

ROY TACKETT

presents

✓ A DYNATRON SPECIAL ✓

FANTASY
FICTION
DECIMAL
CLASSIFICATION

by

JACK
SPEER

INTRODUCTION

In presenting this decimal classification system for reprinting, I include as illustrative all the items in the Astounding Stories published by Clayton Magazines, taking them (and correcting a few errors) from the Clayton Astounding Index that Bill Evans prepared and I published after the war.

I hope to see someday an edition of the classification system in which all s-f and fantasy works are indexed at the appropriate subject headings. A large part of magazine s-f has been labeled with the appropriate decimal numbers, but no one has done the clerical work of arranging the stories by classification numbers, or the mechanical work of publishing them. In such a book, incidentally, each decimal number would be defined extensionally by the stories collected under it, as much as by the wording with which I attempt to define it intensionally.

You may not see the stories from Clayton Astounding at first, because the classification begins with the supernatural, which Bates's magazine rarely visited. But move along to such classifications as 44.3-K (invasions of Earth), and they come thick and fast.

I might as well explain the auxiliary letter symbols right now. The numbers indicate the fantasy element in the story. The letters indicate certain recurring treatments, one of which may be applied to different fantasy elements. There are not special categories for future war on earth, space war, interdimensional war, or war with intelligent insects; but there are categories for the future, space, "dimensions", and superbugs, and if the action includes a war, this is indicated by affixing the initial of Kreig to the decimal number. So also with the characteristics Humor, Juvenile, etc.

If this is the first time you have seen this table of numbers, you are likely to get lost in detail. Look at the broad classifications first, those with the numbers 10., 30., etcetera, which start at the left margin. Notice that 30. is broken down into extrapolations on various groups of sciences, 31., 32., and so on.

The shorter numbers such as 40. mean general and miscellaneous. The longer numbers, such as 43., incorporate the idea of the shorter number preceding each, e.g. 40. Thus 43.9-A alone would not be sufficient classification for Velikovsky's Worlds in Collision, because 40. implies the future, and 43.9 must mean future wanderers into the solar system. Since Velikovsky claims this took place in the almost prehistoric past, the number 43.9 should have 50. prefixed to it; or one could be more specific with 54/43.9-A. (We should append A because the book purports to be non-fiction; we try to classify things as they were intended to be when written, and do not pass independent judgements that this is ridiculous, or that should have been presented as pure fantasy, or intended humor isn't funny at all.)

One can run riot applying multiple classifications, especially in the crossbred ideas of latter-day steff, but restraints should be exercised. Out Around Rigel 45.1/52-37.7 is about as complicated as they should get. (Apparently that story involved superspeed (or maybe the FitzGerald contraction?), and dinosaurs on a Rigelian planet—quite a mixture.) An analysis published in FAPA by Coslet (?) showed that it is not feasible to index all the gadgets and ideas in every story, so just the ones determining the course of the plot should be sought.

If you decide to do some indexing yourself, here are some suggestions: In choosing a number to describe a story, prefer the specific (the number with more significant digits) to the general; thus The Fifth Dimension Catapult is 32.3, not just 32. However, if there is no obviously apt specific category, do not hesitate to use the general, which includes "miscellaneous" under that heading. Apparently Evans found Disowned sui generis, so he classified it 36. General categories can be broken

down by redactors if they get too full to be useful, but a work given an inappropriate classification may never be rescued from it. Thus is a supposed ghost-story anthology includes some straight scientificfiction, classify it C0., not 02. (On the other hand, I would label IF or History Rewritten 66.-40., because all but the last story in it are true if-tales.)

The subjects are so arranged that if you extend your search to the neighbors of a number, you may find nearly related types. Thus littleness and bigness are found side by side at 33.3 and 33.4. Androids and laboratory monsters are nearby at 34.8 and 35.1. Matter-radio, 37.3, often leads to duplication of persons, 37.2.

Now, assuming the stories have been properly classified, let's see how to use such an index.

Say you're working on your doctoral thesis on Edgar Rice Burroughs. In the four pages devoted to The Master Mind of Mars, you want to mention whether any other story ever had a scientist transplanting a human brain into an ape body. Obviously this is an extrapolation on a biological science, and it concerns a man, so you look under 34. for an appropriate specific heading. You won't find "into ape body" specified, but under 34.2 is the title Manape the Mighty.

