

CENTRAL AZ SPECULATIVE FICTION SOCIETY, INC.

What REALLY is behind putting on a convention? What are the funds raised by a convention used for? Does everyone REEEEEAAAAALLY smear each other all over with lime jello at CASFS meetings? Why not attend a meeting and find out!

We're the sponsor of MAW, CON GAMES, Fan Gatherings, the 1987 North American Science Fiction Convention (CactusCon), and the annual CopperCon convention. CASFS, also known as "Melvyn", usually meets at the Cafe Casino at 24th. Street and Camelback (Southwest corner) on the last Friday of each month at 8 pm. We are a charitable, IRS-recognized non-profit corporation that exists to further science fiction, fantasy, and science fields in Arizona. We'd like to see you involved, too!

Everyone is invited to attend two meetings prior to becoming a member. Membership rates are \$12 per year (plus initial \$3 application fee), or slightly more if paid quarterly or semi-annually. Membership rates are prorated for the amount of the year remaining. For more information, call Bruce Farr at (602) 968-5673. BYOLJello.

MAW 3RD QUARTER, 1987

MAW, Bruce Farr, Editor
Central Arizona Speculative
Fiction Society, Inc.
(a non-profit corporation)
P. O. Box 11743
Phoenix, AZ 85061

NONPROFIT ORG.
U. S. POSTAGE PD.
PHOENIX, AZ
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EDITORIAL POSITION

MAW is intended to be a source of information for people interested in science fiction, fantasy, and related subjects. We'll also publicize related Arizona Cons, clubs, or activities along with important out-of-state information. Just write our P. O. box or call the editor, Bruce Farr, at (602) 968-5673 on weekends.

We will not do Con reviews or fan gossip. However, MAW will tread the thin line by providing fan news. Let me know (as I'm sure you will) if I cross over the line. Please note that everything not credited with a byline was written by the editor, Bruce Farr.

Many people have asked what MAW stands for or what it means. Maw, literally, is a synonym for "mouth" as it is the mouthpiece of CASFS. No, it isn't an acronym for Mothers Against Witchcraft or something else (unfortunately).

MAW is the Newsletter of the Central Arizona Speculative Fiction Society (CASFS), a 501(c)3 non-profit corporation. It is being published quarterly. Circulation is approximately 1800 households, mainly to members of all yearly-held Arizona conventions (including CopperCon, a convention sponsored by CASFS) and members of CASFS.

We'd like to thank the following people for their behind-the-scenes assistance in producing MAW: Margaret Grady for paste-up and design, Sam Stubbs for collating and production, and Kim Farr for collating, production, and mailing.

If Your Last Issue if Checked is marked (it's near your address label), it means that you're probably about to be dropped from receiving MAW. It's nothing personal...this would be due to your not having attended a convention in the past two years (by our records, anyway). If you want to remain on the list, let us know before the next issue of MAW comes out.

Please...anyone who changes their address, let us know! This saves everyone money (lets you receive this newsletter plus know about Con price breaks and lets us save money on COA's from the Post Office). This will also let us pass COA information on to conventions where you also have a membership! Anyone who wishes to receive or not to receive MAW only needs to request same.

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Publication date is August 11, 1987; mailing by August 17, 1987



12/21/86

Mary Hansen Roberts

CASFS BUSINESS

The Board of Directors is now composed as follows: Chairman of the Board, Randy Rye; Board Vice-Chair, Doug Cosper; Board Secretary, Randy Rau; Treasurer, Bruce Farr; other members of the Board are Sam Stubbs, Clifton Baird, and Margaret Grady.

The procedural officers are: President, Doug Cosper; Vice-President, Sam Stubbs; Secretary, Margaret Grady; Treasurer, Bruce Farr (also a Board position). Margaret Grady is Coordinator for CopperCon 7 and Randy Rye is Banker. Sam Stubbs was elected Chair of CopperCon 8 with Randy Rye as Banker. CASFS is sponsor for the 1987 NASFiC "CactusCon" convention, for which Bruce Farr is Chairman and Mark Christensen is Treasurer.

