

# CopperCon 14

## Science Fiction Convention

September 9-11, 1994  
Casa Grande, Arizona





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## Who's Who?

Many of the folks who are working on the convention:

Chairman is Matthew Frederick, Banker is Kim Martin, Aide-de-Camp is Erika Moe, Art Show Coordinator is Ray Gish, Con Office Manager is Nora Rankin, Dealers' Room Coordinator is David Hiatt, Gaming Coordinator is John Finnan, Guest Liaison is Mark Boniece, Hospitality Coordinator is Eileen Phillips, Hotel Liaison is Sharan Hoyle, Logistics Chief is Shahn Cornell, Masquerade Coordinator is Jeanne Hilary-Burroughs, Procurer is Barry Bard, Programming Coordinator is Woody Harper, Publicity Coordinator is Lee Whiteside, Raffle Coordinator is Patti Hultstrand, Security Chief is Jeff Jennings, Special Events Coordinator is Margaret Grady, Staff Lounge Coordinator is Diane Elliot, Video Coordinator is Eugene Glover & Morgan Hunt, Volunteer Coordinator is Jim Strait. **Special thanks to Sherlock for the art in this report.**


## Attempt Number 14: The Best CopperCon Yet

We've got a wide variety of temptations planned to get you out to Casa Grande this year. The many activities listed on the next several pages just touch on the kinds of things we've got planned, including some really wild fun! CopperCon 14 will be an experience like no other!

Several items of note:

**Casa Grande:** Yes, the convention is in Casa Grande this year, a mere 45 minutes to an hour from Phoenix, a little farther from Tucson. It's not the most convenient location, but the resort is great, and will be devoted entirely to us for the entire weekend! That's right, the **whole hotel is devoted to the convention**. Everyone there (but for a few golfers) will be science, science fiction, and fantasy fans.

**Getting There:** There's a map to the hotel on page 8, and driving there is certainly the easiest route to go. If you can't get there by car yourself, you've got a couple of options. First, we're attempting to organize some **car pools**—if you're interested, leave a message with Erika at 602-957-7549. Second, Greyhound offers a Phoenix-Casa Grande round trip **bus ride** for just \$23—call them at 1-800-231-2222.

**Movie Preview:** Only readers of this Progress Report are invited to a sneak preview of the new science fiction film *Time Cop*. Note that the preview is **not** at the convention—it'll be about a week later—but you must send in a postcard to get a ticket. 



# The Program

We've got a great selection of panels, programs, and readings in store for you. Guests expected include:

**Vernor Vinge:** Our Guest of Honor, Vernor is the Hugo Award-winning author of *A Fire Upon the Deep*, as well as *The Peace War*, *Marooned in Realtime*, *The Witling*, and the short story collections *True Names and Other Dangers* and *Threats and Other Promises*. A professor in the Computer Science Division at San Diego State University, his theory of the Singularity is fascinating future speculation as well as great science fiction.

**John Vornholt:** Author of many wonderful works, John's novels often take place in the world of *Star Trek*, *Star Trek: The Next Generation*, and *Star Trek: Deep Space Nine*. Novels include *Sanctuary*, *Masks*, *Contamination*, *War Drums*, and *Capture the Flag*. He's written *ST:DS9* comics, and soon will have a new *DS9* novel, as well as original novels that take place in the universes of **Earth 2** (Steven Spielberg's new show), **Dinotopia**, and **Babylon 5**.


**G. Harry Stine:** Science writer, science fiction author, and the "Father of Model Rocketry," Harry is a fascinating guest. In addition to discussing his great novels, he'll be **demonstrating model rocketry**, and you can join in!

**James P. Hogan:** James P's many great works include the science fiction classics *Inherit the Stars*, *The Gentle Giants of Ganymede*, and *Giant's Star*, a series that explain where those darned asteroids came from, and why Pluto is such a pain.

In addition to those great guests, we've scheduled many other guests from the **science fiction** field, including other authors, editors, publishers, and artists.