Or say your employer, KVST-TV, is being sued along with 99 other stations that telecast a Grade B movie in which a monster came "from another dimension"; the plaintiff claiming that the movie idea was stolen from his story in a 1954 issue of Far Out Fiction and violates his copyright. You can be a hero by showing the boss half a dozen stories in the public domain whose plots come as close to the movie as the plaintiff's. All you have to do is find them. It takes a little analytical thinking, but you find your search objects at 32.3.

Maybe you want to avoid trouble before it comes. You do comic book scripts, and have this idea for Pan to show up in the twentieth century and send the cats. If it has been done several times before, you want to buy clearance from one author so you can tell the others, "This is the guy whose idea I stole, and I had his permission." How do you find a story like this? Well, 10., the supernatural, is the most likely heading, and the subhead 11. seems on the beam. There's no specific heading on Pan, but in a complete index the story you want (from Unknown--H1, Tucker!) will appear with not too many others under 11.82.

Perhaps you're trying to write for the prozines, and you wonder if anyone has ever published a story about a dream world such as yours that you wrote up in FAPA recently. A search through the 17.s should be helpful. Maybe you're desperately hunting an idea that hasn't been beaten to death lately. Browse through the table. Hmm, 37.4, spy ray and image projector. Let's find another number to cross with that, say 41., and manufacture an idea.

Could be you're just a disinterested devotee of fine literature, and you want to know whether old-time sf was as ridiculous about rays as satirists represent it. You won't find all the stories with ray-guns indexed under 36.5, but that will give you a start.

You want to cite a number of stories in which s-f foresaw atomic energy. 36.61. You can check everything on the theory and practice of changing the future by looking under 65. in a complete index. Finding out all about Atlantis will involve consulting 34. and also 31.8 and possibly other headings. (Atlanteans bob up in the damdest places. See Phalanxes of Atlans under 31.5, Arctic and Antarctic.)

Maybe you vaguely remember a fine yarn you read in your halcyon days, but can't recall the title or author. You know it was about this invisible creature on the guy's spaceship, and he finally rendered it visible by throwing a box of powder over

it. This is like shooting fish in a barrel: Adventures on a spaceship would be in the future somewhere, 45.2 to be specific, and under that heading is a story also bearing the number 37.6 which means invisibility.

You can test a theory that ordinary extrapolation stories were hardly ever placed in the future in early-day sf by checking the dates on the stories under 30. that have a 40. number also. Someone who wants to argue that s-f and pure fantasy are indistinguishable can take categories under 10. and try to connect them with categories in the 30.s. You want to cite some examples of stories that were s-f when they were written, but would not be if written today? A good place to look is in the extrapolations on technology, and under the subheads of 36.3, transportation, should be some relevant titles.

Prozines sometimes print stories that never were either s-f or fantasy: The editor has a foggy idea of what "science" fiction is, and runs a short about a scientific detective all of whose methods are within present technology. The editor likes a story in which Johnny Day uses advanced mathematics, in a perfectly demonstrable way, to economize on electric cord, and he publishes it without stopping to think whether it's sf. The acting editor of a weird pulp though a tale of sadism was deemed unusual. Or the publisher was trying to save money, and ran anything available that Jules Verne wrote, including some mere adventure. Also, many ghost stories in popular media are rationalized near the end and then have a "But was it?" thrown in for a kicker. Certainly such stories must be accounted for in indexes of the prozines, and 90. is the number for them, with some subdivisions showing the commonest forms.

I believe a classified index would be useful enough, that it justifies somebody working at it. If the comprehensive index is an intimidatingly large job, more modest projects might be made of the book-length novels in the Checklist of Fantastic Literature, or of the anthologies based on the prozines.

The classification system given here is unchanged from that in the Clayton Astounding Index, although there are a few emendations I would like to make in a new edition. For example, at 36.11, "Stationary calculators", the terminology is obsolete; nowadays we would say "Computers". I suspect that "Supernatural facilities" at 85.7 should say "faculties", but correcting that can wait. Much might be done, too, in filling in some of the numbers I skipped over where I thought there might be numbers needed later, and also in breaking down crowded categories, as 44.9, extra-Solar worlds, has likely become. But these needs will be easier to see after the stories are arranged under the present headings.