Appointed committees are: Randy Rau for arranging details of making book donations to libraries; Bruce Farr for editing MAW newsletter and CON GAMES fanzine; Doug Cosper for investigating the lending audio library for the blind, a Committee including Randy Rau and others for arranging Fan Gatherings, and a committee including Bruce Farr and Cliff Baird for investigating integrating the 1988 SmofCon with CASFS.

The following are highlights from activities and the monthly CASFS meetings held over the past three months:

1) Fan Gathering 10 was held over the weekend of July 17-19, 1987 at the Ambassador Inn in east Phoenix. 54 fans attended the Gathering. We thank everyone who helped assemble PR 4 and the special mailing for CactusCon - and wish to especially thank Eileen Phillips, Randy Rau, and Doug Cosper.

2) The 2nd. Quarter 1987 MAW was mailed to 1800 households (about 2400 fans) on May 26, 1987. A discussion was held regarding reducing the number of people receiving MAW, but it was decided to keep the list largely as it is until after NASFiC this September.

However, the cost of doing MAW (\$2,000 a year, including mailing costs) is high enough that we're going to enforce the limitation of sending it to those who have attended an annual Arizona con in the past two years for the fourth quarter 1987 issue.

3) Elections were held for procedural officers, Board, and CopperCon 8. The officers are noted at the top of this article, with Sam Stubbs having been elected chair of CopperCon 8 and Randy Rye as Banker. It's anticipated that CopperCon 8 will return to the 800-person range, after CopperCon 7. CuCon 7 is being held as a RelaxaCon with small attendance due to the NASFiC having taken place just two weeks prior.

4) The fourth issue of CON GAMES newsletter (about 48 pages) will go out around October 31, 1987. Circulation is 210 with another 40 for handing out in person. This is a newsletter circulated nationwide to people with a serious interest in techniques of managing sf/f conventions. This latest issue will focus on Convention Communications of all types.

5) This is the last MAW before the 1987 NASFiC. Due to the approaching convention, this issue of MAW is necessarily focused on CactusCon and otherwise quite brief...understandable perhaps since the Editor of MAW is the Chair of NASFiC. Wish us all luck. There's no report on CactusCon here since much of this issue of MAW is about the convention...I hate repeating myself too many times!



CLUBS & ORGANIZATIONS

SF/F oriented organizations are welcome to send info. to our P. O. box for listing! Important!!!! If you want to continue to be listed, please correspond with updated club information at least twice a year. This keeps your listing current and lets us know you still exist.

When contacting a Club or Con, please send a SASE (Self-Addressed, Stamped Envelope) for return reply!

Dimensional Masque: a non-profit organization founded in 1985 to provide a forum at science fiction conventions for creative fans to meet, produce, and show original film or video productions. Contact Richard Rouse and Elinor Mavor at (602) 941-0349 or write 7015 E. Pasadena Ave., Scottsdale, Arizona 85253.

United Federation of Phoenix: the Phoenix area Star Trek Club. Meets every two weeks at various locations around the Phoenix area. For information, write P. O. Box 37224, Phoenix, Arizona 85069 or call Jim Strait at (602) 242-9203.

The Lion Legion: Phoenix area team for Sabratract International, the battlefield sport. For more information, contact Kevin Hedgpeth at 246-0199 or write to 4231 N. 31st Ave, Phoenix, Arizona 85017.

LepreCon, Inc.: one of the two Phoenix area corporations that puts on yearly conventions. For more information, write P. O. Box 26665, Tempe, Arizona 85282 or call Eric Hanson at (602) 838-6873.

Role Players and Wargamers, Inc.: otherwise known as RAW Games. Wargaming (board gaming) and fantasy club. Contact 8159 West Weldon, Phoenix, Arizona 85033.

Central Arizona Speculative Fiction Society, Inc.: the non-profit corporation that puts on CopperCon conventions, the 1987 NASFIC, Fan Gatherings, and does MAW and CON GAMES newsletters. Best described as SF/F generalists with a strong bent towards literary SF/F. Meets at 8 pm on the last Friday of each month at the Cafe Casino on the SW corner of 24th. Street and Camelback Road. Write P. O. Box 11743, Phoenix, Arizona 85061 or call Bruce Farr at (602) 968-5673 and Doug Cosper at (602) 849-3338.

