has studied classical art in a University setting for over 6 years, thanks to receiving two full scholarships prior to her freshman year in college. She lives in New Jersey and shares an apartment with her husband and a lot of coffee beans.

Renee Otis is the author of *Shades*, *Ghost Writer*, and *Dead Batteries*. She lives and writes in haunted New England and is a member of Broad

Universe (a wonderful community of writers supporting women who write paranormal, horror and thriller driven fiction).

Jennifer Pelland is a Boston-area science fiction writer, novice tribal bellydancer, and occasional radio theater performer. Her short story collection *Unwelcome Bodies* was released in 2008, and contains, among other stories, the Nebula-nominated "Captive Girl." She has stories forthcoming this year in the anthologies *The Naked Singularity*, *Dark Faith*, and *Close Encounters of the Alien Kind*. www.jenniferpelland.com contains a full bibliography, as well as links to her various blogs.

Misty Pendragon is the founder of The Legal Assassins, a *REPO!* Shadowcast group, wanting to bring all different types of people together to celebrate the love of the film *REPO! The Genetic Opera*. She is a published writer and editor. She has been doing panels at cons for too many years now, and you would find her on pretty much every Joss Whedon panel! Currently she works in the real life as an Advanced Representative for the area's largest cable company. Current favorite quote: "We have done the impossible, and that makes us mighty"—Joss Whedon.

Israel Peskowitz is a professional photographer and amateur fan.

Benjamin A. Pew is 29 and works as a Crossing Guard for Salem. He lives in the North Shore and enjoys roleplaying games.

Michael Piantedosi

Steve E. Popkes was born in 1952, in Santa Monica, CA. His father was an aeronautical engineer. Consequently, Steve moved all over the country from California to Alabama, Seattle, Missouri, and finally Massachusetts. Generally, he regards himself as from Missouri since that's where his family is from. In the tradition of most writers, his day job has been what comes immediately to hand: house restorer to morgue tech to software engineer to white water rafting guide. Currently, he is involved in avionics development on the NASA Ares project. He's had two novels published, *Caliban Landing* (Congdon and Weed, 1987) and *Slow Lightning* (Tor, 1991) and over thirty pieces of short fiction. He is a founding member of the Cambridge Science Fiction Workshop and was one of the contributors to CSFW's Future Boston. He shares his birthday with John Lennon and was married on the ten-year anniversary of his death. Both were coincidences

and discovered after the fact. Over the year his stories have been collected in several anthologies of the year's best, including: "The Egg," *Year's Best SF*, 1989; "Fable for Savior and Reptile," *Year's Best Fantasy* 3, 2003; "Winters Are Hard," *Year's Best SF*, 2003; "The Ice," *Year's Best SF*, 2004; "The Great Caruso," *Year's Best SF*, 2005. His story "The Color Winter" was a nominee for both a Theodore Sturgeon Memorial Award and a Nebula. Steven, his wife, son, and cats breed turtles on two acres in Massachusetts.

James Prego, ND practices on L.I., NY. Dr. Prego is the current recipient of the NYANP's Physician of the Year award. He was voted Best Alternative Doctor of 2009 by the LI Press. He is also a Biology professor at Molly College. Dr. Prego is a longtime fan of science fiction and has been a guest at conventions such as I-Con, Philcon, Arisia, Lunacon, Albacon, and PiCon, where he has been on panels discussing xenobiology, health in space, life extension, fusions of biology and technology, and how natural ways of healing fit in a sci-fi/high-tech world. Dr. Prego has also been on various fan-related and culture panels. He is a director of Z.E.N., LI's *REPO!* Shadowcast, in which he also plays Graverobber. Dr. Prego has given talks, written articles, and been a guest on radio and television shows, discussing naturopathic medicine, children's health, detoxification, and other health-related topics. www.doctorprego.com

Peter Prellwitz has been writing science fiction since he was a teenager. Now a published author with Double Dragon Publishing, Peter has ten novels in print, has won the 2003 Draco Award for Best Science Fiction for *Horizons*, the 2007 Dream Realms for *Twisted Tails* (anthology contributor), and is a perennial EPPIE Finalist.

Barbara Pugliese is a dance historian and a clothing historian. She is an intrepid guide for time travelers in the 19th and early 20th centuries. She is active in steampunk in the Boston area.