JACK SPEER
OCTOBER 1964

Auxiliary symbols: A: Nonfiction. D: Detective. H: Humor. J: Juvenile. K: War waged. N: Stefnic element not prominent. P: Artwork. U: Sociological purpose in writing. V: Verse. W: Weird treatment.

- 00. MISCELLANEOUS, ANTHOLOGIES.
- 01. Purefantasy collections.
- 02. Weird collections.
- 03. Science-fiction collections.

10. IMPOSSIBLE BY CONTEMPORARY SCIENCE: THE SUPER- AND EXTRA- NATURAL.

11. Supernatural elements in the familiar world.

11.1 Magical gifts and powers.

11.101 Soul-selling.

11.13 Wishes.

11.15 Occult arts.

11.16 Curses.

11.17 Divine miracles.

11.18 Charms: objects having magical influence.

11.3 Haunted things and places.

11.5 Ancestral memory, reincarnation.

11.6 Possession.

11.7 Beings and creatures of modern conception.

11.73 Gods created by human psychic energy.

11.74 Menace from Outside.

11.75 Lovecraft mythos, elder gods.

11.76 Fortean

11.8 Beings out of religious beliefs.

11.81 Animistic

11.82 Olympian

11.83 Biblical

11.839 The Devil

11.9 Creatures of folklore.

11.91 Men accursed.

11.911 The Wandering Jew

11.92 Werebeasts.

11.93 Vampires

11.94 Death personified

11.95 Elementals, succubuses,.

11.96 Little folk, fays.,

11.99 Folk heroes.

12. Unrationalized permutations, whimsies,.

12.5 Animals that talk.

12.6 Unliving things personalized.

15. Science's cosmology belied.

15.1 Subjective idealism.

15.5 The world is not of chance origin.

16. Life after death.

16.1 Consciousness in death.

16.2 Delayed realization of one's death.

16.3 Resurrection, zombies.

16.4 Ghosts in this world.

The Corpse on the Grating Feb 30 Ast

16.6 Afterlife elsewhere, judgement.

17. Mythological worlds of modern conception.

17.1 A literal heaven.

17.2 Dream lands.

17.3 Worlds out of space and time.

17.4 Medievalish magic-soaked kingdom.

17.7 Evil-possessed lands.

18. Adventures in old mythologies.
 - 18.1 Oriental
 - 18.2 Biblical
 - 18.3 Graeco-Roman
 - 18.4 Nordic
 - 18.6 Hell
 - 18.8 Arthurian
 - 18.9 The land of Andersen and Grimm.

30. EXTRAPOLATIONS ON CONTEMPORARY SCIENCE.

31. Extrapolations on geography and geology.
 - 31.2 Africa and Eurasia
 - 31.3 Islands
 - 31.4 America, hidden Amerind civilizations
 - Ape-Men of Xlot1 Dec30Ast
 - 31.5 Arctic and Antarctic.
 - The Hands of Aten Jul31Ast
 - Phalanxes of Atlans Feb31Ast
 - The Lake of Life Apr31Ast
 - 31.6 Earth's core
 - 31.7 Subterranean life, caverns.
 - Silver Dome Aug30Ast
 - Four Miles Within Apr31Ast
 - 2,000 Miles Below Jun32Ast
 - 42.9: If the Sun Died Aug31Ast
 - 63.: Port of Missing Planes Aug31Ast
 - 31.8 Undersea civilization.
 - Marooned Under the Sea Sep30Ast
 - The Sunken Empire Jan31Ast
 - The Tentacles from Below Feb31Ast
 - The Danger from the Deep Aug31Ast
 - 34.7: Heads of Apex Oct31Ast
 - 31.9 Sky Life
32. Dimensional.
 - 32.1 Shortcuts through sub- or hyper-space
 - The Gate to Xoran Jan31Ast
 - Zehru of Kollar Feb32Ast
 - 32.2 A featureless Other or hyper-space.
 - Hell's Dimension Apr31Ast
 - The Einstein See-Saw Apr32Ast
 - Hell-Hounds of the Cosmos Jun32Ast
 - 32.3 Parallel universes, other planes.
 - Phantoms of Reality Jan30Ast
 - The Fifth-Dimension Catapult Jan31Ast
 - Devil Crystals of Arret Sep31Ast
 - The White Invaders Dec31Ast
 - The Infra-Medians Dec31Ast
 - The Fifth-Dimension Tube Jan33Ast
 - 45.2: In the Orbit of Saturn Oct31Ast
 - 63.: The Atom Smasher May30Ast
 - 32.4 Four-dimensional objects.
 - 32.9 Two-dimensional.
33. Adventures in size.
 - 33.1 Macrocosm.