Phoenix Japanimation Society: local chapter of japanimation/general animation oriented fans - meets monthly. Membership is free, though optional monthly newsletter is \$5/year or \$.50/month. Call Tom Perry at (602) 996-2196 or write P. O. Box 5189, Glendale, Arizona 85312.

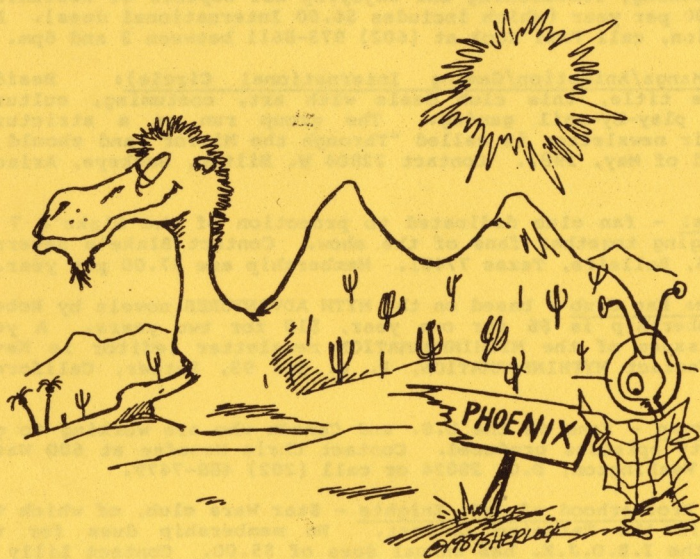
Southern Arizona Science Fiction & Fantasy Association: the Tucson-area SF&F generalists, involved with the yearly TusCon convention. Contact Charles Englestead, 5645 N. Maria Drive, Tucson, Arizona 85704 or call (602) 881-3709 (Cristi Simila) for more information.

Society for Creative Anachonisms (Tucson): or how to get in touch with your past. Contact SCA Inc. DBA Tir Ysgithr, Box 43335, Tucson, Arizona 85733.

L-5 Society (National): one of the most-respected pro-space advocacy organizations. Membership \$30 or \$15 for students, which includes Space Frontiers quarterly and L-5 News (8 times yearly). 1060 E. Elm, Tucson, Arizona 85719 or call (602) 622-6351. See Pro & Fan News section this issue

L-5 Society (Phoenix chapter): Currently meeting at ASU - call for exact meeting location. Write Phoenix L-5, Box 271, Tempe, Arizona 85281 or call Tripp Armstrong at (602) 945-5523 for more info.

The Phoenix Fantasy Film Society: film society for classic SF&F film. Membership is \$25.00, lifetime. PFFS also rents projectors, films, and video tapes. Contact PFFS, Box 30423, Phoenix, Arizona 85067.



Igen Weyr: a Phoenix-area local club based on the Dragonrider books by Anne McCaffrey. For more information, call Kim Parr at (602) 968-5673 or write 3411 S. Margo Drive, Tempe, Arizona 85282. Publisher of fanzine, Weyr Notes.

T.A.R.D.I.S.: (The Arizona Regional Doctor [Who] Interest Society) Dr. Who fan club of Phoenix. Memberships are \$18.00 for first year. Membership includes a monthly newsletter, business cards, TARDIS key, and quarterly publications. They meet every two weeks at various locations around the valley. Contact Belle at T.A.R.D.I.S. at Box 63191, Phoenix, Arizona 85026.

CompuShop Forum/DEBUG Computer Users Group: SF/Fantasy discussion group including SF directory, reviews, etc. Computer board set up at 745-1889...set up own password with board and leave message in public area for D&D group. Space available for groups with membership in DEBUG (\$10/year for each group or discussion leader). Contact Fred Runk at 4817 E. 26th Street, Tucson, Arizona 85711 or call 747-9096.

Starbase Tucson: Star Trek club for people whose interests include sf, role-playing games, Dr. Who, media sf, computers, sca, filking etc. Contact K'Shona Jackson, Diplomatic Liaison Officer, 7948 E. Winnepeg Drive, Tucson, Arizona 85730 or call 885-5778.