Karen Purcell, DVM

Victoria Quine

Daniel Rabuzzi writes, "I grew up immersed in fairytale and folklore, and have wandered beyond the fields we know ever since. ChiZine Publications launched my novel *The Choir Boats* at Worldcon 2009 in Montreal. My short fiction and poetry appear in, among others, *Lady*

Churchill's Rosebud Wristlet, *Shimmer*, *Sybil's Garage*, *Goblin Fruit*, *Scheherezade's Bequest*, and *Abyss & Apex*. I blog at *Lobster & Canary*." www.danielrabuzzi.com

Victor Raymond

Maureen Reddington-Wilde

Thomas F. Restivo

Suzanne Reynolds-Alpert is a Broad Universe member and has been writing poetry and short stories since the second grade. Her love affair with sci-fi and speculative fiction began even earlier. She has degrees in Communication and Sociology, and currently works as a technical assistance/research associate at a non-profit. However, her high school yearbook states that she wants to become a writer, so she's decided to get going with that. She gives voice to faeries and wood sprites, reads and dreams about alternate worlds, salivates over anything in the Whedonverse, and writes pagan-themed poetry. She is a con panel virgin, so she begs you to be gentle with her. Read some of her published and unpublished work at suzannereynoldsalpert.blogspot.com.

Jonathan Riedel

Kevin Roche: See pp. 18–19.

Margaret Ronald is the author of *Spiral Hunt* and *Wild Hunt*, as well as a number of short stories. Originally from rural Indiana, she now lives outside Boston.

Ian Rose was one of the organizers of the Transcending Boundaries Conference 2009. He is a bi, poly, kinky activist focusing on the education with in these communities and the public. Ian currently lives as part of a kinky, poly quad in Springfield, MA where they are discovering on how to run a complex household and documenting the process.

Kristen Rose

Vikki Rose graduated with a degree in History and minors in lots of fun stuff, like literature, religious studies, theater and more. She has been published in small regional magazines, and has been reading sci-fi and fantasy since the age of three. Steampunk and Urban Fantasy/Modern Fantasy are her current literary passions.

Noel Rosenberg has been running conventions for more years than not. He has worked on several major regionals, including Philcon and Balticon, as well as Gaylaxicon and several gaming conventions, and a couple of Worldcons. Arisia is his

home convention. Proving he has no friends, he has worked on every Arisia since '90, has filled almost every division head position at least once, has held several officer positions in Arisia Corporate, and in a past life was the Conchair. He also chaired the Corporate Hotel Search Committee, and has negotiated hotel contracts for a few conventions.

Joe Ross has been in fandom since the 1960s. In 1964, he founded the University of Massachusetts Science Fiction Society, then later became a member of MITSFS and NESFA, serving as Vice President of NESFA from 1970–72. He edited Volume I of the NESFA Hymnal in the late 1970s. He was Clerk of Arisia, Inc. from 1990–92 and President from 1992–94. He is a practicing attorney and figures that if he practices long enough, he may get good at it.

Matt C. Ryan is the President of Free Lunch Comics. He has been a professional illustrator for over a decade. He founded Free Lunch Comics eleven years ago and still writes and draws the flagship title Bigger among other projects. Matt teaches several cartooning courses at the Free Lunch Studio and has in the past run programs and courses for the Farmington Valley Arts Center and the YMCA. Some of his freelance projects include *Unhappy Granma* and *Stupor Powers*, as well as various spot illustrations for medical journals and others.

Don Sakers was launched the same month as Sputnik One, so it was perhaps inevitable that he should become a science fiction writer. A Navy brat by birth, he spent his childhood in such far-off lands as Japan, Scotland, Hawaii, and California. In California, rather like a latter-day Mowgli, he was raised by dogs. As a writer and editor, he has explored the thoughts of sapient trees, brought ghosts to life, and beaten the "Cold Equations" scenario. In 2009, Don took up the position of book reviewer for *Analog Science Fiction & Fact*, where he writes the "Reference Library" column in every issue.

Carol Salemi

Steve Sawicki: Writer and screenwriter. Short fiction in *Future Washington*, *Transversions*, *Electric Velocipede*. Novella in *Absolute Magnitude*. Reviewer of books, movies, small press. Creator of the Damn Aliens. Currently has two screenplays under option and is negotiating a reality television series with

production companies. Reviews appear in SFRevu, Gumshoe.