- 33.2 Microcosm
Prisoners of the Electron Oct30Ast
Beyond the Vanishing Point Mar31Ast
Seed of the Toc-Toc Birds Jan32Ast
- 33.3 Littleness
The Midget from the Island Aug31Ast
Raid on the Termites Jun32Ast
Pygmy Planet Feb32Ast
- 33.4 Bigness
A Scientist Rises Nov32Ast
- 33.9 Density
34. Extrapolations on psychology and biology relative to men.
- 34.1 Hypnotism, compulsion
The Murder Machine Sep30Ast
The Destroyer Nov30Ast
D: The Ray of Madness Apr30Ast
D: Murder Madness May30Ast
- 34.15 Truthfulness
- 34.2 Mind and brain transference.
The Stolen Mind Jan30Ast
The Soul Master Mar30Ast
The Soul Snatcher Apr30Ast
Stolen Brains Oct30Ast
Manape the Mighty Jun31Ast
Mind Master Jan32Ast
- 34.3 ESP by ordinary people: telepathy, telekinesis
- 34.4 Mutants, artificial or natural.
34.41 Supermen.
Creatures of the Light Feb30Ast
Holocaust Jun31Ast
- 34.42 Societies of mutants.
- 34.45 Retrogression
- 34.47 Aquatic men
From the Ocean's Depths Mar30Ast
Into the Ocean's Depths May30Ast
Seed of the Arctic Ice Feb32Ast
Under Arctic Ice Jan33Ast
- 34.48 Winged men.
- 34.5 Immortality, elixer.
Old Crompton's Secret Feb30Ast
- 34.6 Super surgery; resuscitation.
The Man Who Was Dead Apr30Ast
- 34.7 Brains in mechanical housings; heads.
31.8: Heads of Apex Oct31Ast
35.3: Cavern of the Shining Ones Nov32Ast
45.6: The Affair of the Brains Mar32Ast
- 34.8 Androids
35. Extrapolations on psychology and biology not relating to men.
- 35.1 Laboratory monsters.
- 35.3 Intelligent Animals
Slaves of the Dust Dec30Ast
The Cave of Horror Jan30Ast
Giants of the Ray Jun30Ast
Out of the Dreadful Depths Jun30Ast
The Sea Terror Dec30Ast
34.7: Cavern of the Shining Ones Nov30Ast