SIG on The Source Information Network: (run by Flying Buffalo Games). For wargamers, role-playing games, & SF and fantasy fans. There you will find: an extensive list of game and SF conventions from around the country, news and new releases from game companies, role playing and other games, and a bulletin board where you can leave messages for other games. From Command Level on The Source, just type FLBUFSIG. The SIG is run by Flying Buffalo Inc., makers of NUCLEAR WAR and TUNNELS & TROLLS games. For more info, call 602-945-6917 or write P.O. Box 1467, Scottsdale, Arizona 85282 (Flying Buffalo, Rick Loomis, SIG Operator).

Doctor Who Information Network: a multi-national Doctor Who club. Includes a bi-monthly newsletter ENLIGHTENMENT, membership card, convention and series news, pen pal, and classified services. Memberships are \$8 per year. Contact DWIN, P. O. Box 912, Station F, Toronto, Ontario M4Y 2N9, Canada.

Southwest Costumers Guild: a Phoenix area branch chapter of the International Costumers' Guild, based in Maryland. Dedicated to exploring, teaching, researching and enjoying all aspects of costuming. Dues are \$12.00 per year (which includes \$6.00 International dues). For more information, call Pati Cook at (602) 973-8611 between 3 and 6pm.

M.A.G.I.C. (Manga/Animation/Gaming International Circle): Besides what's in the title, this club deals with art, costuming, cultural exchange and play-by-mail gaming. The group run as a strictured anarchy. Their newsletter is called "Through the Mirror" and should be out at the end of May, 1987. Contact 22804 W. Hilton, Buckeye, Arizona 85326.

Blake's Several - fan club dedicated to promotion of the Blake's 7 tv show and bringing together fans of the show. Contact Blake's Several, P. O. Box 1766, Bellaire, Texas 77401. Membership are \$7.00 per year.

Myth Adventures Fan Club - based on the MYTH ADVENTURES novels by Robert Asprin. Membership is \$6 for one year, \$13 for two years. A year equals four issues of the MYTHINFORMATION newsletter (editor is Kevin Standlee). Contact MYTHINFORMATION, P. O. Box 95, Sutter, California 95982.

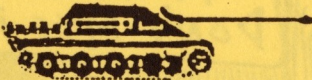
Spotlight Starman - fans in the U.S. and Canada who are working to get more STARMAN tv episodes produced. Contact Chris Menefee at 600 Water St. SW #8-14, Washington, D.C. 20024 or call (202) 488-7479.

International Brotherhood of Jedi Knights - Star Wars club, of which the local group is the Tatooine Outpost. No membership dues for the Outpost, but the I.B.O.J.K. has annual dues of \$5.00. Contact Lilly at 956-3568 or Patty at 220-4416 for more information or write 3111 North 34th Place, Phoenix, Arizona 85018.



WE WISH TO THANK
THE FOLLOWING ARTISTS
FOR THEIR GENEROUS CONTRIBUTIONS
OF ARTWORK

Joshua Quagmire
Mary Hanson-Roberts
Sherlock
Alison Fiona Hershey
Jim McLeod
George Barr
Susie Romero



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FOR MORE INFO: PO BOX 26822 TULSON AZ 85726

TUSCON REPORT

by Cristi Simila and Sue Thing

The following is extracted (almost whole cloth) from the TusCon XIV's Progress Report 1.

Greetings, Earth people. Yes, once again the friendly TUSCON committee aliens are dedicated to bringing you TusCon 14. Promising to be a real rip-snorter, the convention this year boasts Tim (ANUBIS GATES) Powers as Guest of Honor, Somtow (MALL WORLD) Sucharitkul as Fan GoH, and the ever-lovely Ed Bryant as toastmaster.

HOTEL: TUSCON is still at the Executive Inn, 333 W. Drachman, Tucson, Arizona (and probably will be until the nether regions have a cold snap). Room rates are \$30/single, \$34/double. Deadline for advance reservations is September 20, so get 'em while they're hot. If you're planning a party, please let the hotel know in advance; that way your party room won't get put next to a cranky little old blue-haired lady with a poodle.

PROGRAMMING: The reputations of our guests dictates that our programming will take a smoeewhat more macabre twist than usual. Suggested panels will include topics on poetry, music and horror. In addition, there will be midnight readings and the traditional writers' seminar. Due to the enormous popularity of last year's masquerade ball and furry critter stomp, we are repeating it this year with more dance music and extended hours.