We've got a particularly strong **science theme** this year, with experts from a wide variety of science fields. We're currently planning an **astronomy demonstration** as well—your chance to actually see some of the incredible **bodies in space** (stellar bodies and such, mind you!).

A couple of our more unusual guests include: Mark Smith, a **martial arts** expert, and Chris Perez, manager of the Starlog Store and a **SF collectibles** expert.

Don't miss our four-dimensional program! 

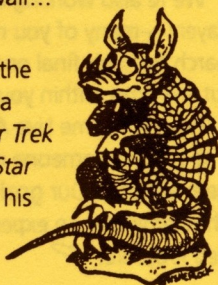
## Special Events

We have an incredible variety of special events planned this year—here's a sampling:

**Filksinging Concert:** On Saturday afternoon, we'll have a fantastic Filk Concert featuring the talents of Joe Bethancourt, Leslie Fish, Dr. Jane Robinson, Cynthia McQuillan, Larry Warner, Nancy Freeman, and the Duras Sisters. Filksongs, if you've not heard, tend to be science-fiction- and fantasy-themed folk songs.

**Brain Trust Quiz:** Mirror, mirror, on the wall... who's the smartest of us all?

**SF Trivia & Games:** Three great options: the local *Dr. Who* club, TARDIS, is sponsoring a Pictionary-style media game; the local *Star Trek* club, UFP, is sponsoring a Password-style *Star Trek* game; and Doug Cosper brings back his great Literary SF Trivia.






**RIF Raffle:** Donors are contributing books and other neat stuff for a raffle to benefit Reading Is Fundamental, a great charity that gives books to children. Tickets will be just \$1, and remember, the more you buy, the greater your chance to win! The drawing will occur late Sunday morning, and since you will get to choose your prize(s), you must be present to win.

**Paper Airplane Contest:** We'll supply the materials, you supply your best airplane design (or improvise—luck will certainly play a part). We'll launch from the 8th floor balcony, aiming for targets on the ground.

**Sports, even:** Golf (18 holes at the special rate of \$20, including a cart!), croquet, volleyball, and tennis are all available. If we receive sufficient response before the convention, we may even run a softball game (or tourney)!


**Much more:** More... surprises! Bring a blanket to sit on the lawn — you may need it. 

## Masquerade

Adam Niswander (critically-acclaimed author of *The Shaman Cycle*) and Jo Webber have chosen to share their happiness with fandom by celebrating their nuptials as part of the CopperCon 14 Masquerade.



But we'll need your help to make this event really special. The Masquerade will be fun, non-competitive entertainment. We'd like you to show your favorite, prettiest, or most amusing costumes, and come enjoy the festivities.

If you'd like to participate, or need more information, please call Jeanne at (602) 973-2054, or write to 3213 W. Camelback Rd., Phoenix, AZ 85017. 

## Gaming

Games, games, and more games! While gaming won't be the only focus of CopperCon, this year's convention will give it strong emphasis.

We're putting together some scheduled games and tournaments, but we need **your** help! If you'd like to **run a game**, or if there's a particular game you'd **like to play**, let us know! Call Jake (and leave a complete message if he's not there) at 602-921-9529 and let him know.


We'll have **open gaming** as well, with plenty of space to run or play that game you a) brought, b) saw somebody playing, or c) just bought.

We'd like to schedule a sanctioned **Magic: The Gathering** tournament, but we need to tell the folks at Wizards of the Coast how many of you will be there. Pre-register for the convention, or just call and **let us know you'll be there**, ready to play Magic!

We're planning our usual **Used Game Auction**, so bring your great used stuff, and **your** money to snatch up the bargains.

We're also working on a **convention-wide quest** for teams of players—many of you may be "drafted" by the teams as they search for their final goal. Puzzle-solving ability and initiative could put the prize within **your** reach!

Plans for some **Live Action Role Playing** are also in the works.