- 35.4 Superbugs
 - The Beetle Horde Jan30Ast
 - Poisoned Air Mar32Ast
- 35.5 Bacteria
- 35.7 Unicell animals
- 35.8 Advanced plants
 - The Wall of Death Nov30Ast
- 35.9 Noncarbon life: crystals, pure force.
 - The Moon Weed Aug31Ast
 - 44.7: The Planetoid of Peril Nov31Ast
- 36&7. Extrapolations on chemistry, physics, and technology.
 - Disowned Sep32Ast
- 36.1 Robots
 - 36.11 Stationary calculators.
 - 36.12 Sentient but specialized, not manlike.
 - Revolt of the Machines Jul31Ast
 - 36.13 Humanoid
 - 36.14 Remote controlled
 - Terrors Unseen Mar31Ast
- 36.2 Gadgets that do common things.
- 36.3 Transportation
 - 36.31 Aircraft
 - Floating Islands of Madness Jan33Ast
 - 36.32 Stratosphere rockets
 - The Diamond Thunderbolt Jul31Ast
- 36.5 Rays and vibrations.
 - 36.51 Death rays,.
 - Cold Light Mar30Ast
 - The Black Lamp Feb31Ast
 - K: Invasion Mar33Ast
 - 36.52 Disintegrators,.
 - Mad Music Feb30Ast
 - When Caverns Yawned May31Ast
 - The Great Drought May32Ast
 - 36.54 Antigravity
 - Solar Magnet Oct31Ast
 - K: The Death Cloud May31Ast
 - 36.55 Projected energy: forcebeams, walls of force.
 - 36.59 Other electro-magnetic-gravitic spectrums.
- 36.6 Atomistics.
 - 36.61 Atomic energy
 - The Power and the Glory Jul30Ast
 - 36.62 Atomic particles per se
 - Compensation Jan30Ast
 - 36.63 Transmutation and new elements.
 - 36.65 Contraterrene matter.
- 36.7 Changes in kosmos.
- 37.1 Mentally molded matter.
- 37.2 Duplication of persons.
 - An Extra Man Oct30Ast
- 37.3 Matter radio
- 37.4 Television, spy ray, and image projector.
 - The Eye of Allah Jan31Ast
 - The Meteor Girl Mar31Ast
- 37.6 Invisibility.
 - Invisible Death Jan30Ast
 - Raiders Invisible Nov31Ast
 - The Radiant Shell Jan32Ast
 - 45.2: Salvage in Space Mar33Ast

37.7 Time-rate differences, super-speed.

The Thief of Time Feb30Ast

End of Time Mar33Ast

45.1: Out Arcund Rigel Dec31Ast

52: Out Around Rigel Dec31Ast

40. CONDITIONS AND EVENTS CHARACTERISTICALLY BELONGING TO THE FUTURE.

41. Economic, social, and political life.

Jetta of the Lowlands Sep30Ast

K: Tanks Jan30Ast

K: Werewolves of War Feb31Ast

K: Morale Dec31Ast

41.1 Leftist: collectivist, anarchist,.

41.2 Capitalistic.

41.3 Matriarchy.

41.4 Technocratic, scientific.

A Problem in Communication Sep30Ast

41.5 Largescale engineering projects.

41.6 Exaggeratedly urbanized world.

41.8 Oppression and revolt.

Gray Denim Dec30Ast

Giants on the Earth Dec31Ast

Slaves of Mercury Sep32Ast

Lords of the Stratosphere Mar33Ast

41.9 Decay of man.

42. Catastrophes to civilization.

42.1 Our barbarous descendants.

42.2 Sole survivors.

61.: When the Sleepers Woke Nov32Ast

42.5 Plague

42.6 Loss of strategic material

42.7 Cloud from space

42.8 Convulsions of nature; inundation.

42.9 Intensified ice age, sun-dimming.

31.7: If the Sun Died Aug31Ast

43. Extraordinary astronomical phenomena.

43.4 Destruction of the world averted.

43.5 Destruction of the world.

43.9 Manipulation of planets and stars, wanderers into solar system.

K: Wandl, the Invader Feb32Ast

K: Raiders of the Universe Sep32Ast

44.3: Wandle, the Invader Feb32Ast

44.3: Raiders of the Universe Sep32Ast

44. Extraterrestrial life and adventures on other planets.

44.1 Mercury and Vulcan

The Earthman's Burden Jun31Ast

Great Dome of Mercury Apr32Ast

Vulcan's Workshop Jun32Ast

44.2 Venus.

Vampires of Venus Apr30Ast

K: The Pirate Planet Nov30Ast

44.3 Visitations to Earth.

The Jovian Jest May30Ast
The Gray Plague Nov30Ast
K: Spawn of the Stars Feb30Ast
K: Vandals from the Stars Mar30Ast
K: The Terror of Air-Level Six Jul30Ast
K: The Flying City Aug30Ast
K: The Attack From Space Sep30Ast
K: When the Moon Turned Green May31Ast
K: The Doom from Planet 4 Jul31Ast
K: Spawn of the Comet Nov31Ast
K: Wandl, the Invader Feb32Ast
K: The Hammer of Thor Mar32Ast
K: Raiders of the Universes Sep32Ast
43.9: Wandl, the Invader Feb32Ast
43.9: Raiders of the Universes Sep32Ast