FILMS: Film programming will be up to the usual fine TUSCON standards. Look for an assortment of "Creepy castle" movies to head the bill. As always, film sponsors are welcome. Contact Wolf Forrest, through the con address, if you wish to contribute to the film program. The more sponsors we have, the more films we can show.

ART SHOW: The art show this year is open to all qualifying artists. If you've never shown at an Arizona convention before, and you wish to participate in the TUSCON art show, please send examples of your work to the Art Show Director. All samples sent will be returned. Panels are 4' X 4'; cost is \$2/panel, limit 3 panels per artist. 3-D space is available at fees of \$2/artist for small pieces (jewelry or sculpture under 3" X 3" X 3"), and \$.50/piece for larger items. Space is on a first-come, first served basis. All art show inquiries and/or space reservations should be sent to Deb Dedon, Art Show Director, in care of the con.

DEALERS: tables for TUSCON 14 are still available. Cost per table is \$25, limit 2 tables per person; all tables are 6' long. Please note that table fees include 1 membership per table, and we ask that you furnish us with the names of the people using the memberships at the time you reserve your table(s). For more information, send your requests to the attention of Cristi Simila.

SECURITY: our new head of security, "Face-hugger" Wiley, has these pearls of wisdom: no real or real appearing firearms will be allowed, no projectiles or projectile weapons of any kind, and all blades MUST be peace-bonded. He has an inordinate fondness for collecting things, especially weapons that break the rules. If you're unsure about that fifteen-foot Valerian Space Axe, or your Acme Proton Gun, lease them at home.

MEMBERSHIPS: Are all these wonderful activities to be had for free? Wrong again, tentacle-breath. Memberships are \$15 to September 1, \$20 thereafter and at the door. Price for children ages 4-12 is \$7.50 in advance, \$10 at the door. One-day memberships are also available for \$15 flat rate.

INQUIRIES: For all correspondence (general info, art show, memberships, etc.), the TUSCON mailing address is TUSCON 14, P. O. Box 26822, Tucson, AZ 85726. All requests should be accompanied by a SASE to insure a prompt reply. Also, please made sure the appropriate person or area is listed on the outside of the envelope so that our Post Office gremlin knows which committee member gets what mail; otherwise, he'll eat it.

NUTS 'N' BOLTS

"Writing in Somebody Else's Universe"

by Jennifer Roberson

Many fans who want someday to write professionally start out making up stories about favorite characters from TV show, movies and books. One of the most commonly asked questions at "breaking into writing" panels is whether this practice is good or bad. Some pros argue for it, others against, claiming that writing in someone else's universe hinders creativity.

Some argue in favor because any type of writing helps hone technique and create an appetite for improvement. Conquering the blank page isn't always easy, and anything that helps should be applauded. But, by the same token, it's easy for a newer author to get trapped in a world of someone else's making. It's a familiar place inhabited by very familiar characters, and it saves the new writer the time and trouble of creating his own people or developing interesting settings. It's all been done for him: an "off the rack" universe.

On the plus side, this ready-made world allows the writer the chance to experiment with technique. Because he's so familiar with the world and characters, he's more confident about his ability, and this comes across in the writing. He tries some new twists on old themes. Puts his protagonist in the sort of jeopardy no one else has done. Explores the personal things never brought up before. All of this expands the writer's grasp of his craft and allows him the chance to grow without feeling threatened.

However, carried to an extreme it can be detrimental to a career, if a career is what's desired. For one, work based on copyrighted material can never be published, except in rare cases such as MZB's fan-oriented Darkover anthologies. Authors get extremely upset when others try to cash in on their own creations. Robert Adams tells a story about a diehard fan who rewrote one of the Horseclans books, changed the names but little else, sent it in to Signet in hopes of selling it as his own original work. Needless to say, Adams was less than pleased and the Signet legal staff had a discussion with this fan; he learned his lesson the hard way. So, while in the normal course of events fan writing isn't generally considered plagiaristic, it's wise to be aware of the pitfalls yawning if it gets out of hand.

If you're having a wonderful time with Kirk and Spock and all the others and don't care about getting published, there's no law against writing stories so long as you don't try to sell them. But if you'd really like to become a professional, remember that while time spent on pre-existing people and worlds isn't really wasted, as it is time that could otherwise be spent on creating your own Darkover, Enterprise or Pern.