Douglas Schaub has been part of Reaper Miniatures' Black Lightning demo program for the past three years, and has run events at numerous area conventions and game stores.

Dori Schendell

Ian Schleifer

Mike Schneider (Micah) joined the Programming Staff for Arisia two years ago. A longtime activist, he has worked with many different types of organizations in the past. He was the Co-LC of Western MA Pagan Pride for five years, Hotel Liaison for Pi-Con for two years, and is a current board member of the Western MA Power Exchange. He is a graduate student of History and Public History at UMass Amherst. In his free time, Micah enjoys video and board gaming, geocaching, and being polyamorous as often as possible. He lives in Springfield with his family of choice, a small menagerie of pets, and far more books than any one person really needs.

Dr. Jason S. Schneiderman has a B.S. in Psychology from Stony Brook University and Ph.D. in Neuroscience from the Mount Sinai School of Medicine in New York. Over the last decade he has worked on a variety of research and educational projects sponsored by the National Institute of Mental Health, National Space Biomedical Research Institute, and NASA's Space and Life Sciences Directorate. His research has focused on the biological basis of psychiatric disorders, brain imaging techniques, and the effects of microgravity on the nervous system and his research has appeared in scientific journals including *The Journal of Vestibular Research*, *Psychological Medicine*, *Biological Psychiatry*, *Neuropsychobiology*, and *Schizophrenia Research*. Currently, he is working at the Brigham and Women's Hospital of Harvard Medical School on using diffusion tensor MRI to study the white matter changes in the brain during the early stages of schizophrenia.

Jason Schneiderman has been in the hobby games industry since 1996, working both the creative and retail angles. Published credits include writing and editing for Green Ronin, Dream Pod 9, Malhavoc Press, White Wolf Publishing, and Wizard Entertainment. His involvement with gaming in general stretches back to the mid-'80s, which makes him a mini-grognard.

He reads. He watches media. He puns. He lives in Cambridge with his family of choice. He drinks copious quantities of coffee. And he spends an unusual amount of time talking back to movie screens.

Meredith Schwartz's short fiction appeared in *Strange Horizons*, *Reflection's Edge*, & the anthology *Sleeping Beauty, Indeed*. She edited *Alleys & Doorways*, an anthology of homoerotic urban fantasy, forthcoming from Lethe Press. She is screenwriter for *Accidental Heroes*, has been known to commit fanfiction, & ran Buffycon once upon a time.

Gregory Seidman

Jude Shabry (aka peacefrog) attended her first Arisia in 1994 and hasn't been able to stay away since. She returns once more to guide forays up Mt. Arisia, into the labyrinth, and wherever else looks interesting. In her latest attempt to make science fiction a reality, she is preparing for the 2010 Boston Marathon. You can read about and support her training at <http://run.peace.net>.

Nicholas "phi" Shectman has chaired two each of Arisia and Somerville Open Studios, one of the largest Open Studios weekends in the country. Combining these interests, this is his second year as Arisia's Art Show director.

Hillary Sherwood is a filker, harper, knitter and needlepointer. She has been reading Science Fiction and Fantasy for as long as she can remember, and watching it for nearly as long. She is currently plotting her escape from NJ.

Cynthia A. Shettle writes, "My current obsessions are *Heroes* and Kingdom of Loathing. Old favorite shows include Angel, Highlander and Misfits of Science. I roleplay with the Western Avenue Irregulars."

Cris Shuldiner

Labels, labels everywhere! Some of those that fit **Mistress Simone**: sadist, pervert, fetishist, polyamorous, professional dominatrix, comic geek, *Doctor Who* aficionado, *Battlestar* watcher and old sci-fi lover, lifestyle educator, fetish performer, geek and kinkster. Current title holder of International Ms. Olympus 2009. Mistress Simone has been a lifestyle and professional Domina for 17 years. Her community service has included the executive directorship of the LRA, Inc., GLLA 2006 and Illinois Leather Sir and boy 2007 judge, LA&M volunteer, and giving educational discussions nationwide. Some of the events

she has presented at include Kinky Kollege, NELA, Shibaricon, Galleria Domain 2 and DomCon. College lectures include Northwestern University, Loyola and University of Chicago. Seeking to expand her knowledge base, she tries to learn something new from each event, person and encounter she has. www.chicago-mistress.com