44.4 Mars.

Monsters of Mars Apr31Ast
Martian Cabal May32Ast

44.5 Outer planets and their satellites.

The Copper-Clad World Sep31Ast
Red Hell of Jupiter Oct31Ast
Creatures of Vibration Jan32Ast
Loct of the Void Sep32Ast

44.6 Luna and our second moon.

The Moon Master Jun30Ast
The World Behind the Moon Apr31Ast
Dark Moon May30Ast
Brood of the Dark Moon Aug31Ast
The Finding of Haldgren Apr32Ast
K: Earth, the Marauder Jul30Ast
K: The Second Satellite Aug30Ast
45.3: Brigands of the Moon Mar30Ast

44.7 The Asteroids

The Lord of Space Aug30Ast
35.9 The Planetoid Peril Nov31Ast

44.8 Artificial Worlds

44.9 Extra-Solar worlds

The Forgotten Planet Jul30Ast
The Planet of Dread Aug30Ast
The Terrible Tentacles of L-472 Sep30Ast
The Dark Side of Antri Jan31Ast
The Ghost World Apr31Ast
The God in the Box Sep31Ast
The Terror from the Depths Nov31Ast
The Priestess of the Flame Jun32Ast
Death Traps of FX-31 Mar33Ast

45. Space travel, no single planet the main locale.

45.1 Pioneer flights.

Into Space Feb30Ast
Beyond the Heavieside Layer Jul30Ast
37.7: Out Around Rigel Dec31Ast
52.: Out Around Rigel Dec31Ast

45.2 Adventures in a single ship.

The Sargasso of Space Sep31Ast
Vampires of Space Mar32Ast
32.3: In the Orbit of Saturn Oct31Ast
37.6: Salvage in Space Mar33Ast

45.3 Several ships intervolved.

The Slave Ship from Space Jul31Ast

Space Rover Feb32Ast

The Passing of Ku Sui Nov32Ast

44.6: Brigands of the Moon Mar30Ast

45.6 Action divided between various planets of Sol and space.

Vagabonds of Space Nov30Ast

Hawk Carse Nov31Ast

Bluff of the Hawk May32Ast

Pirates of the Gorm May32Ast

34.7: The Affair of the Brains Mar32Ast

45.7 The same, on an interstellar scale.

K: Winged Men of Orson Jan32Ast

50. THE PREHISTORIC PAST.

51. Origin of Earth.

52. Prehuman life.

53. Early men.

54. Legendary civilizations.

B.C. 30,000 Apr32Ast

60. DEVIATIONS FROM THE TIME STREAM.

61. Oneway travel from past to future: suspended animation.

From an Amber Block Jul30Ast

When the Mountain Came to Miramar Mar31Ast

42.2: When the Sleepers Woke Nov32Ast

63. Looking or traveling back and forth in presumably unalterable time.

The Man from 2071 Jun31Ast

31.7: The Port of Missing Planes Aug31Ast

32.3: The Atom Smasher.

65. Changing the present or future by going pastward.

66. Travel back and forth in time where infinite possibilities exist.

The Exile of Time Apr31Ast

68. Mixing of subjunctively contemporary persons and settings: sidewise.

69. Unmixed might-have-beens, current events that don't happen.

80. SCIENCE ARTICLES

81. The physical sciences.

81.1 Astronomy

The Expanding Universe Mar33Ast

81.2 Mathematics

81.3 Physics

81.35 Atomistics

81.4 Chemistry

81.5 Geology

81.6 Engineering

82. The biological sciences.

82.1 Zoology.

82.15 Physiology.

82.2 Botany

82.4 Paleontology

82.5 Psychology.

83. The social sciences.

83.1 Archeology

83.2 Anthropology

83.3 History

83.4 Sociology and economics.

84. Rockets and space flight.

85. The supernatural.

85.1 Satanism, demonology, witchcraft.

85.2 Vampirism and lycanthropy.

85.3 Mystic cults.

85.4 Ghosts

85.5 Spiritualism.

85.6 Other psychic phenomena

85.7 Supernatural facilities

85.8 Folklore

85.9 Literature

90. STORIES NOT TRULY FANTASY.

91. Science never going beyond contemporary possibility.

92. Mundane explanation, hoax.

94. Hallucinations perhaps objectified.

95. Insanity.

96. Torture.

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