Editors treasure originality. Pastiche are no longer in vogue. If you truly want to get published, you'd do better to start working on your own world/people/plots, refining everything until it's professional enough to stand on its own without benefit of existing media. Then perhaps your published trilogy/series can become the treasure vault of inspiration that causes others to love your world and people enough to want to write about them.

- **A major gaming program, including presentations by major game companies, demonstration games, and organized tournaments
- **A computer gaming room
- **A children's program, along with child care facilities
- **A Star Trek 20th Anniversary celebration
- **The premiere of several science fiction and fantasy publications
- **EARLY REGISTRATION (including Video and Con Suite) is Wednesday, September 2, 1987 (Registration opens at 5 pm at the Hyatt)
- **OPENING CEREMONIES are Thursday afternoon at the Civic Plaza
- **CLOSING CEREMONIES are late afternoon on Monday, September 7, after which only convention Hospitality Suite will be open (through late Monday evening)

COSTUME CONTESTS

CactusCon will feature two costume contests...one on Friday night as a small-stage event and one on Saturday night as a feature event at the Civic Plaza's Ballroom. We'll have costumers entering from all over North America...you're welcome to be one of them! Request entry information on the form in this mailing and we'll rush it off to you. Entry is closed for the Saturday night event as of August 1, but entry to the Friday night contest is open through that afternoon.

HOSPITALITY

Phoenix is known for its Western hospitality! We will have a suite of rooms on the third floor of the headquarters hotel, the Phoenix Hyatt Regency, where we will be providing complimentary snacks and beverages to members. We'll also be serving beer in the evenings and will have a cash bar set up. It's a great place to meet friends or make new ones.

The convention will also host parties from a variety of groups. Possible groups include those bidding for a potential future NASFiC's, worldcons, and fan groups. Parties will primarily be located on the third floor of the Hyatt Regency.

HOTEL RESERVATIONS

Most members stay during conventions at the official convention hotels. This way they are closest to 24-hour and other non-Program events that are scheduled to take place at the hotels. The main Party and Headquarters hotel is the Hyatt Regency. After the daytime Program closes down at the Civic Plaza, a nighttime Program opens up at the Hyatt. The Hyatt is also the location of the Convention's Hospitality Suite and various parties.

Next door to the Hyatt is the Adams Hilton, site of the Gaming Program and other 24-hour events, as well as child-care. Hotels with sleeping rooms only (no events) are the San Carlos and the Heritage.

We expect that the Hyatt and San Carlos will be either filled by the time you get this special mailing or will be just about filled. The Adams Hilton, with

400 rooms, however, may have rooms available through the convention itself and the Heritage will also likely have rooms left.

To make reservations, cut out the enclosed HOTEL RESERVATION FORM and mail it in AS SOON AS POSSIBLE. After July 31, call the Housing Bureau at (602) 257-4124.

TRAVEL TO THE CONVENTION

We have special air fare and car rental rates arranged through Ladera Travel. They can be contacted TOLL FREE at 1-800-624-6679. Included is a special discount through American Airlines of 5% below the lowest fare being otherwise offered. If contacting American directly, refer to Star File #S-71743 and call 1-800-433-1790.

MEMBERSHIP INFORMATION

The convention is closed to everyone but our members. By becoming a member you are entitled to convention publications, attend all events and Programming, go into the Art Show, Exhibit Hall, Dealers' Room, and the Hospitality Suite. You also receive our Program Book (except for those who are one-day members only), daily pocket schedules, Program Booklet, freebies from publishers and movie studios, and a keepsake/identification membership badge.

The \$45.00 SPECIAL RATE (otherwise the rate is currently \$50.00) which you get with the enclosed membership form only expires August 15, 1987. The membership rate at the door will be \$60.00. Both of these rates are rates that enable you to attend for the full five days (plus Wednesday, September 2).

IF YOU WISH TO PURCHASE YOUR MEMBERSHIP BY PHONE, call the number listed below and give us your Visa/Mastercard information.