Jill R. Singer's earliest memories are of drawing and coloring, and has not stopped making things since. "I sew clothes, bags, and quilts; and crochet little animals and hats. I am always doing something, whether it be dan zan ryu ju jitsu, Israeli folkdancing, or music. I play flute, guitar, sing, and a little piano. In terms of science fiction and fantasy, I love all things Joss Whedon (I have seen all his series and read all of his comic books), and am a voracious reader. Recent favorites include McMaster Bujold's Miles Vorkosigan series and Scott Westerfeld's *Uglies/Pretties/Specials* series. When I'm not doing all that stuff, I'm a software engineer; designing and implementing user interfaces at AG Mednet in Boston. Lastly, I am a graduate of MIT, and tried to leave Boston but was drawn back and then promptly met my wonderful husband; I've been living here for the past 7 years."

Jamila Sisco is an award-winning costumer with a specialization in Anime costumes. She has worked on costumes for over 5 years and is a member of the Northern Lights chapter of the International Costumers' Guild.

David Sklar lives in Northern New Jersey with his wife, two kids, and a geriatric cat. His publications include work in *Wormwood Review*, *Paterson Literary Review*, and *Space & Time*, as well as the novella *Shadow of the Antlered Bird*. He is also coediting the conjoined anthology *Trafficking in Magic/Magicking in Traffic* for Drollerie Press.

Sarah Smith's first YA, *The Other Side of Dark*, a ghost story about two Boston students on the trail of an enormous treasure, will appear in November from Atheneum/Simon & Schuster. She's also written *Chasing Shakespeares*, *The Vanished Child* and *The Knowledge of Water* (both New York Times Notable Books), *A Citizen of the Country*, and horror, SF, and hypertext short stories. She'll have a story in *Death's Excellent Vacation* (ed. Charlaune Harris and Toni Kelner, August). She is still working on that Titanic book. Visit her at www.sarahsmith.com and [40](http://www.</p></div><div data-bbox=)

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www.aussiecon4.org.au

bookviewcafe.com, where a lot of her stories are free for the reading.

Elayna Jade Smolowitz writes, "I am a second-generation geek, a writer, a singer, and an actress. I have had one short story ("Fire Blessing") published in *Teen Ink* Magazine. I'm an anime geek, a band geek, and a literature geek, and have a certain passion for musicals. Many of my short stories are stored in my journal on Gaia Online (gaiaonline.com), which is where I get much of my inspiration anyway."

While **Everett Soares**, the creator of *Sky Pirates of Valendor*, had been working on this concept for over 2 years, it truly did not come to life until he met Brian Brinlee, penciler for the project. In December 2006, the two were introduced and started working on concept sketches. Before they knew it, Everett's words came to life on Brian's 11x17 art boards. Four months and 8 pages later, they stumbled upon the chance of a lifetime, Small Press Idol. What occurred from there was beyond any of their expectations! *Sky Pirates of Valendor* finished the competition in 2nd Place. Shortly after, Free Lunch Comics extended an offer to publish the series, in a five-issue miniseries followed by a trade paperback. Besides his work on *Sky Pirates*, Everett is stretching his writing skills through a variety of pending projects, working with a group of talented artists. Everett is an active member of the Comicbook Artists Guild and lives in Rhode Island with his wife and dog.

Rachel Sommer signed up for filking and lifestyle panels because the

life of a full-time mom (of two red-heads under 5) and part-time admin assistant doesn't leave much time for research, especially as she does like to see her husband once a day. She did manage to write a 2000-word fanfic for yuletidetreasure.org (as tigerbright) during an unusually long nap from her toddler. She welcomes random discussions in elevator lobbies and is generally nice to newbies; look for the boringly-dressed redhead.

Michael Sprague likes pie.

Julia Starkey is a geeky, mixed race, fat, queer feminist who brings her love of intersectionality to the many groups she is involved with. She is a second generation SFF fan who started watching *Star Trek: TOS* re-runs with her dad when she was young. She is part of Access staff for WisCon, and assists with programming/cat herding for WinCon. She has essays published in *The WisCon Chronicles* (vol. 3 & vol. 4) and *Lessons from the Fat-o-sphere*. Julia is attempting to learn how to not overcommit herself.