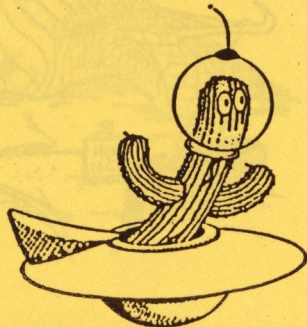
At the door we will also be selling one-day memberships and a diminishing rate full membership (eg a full membership purchased at the door will probably cost \$45.00 on Friday and less on Saturday and even less on Sunday). Supporting (non-attending memberships that are entitled to publications only) cost \$15.00 through August 15 and children's rates (under 13) are 1/2 the current price.

Those joining by the August 15 pre-convention membership price of \$45.00 (again, a special rate with the enclosed form only) will receive our 44-page Progress Report Four in First-class mail.

INFO/MEMBERSHIP PURCHASE BY PHONE: (602) 968-5673
(after 8am Pacific time...leave address/name on answering machine if no one's in)

MAIL: CACTUSCON, 1987 NASFiC
BOX 27201
TEMPE, ARIZONA 85282

MAKE CHECKS OUT TO CACTUSCON



HAFFIC·CACTUSCON

MEMBERSHIP

Rates for under 13 years old only apply when purchased along with an adult membership. At the door, CactusCon (the 1987 North American Science Fiction Convention) will be selling full memberships along with one-day memberships. The full memberships cost less to buy as the convention continues.

Membership Rates

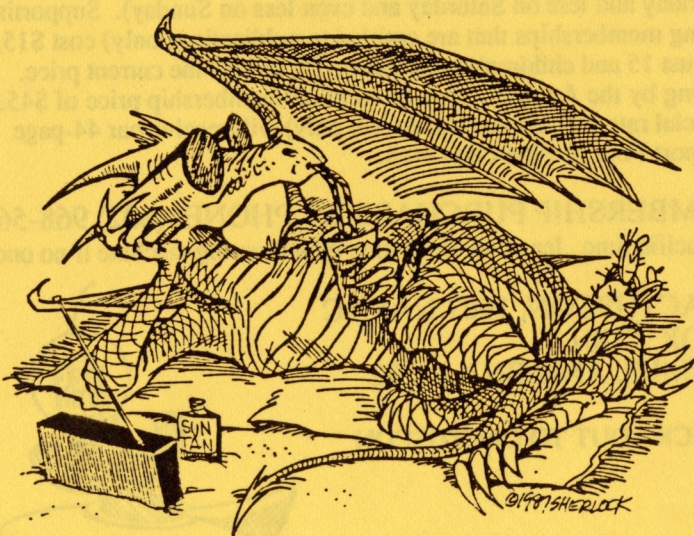
Day	ADULT-Full	UNDER 13-Full	ADULT-1-Day	UNDER 13-1-
Wednesday	\$60	\$30	\$10	\$5
Thursday	60	30	20	10
Friday	45	25	25	15
Saturday	35	20	25	15
Sunday	30	15	25	15
Monday	15	10	15	10

Under 13 pays full if not purchased with an adult membership (or by an adult member who is accompanying the person under 13).

Childrens' Program (not attending events, except in tow with an adult) is \$10, which entitles children over 2 to attend the con or Childrens' Programming.

Child Care (under 3 years old) is \$10 if Child Care facilities (located in Childrens' Program area) are going to be used. Child Care is \$1.50/hour with the first 7 hours free.

Child in tow, which means that Childrens' Program or Child Care is not being used and that the child will always be in adult care, is at no charge. This is limited to young children only.



during the daytime). This is your opportunity to meet the people who've written your favorite books!

CONVENTION PUBLICATIONS

****The Program Book is a high-quality, color-cover magazine which is a keepsake published only for convention members. A separate Program Booklet will give panel details, schedules for each professional attending, and capsule bios of panelists. Included will be film and video guides.**

****The convention has published a book of short stories by its Guest of Honor, Hal Clement. This is available in advance (\$10 Trade Edition and \$20 Numbered, Signed, Boxed Edition...both are hard cover with color cover). Limit is four books per convention member.**

****We will also publish a Restaurant Guide for eateries (from fast food to fine dining) in the area, daily Pocket Program so that you don't have to carry the full Program Booklet around, and a daily newsletter to keep you updated on changes.**

ART SHOW AND DEALERS ROOM

CactusCon will feature a Dealers' Room with over 160 tables of SF, Fantasy, Comic, Japanimation, costume, video, art, ceramics, and other out-of-this-world merchandise! The thousands of books offered will include many out-of-print or rare and collectible editions as well as possible bargains.