Witch, Shaman, Professional Psychic, Metaphysical Engineer, and Reiki Master, **Starwolf** posess a vast, eclectic store of knowledge, both Esoteric and Exoteric.

Allen Steele is an award-winning science fiction author, with 16 novels and 5 collections to his credit. He is best known for the Coyote series; the latest volume, *Coyote Destiny*, will be published in March. He lives in western Massachusetts with his wife and dogs.

Lisa J. Steele

Lauren Stern is a sophomore at Sarah Lawrence College. She is co-chair of the college burlesque troupe and works as a producer, choreographer, and performer with the group. She has also been participating in historical dance for the past five years, and makes her own historical costumes as well as costumes for steampunk and movie recreations.

Tyler Stewart: Proud owner of Pandemonium Books & Games, Boston's specialty SF book and game store for over 20 years.

David K. Storrs

Ian Randal Strock

Poems and short stories of **Sonya Taaffe's** have won the Rhysling Award, been short-listed for the SLF Fountain Award and the Dwarf Stars Award, and been reprinted in such anthologies as *The Year's Best Fantasy and Horror*, *The Alchemy of Stars: Rhysling Award Winners Showcase*, *The Best of Not One of Us*, *Fantasy: The Best of the Year 2006*, *Best New Romantic Fantasy 2*, and *You Have Time for This: Contemporary American Short-Short Stories*; a selection of her work can be found in *Postcards from the Province of Hyphens* and *Singing Innocence and Experience* (Prime Books). She holds master's degrees in Classics from Brandeis and Yale and recently named a Kuiper belt object.

Cecilia Tan is the author of the *Magic University* erotic fantasy series, paranormal romance *Mind Games*, plus the books *White Flames*, *Black Feathers*, *The Velderet*, and *Telepaths Don't Need Safewords*. She is the founder and editor of Circlet Press, erotic science fiction and fantasy, and has edited anthologies for Alyson Books, Thunder's Mouth Press, Carroll & Graf, Ravenous Romance, and others. Her own stories have appeared everywhere from *Asimov's* to *Ms. Magazine*. www.ceciliatan.com

Timothy J. Tero is a painter and photographer and has traveled extensively. He has assisted on "Anime/Video Hell" at Arisia for quite a few years now. He is also an assistant organizer for the Boston International Arthouse Movie Meetup group.

Persis L. Thorndike writes, "As the mother of a 14-year-old accomplished Novice costumer and filker, I am busy sharing my sewing machines, singing, playing music, cooking good food for my

extended family, and homeschooling my child; oh, I am also holding down two jobs ATM. I am not only raising a costumer, but have a background of sewing, organizing, music, and graphics; I collect children's literature; and read avidly. I have experience in fannish and music publishing, run non-profit charity auctions for Interfilk, a filk fan fund, and have been on the ConCom of the local Boston area gen and filk cons, and am currently Tech Mom to Arisia and Balticon. Free time? Overcommitted? Who, me? Don't tell me not to burn the candle at both ends, just tell me where to get more wax! (a Nancy Button in my collection.)"

Webcomics pioneer **Dirk I. Tiede** is the creator of the graphic novel series *Paradigm Shift*. In addition to print collections, he continues to serialize his comics online and is a founding contributor to premiere comics portal Modern Tales. His work is also showcased in the books *Toon Art: The Art of Digital Comics and Webcomics*, and appears in the documentary *Adventures In Digital Comics*. Dirk can be found at comic and anime shows around the country promoting his books. He relocated in 2008 from Chicago to Boston's North Shore, where he continues to work as a professional cartoonist and freelance illustrator.

Betsy Tinney is S.J. Tucker's celist. She's been performing with S.J. since 2006, both as a duo and as part of the trio Tricky Pixie (formed in 2007 with Alexander James Adams). Betsy is also a songwriter, artist, web designer, and part-time pixie.

Bill Todd: A veteran of conventions and games. Gaming manager for Noreascon 4, NEFE '08, and the gaming manager for Boskone. Also the owner of GCIACST, a convention news webcast company.

Mike Toole can't stop watching anime. He's got more than a decade of involvement in the scene under his belt, partaking in both journalistic endeavors (*Animerica*, *Anime Insider*, *Sci-Fi Magazine* to name a few) and doing work in the industry itself for the nascent Geneon Animation. Currently he's a sometime producer and onscreen personality for Anime News Network, the world's #1 anime website, and a regular reviewer and features writer for *Otaku USA Magazine*.

Thomas Traina is an attorney practicing law in Massachusetts. He has experience in the areas of labor law, business law, and practices in an area



he likes to call “fandom law”: legal issues of special interest to fandom, conventions & event hosts. Academically, he also focuses on civil liberties, constitutional law, speculative bioethics, and comparative law & government in science fiction. Tom got into science fiction through *Star Wars*, then *Star Trek: TNG*, and snowballed from there. He is also an avid roleplayer and theatre-style LARP writer. When he can afford it, he also enjoys wargames.

Andy Trembley: See pp. 18–19.

S.J. Tucker, singer of songs and weaver of worlds, travels the United States year-round, sharing her own Celtic Gypsy Fairytale Blues with all the brave girls and lost boys who dare to listen. Evoking the Divine Feminine with joy, grace, and downright silliness, this Firebird’s Child changes minds, hearts, and lives with her particular blend of music, magic, and mischief. S.J. is thrilled to be at Arisia with cello goddess Betsy Tinney, her partner in Skinny White Chick performances. Find and enjoy their music at music.skinnywhitechick.com.

Bonnie Barlow Turner

James Turner, contributing editor for oreilly.com, is a freelance journalist who has written for publications as

diverse as the *Christian Science Monitor*, *Processor*, *Linuxworld Magazine*, *Developer.com* and *WIRED Magazine*. In addition to his shorter writing, he has also written two books on Java Web Development (*MySQL & JSP Web Applications* and *Struts: Kick Start*). He is the former Senior Editor of *LinuxWorld Magazine* and Senior Contributing Editor for *Linux Today*. He has also spent more than 25 years as a software engineer and system administrator, and currently works as a Senior Software Engineer for a company in the Boston area. He lives in a 200-year-old Colonial farmhouse in Derry, NH along with his wife and son. He is an open water diver and instrument-rated private pilot.

Eric M. Van was Program Chair or Chair Emeritus for all 20 Readercons, and has been working on a novel, *Imaginary*, almost the entire time. His observations on Philip K. Dick have appeared in the *New York Review of Science Fiction*. At the turn of the millennium he spent four years back at Harvard studying psychology, and has renewed a lifelong interest in theoretical physics (his original major there). He also writes film and rock criticism, online and for local ‘zines. In the real world,

he is a former statistical consultant for the Boston Red Sox, and lives in Watertown, MA.

James B. Van Bokkelen

Mark L. Van Name is a writer and technologist. As a science fiction author, he’s published three novels: *One Jump Ahead*, *Slanted Jack*, and *Overthrowing Heaven*; edited or co-edited two anthologies: *Intersections: The Sycamore Hill Anthology* and *Transhuman*; and written many short stories. Those stories have appeared in a wide variety of books and magazines, including *Isaac Asimov’s Science Fiction Magazine*, many original anthologies, and *The Year’s Best Science Fiction*. As a technologist, he’s the CEO of a technology assessment company, Principled Technologies, Inc., based in the Research Triangle area. He’s worked with computer technology for his entire professional career and has published over a thousand articles in the computer trade press, as well as a broad assortment of essays and reviews.

Mercy E. Van Vlack

Alicia Verlager

Mark Waks

Jeff Warner stands accused: of being a President of the SF Forum,

of conduct remotely responsible for the death of Lastcon, of inventing “Panel in the Pool” for Pi-con, of running the Nexus at Arisia many times, of not being JeffMach, of accepting ‘field promotions’ at various WorldCons, of having been a “Special Assistant” to the Shirt & Pants of Lunacon, of being a published writer, and of committing the SMOF Hat Trick of helping start 3 SF conventions. He pleads Insanity.

A longtime fan of SF/F, **John C. Watson** was infected with the anime and manga bug in the early 1990s, and remains a virulent carrier of all three.

Abigail Weiner

Susan Weiner is a biology Ph.D. student, a LARP writer with Alleged Entertainment, a fiddle player, a songwriter and somehow also manages to date far too many people. She’s not exactly sure how she does all that either.