Our Art Show will include works from most of the sf, fantasy, horror, and space artists active today. Most art will be for sale...there will also be a shop selling art prints. Price range is from a couple of dollars to thousands - the Show will include 400 4'X4' panels of art - thousands of paintings and 3-D pieces.



OTHER EVENTS

CactusCon will also feature:

****A Star Wars 10th Anniversary celebration, including showing the Star Wars Trilogy**

****Possible premiere(s) of new films (can't be confirmed until shortly before the convention due to film production uncertainties)**

****24-hour or extended schedule Film, Video, and Japanimation programs**

****Up to four different dances, including Regency and one sponsored by Bacn Books**

COPPERCON REPORT

by Margaret Grady

CopperCon in 1987 will be two weeks after Labor Day Weekend's 1987 NASFiC "CactusCon". Considering the large number of Arizona fans working on the NASFiC, everyone will be too burned out to possibly put on the usual CopperCon. Therefore, the plan is to have CuCon 7 as a "Fan Gathering"-type event (though still called CopperCon 7) with only a Hospitality Suite and light video programming. There will be no official guests. Since we hope to give all volunteers for the NASFiC (of which there will be up to 450) a comp membership into CopperCon 7 (if funds are available post-con), we expect that over 200 will actually attend CuCon 7. Memberships, which are available at the door, will cost \$10.00.

The site for CuCon 7 is the Ambassador at 48th Street and Thomas, site of the last Fan Gathering. It has 170 rooms and a few small function rooms that are just the right size for a smallish convention. They also offering us \$22/night for single/double occupancy room rates, excluding taxi. Contact them at 840-7500 for reservations.

1988's CopperCon 8 will probably return to a more literary bent. This is especially understandable in the context of plans to have an annual media convention in Phoenix. CuCon 8 will be primarily trying to attract more authors, restrict media emphasis, and targeting the advertising appropriately.

We believe that the NASFiC in 1987 and the WesterCon in 1988 will add sufficiently to the pool of fans to enable us to do a 1989 media con. We'll be using the name "PhringeCon 3", after the media convention held here in 1980 and 1981. The dates are likely to be mid-summer or winter, 1989. More on this as plans progress, especially after the NASFiC is over!

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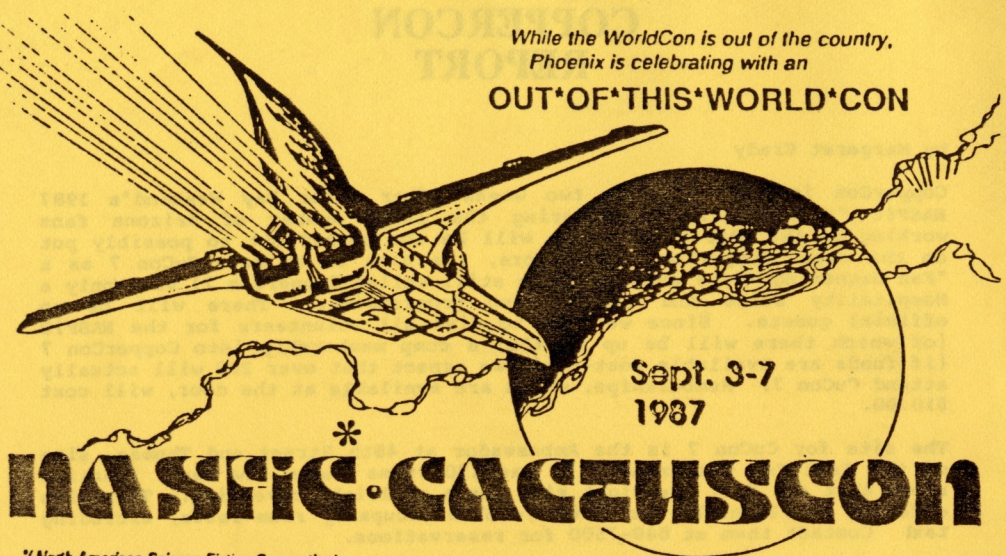
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