Christopher Weuve is a professional wargame designer and naval analyst. Chris spent the first few years of the 21st century at the Center for Naval Analyses, where supported the US Navy by designing wargames and hunting submarines. Since joining the research faculty of the US Naval War College in 2005, he has

Author Guest of Honor: Robert J. Sawyer

Webcomics Guest of Honor: Rob Balder

Guest of Awesome: Hugh Casey



**Science Fiction
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Webcomics
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Panels
Readings
Parties
Performances**

***may contain nuts**

specialized in the use of wargaming as a research tool. Chris spends his spare time reading science fiction and history, pondering the differences between science fiction and Real-World™ naval forces and combat, and moderating several mailing lists (including SFCosim-L, NavWarGames and Exordium-L). He also claims credit as the founder of the Society for the Conservation of Angular Momentum, although he admits that was an accident.

Alan Wexelblat

Michelle Wexelblat

Nightwing Whitehead

Michael Whitehouse

Kevin K. Wiley is S.J. Tucker's flame-slinging, laptop-wielding, mad-Tetris-packing partner and companion for her perpetual year-round musical tours. Managing everything from graphic design to event logistics to merchandise development to working the wonders of the world wide web, "K" is S.J.'s man, Friday through Thursday.

Rejected by both his Morlock and his Eloi playmates, **Stephen R. Wilk** was banished into the distant past, our present, where it was hoped he would do no harm. Unable to cash in on the results of Chariot Races and Consul Elections he'd memorized, he was forced to work as an Optical Engineer. In his spare time he writes "The Light Touch" for OPN and for *The Spectroscope*, and produces the occasional book. He has appeared on the History Channel's *Clash of the Gods*, but we're hoping no one will notice.

Jennifer Williams is an editor by day and a writer by night. She is currently doing an internship at Circler Press and has two forthcoming anthologies as editor: *Like a Sacred Desire: Tales of Sex Magick* and *Like Myth Made Flesh*. Her work has most recently appeared in *Vicious Verses* and *Reanimated Rhymes*, a print anthology by Coscom Entertainment, and in *Women of the Bite: Lesbian Vampire Erotica* edited by Cecilia Tan. She is an active member of the New England Horror Writers Association.

Trish Wilson publishes with the pen name Elizabeth Black. Her erotic fiction has been published by Circler, Excessica, Xcite (U.K.), Torquere, Romance Divine, Whiskey Creek Press Torrid, Scarlet Magazine (U.K.), Tit-Elation, For The Girls, and Xodtica. Most of her stories are very erotic romantic comedies, but she has a couple of darker erotic paranormal and horror stories un-

der her belt. Newly released: "Feral Heat", a m/m, m/m/f, werewolf erotica published by Romance Divine. Her first book with Whiskey Creek Press Torrid entitled *The Haunting Of The Sandpiper Inn* was released in June 2009. In August 2009, Xcite Books in the U.K. published *Ultimate Curves*, in which her erotic story "The Beautiful Move In Curves" appeared. In late 2009, Brown Paper Bag Books/Fanny Press will publish her paranormal erotic romance novel *An Unexpected Guest*.

Attorney, occasional writer and all-around fan, **James Wolf** was known as Dungeon Master Jim on the Toucher and Rich show on WBCN, when there was a WBCN. He is presently shopping novels and plotting trouble.

The Wombat, aka jan howard finder, has been reading SF for more than 60 years & active in SF circles for more than 35. He has chaired 7 events. He has been a GoH at a number of cons including CON-FRANCISCO, the 1993 Worldcon. He participates in, judges & MC's masquerades, is a superb auctioneer & gives the best backrubs. He has been published & has published. He has divers interests, a budding film career & visited Middle-earth & saving the world with SUTs. He is a neat guy. Buy him a Pepsi!

Lisa Wood

Bey Woodward has been involved in fandom for more than 7 years. She is part of the Boston area Poly and Kink communities, has been a member of the Naughty Nurses since their inception in 2005, and is married to gaming book author Jonathan L. Woodward.

Jonathan Woodward is the author or co-author of over a dozen role-playing game books, including the *Hellboy* RPG, Trinity, and GURPS Banestorm. This convention marks his 17th year as an Arisia panelist. He lives near Boston with his wife, Bey Woodward.

Trisha J. Wooldridge is a freelance writer, editor and educator from Auburn, MA with experience ranging from Dungeons & Dragons Online to animal rescue public relations. She writes about food, wine, horses, haunted locations, teaching, and she interviews bands like Voltaire, Within Temptation and Nightwish. She is on the Motherboard of Broad Universe, an international organization promoting women writers in speculative fiction, and an active member of the New England Horror Writers and the Editorial Freelancers Asso-

ciation. Additionally, she is an online tutor, course editor and course developer for CODiE Award winning Smarthinking and StraighterLine. You can find her novella "Mirror of Hearts" at *Fantasy Gazetteer* (www.fantasygazetteer.com), and short story "Party Crashers", co-authored with longtime friend Christy Tohara, in the EPPIE Award-winning *Bad-Ass Faeries: Just Plain Bad*. www.anovelfriend.com

Corvus Woolf

Ray Worley

Phoebe Wray's futurist novel *JEM-MA7729* was a Top Ten finisher in last year's Preditors&Editors poll and enjoys 5 stars on Amazon. Her stories are in *Farthing*, *Andromeda Spaceways*, the anthology *Backless, Strapless & Slit to the Throat*, online at Fables.org and ChiZine. She serves on the Motherboard of Broad Universe and lives in Massachusetts.

Banished into an alternate dimension, **Brianna Wu** spent most of her childhood in the great, great progressive state of Mississippi. She could sometimes hear her mother quietly sobbing, reading books like "Dealing with the Strong-Willed Child." She drew girly-girl art obsessively, to the point that her parents sent her to a psychologist. Brianna attended the University of Mississippi and majored in journalism, with a minor in political science. She's never taken an art class of any kind, yet found it was her skills with Adobe that repeatedly kept her employed. "I'm sometimes told I draw unrealistic body types, too tall and too thin," says Brianna. "But, I'm 6 feet tall and 3 pounds from being clinically underweight. They seem pretty realistic to me."

Frank Wu is an award-winning artist, writer and animator. He's married to fellow artist/costumer/gamer Brianna Spacekat Wu. Frank's art has materialized in many magazines and books. Frank won the Illustrators of the Future Grand Prize and four Hugo Awards. He also has four scientific papers to his credit, along with humor published in *The Journal of Irreproducible Results* and *The Annals of Improbable Research*. His current project is *Guidolon the Giant Space Chicken*, which is a movie about a giant space chicken making a movie about a giant space chicken. When not creating stuff, Frank can be found hanging out with monks, hunting for mastodon bones in New Mexico and dinosaur bones and fish fossils in Wyoming, holding Laura Palmer's diary, riding in banana-shaped mopeds, touching art when

the museum guards aren't looking, searching for a river of molten lava to drop keys into, or walking the earth—meeting people, getting into adventures, you know, like Caine in Kung Fu.

Tom Wismuller forecasted weather at Amsterdam's Royal Dutch Weather Bureau after studying meteorology at NYU and Stanford. Selected for a NASA internship, he worked throughout NASA before, during, and after the moon landings. He worked at Pratt and Whitney and held insurance industry executive positions. His Polynomial Regression algorithm is embedded in every high-end Texas Instruments calculator sold today. He lectures worldwide on the SCIENCE needed to understand Global Warming.

Aimee Yermish

James Zavaglia writes, "I have worked with the media since the age of 15. I currently work at a local university as a media specialist. I have also helped on political campaigns since age 9, and worked on everything from ward councilor to president."

John F. Zmrotchek

Beth Zuckerman is a veteran fan of 27 years, with over two decades of regular con attendance. She is primarily a fan of hard science fiction novels, and is most interested in works that have some sort of moral lesson or social commentary. She has degrees in English and philosophy, and so tends to approach science fiction works from a literary or philosophical standpoint. Beth is a belly dancer, a trapeze dancer, a cyclist, a photographer and a board gamer. She is often found at cons holding cue cards in an elevator.

Eric Zuckerman is not a real talk show host, but he plays one on TV. His fannish semi-improv comedy project, "Eric in the Elevator," has screened at regional West Coast conventions, several WorldCons, and Arisia, where he was 2008 Fan Performer GoH. Among his many other nerdy pursuits, he's a geocacher, a gamer, an armchair "fanthropologist", and a compulsive ribbon collector/trader. ☞



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