If you see someone **doing something unusual and fun**, ask them about it. Our goal is to provide something for everyone, whether you're an experienced gamer or have never even considered it before. 



# UFP-TARDIS Video Room

Tired of Movie and T.V. producers producing more hype than results?

Sick to death of pseudo-intellectual *TV Guide* writers who think SF is some clueless idiot's weekly rehash of the plight of the Palestinians dressed up with zippy spaceships and twinkling lights?

Amazed that these people (who wouldn't know an SF concept if it bit them on the leg) aren't laughed off the stage at SF conventions worldwide?

Remember when SF on the big and little screens was **just plain fun**?! Well we do, and we're going to bring that fun back at CopperCon 14!

Here's just a sampling of what you can expect to see:

**Ray Harryhausen Theatre:** Need we say more?

**World Beyond Theatre:** Are your Saturday mornings a little boring without good old 50's and 60's SF? No more!

**The Films That Should Not Be Remade Theatre:** When will Hollywood learn to leave well enough alone? Classics here that won't (or haven't) benefitted a thing by Hollywood's oh-so-tender remake mercies.


...and no jab at left-wing Hollywood politics would be complete without...

**Charlton Heston Theatre:** A trio of Chuck's best SF films.

...but we've got some other specials too!

Late night takes us to the East, where we'll be featuring video festivals of **Japanese Live Action** "Super Hero" series. Find out why the bastions of correct thinking won't let your kids watch these programs. See *Ultraman*, *Kamen Rider* and yes, even *Kyoryuu Sentai Zyuranger* and *Go Sei Sentai Dairanger*, the **series butchered** into being the *Mighty Morphin' Power Rangers*. Be the first on your block to see this hot, new, cult underground genre that's sweeping the continent!


No video trip to Japan would be complete without Japan's #1 monster export: **Godzilla**. We're going to be bringing three Godzilla films that **haven't come ashore** to the United States. Undeniably, the G-Meister's three greatest battles!

CopperCon 14 Video Room: BE THERE—ALOHA! 

## Art Show

Art is a big part of every science fiction & fantasy convention, and CopperCon 14 will be no exception—we'll have a great Art Show featuring artists from all over the country.

The art will be displayed **for your viewing pleasure** during the daytime hours of the convention. Most of the art will also be **available for sale** at very reasonable prices. If you're interested in purchasing art, see the Art Show headquarters at the convention for bidding information. Any piece of art that receives two or more bids will be publicly auctioned in Sunday afternoon's **Art Auction** at 1:00pm.

If you're interested in **displaying your art** in the show, please contact the convention right away—display panels and table space is limited. Entry fees are \$5 per 4'x4' display panel, and \$5 per half of a 6'x30" table for three-dimensional art. A commission of 12% will be charged to artists on all sales. 





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HIS WIFE  
TEN YEARS AGO  
THERE'S STILL  
TIME TO  
SAVE HER.**

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MARILYN VANCE

MUSIC BY

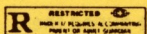
MARK ISHAM

EDITED BY

STEVEN KEMPER

PRODUCTION

DESIGNED BY PHILIP HARRISON



SCREENPLAY BY

MIKE RICHARDSON & MARK VERHEIDEN

PRODUCED BY

MARK VERHEIDEN

SCREENPLAY BY

MARK VERHEIDEN

PRODUCED BY

If you live in one of the following cities,

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All entries must be postmarked by August 31, 1994. Win

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you can win a pass to see TIMECOP:

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
Winners will be selected at random and be notified by mail.

Contest opens nationwide on Friday, September 16.



## Dealers' Room

A wide variety of merchandise will be available in this year's Dealers' Room including books (new, used, and collectible), games and gaming accessories, jewelry, comics, and all kinds of science fiction and fantasy memorabilia for sale by merchants from around the country.

Currently confirmed are Caer Ananda, Adam's Books, Barry Bard, Thomas Books, Bent Cover Books, Elizabeth Burnham, Rakish Blade, Waterloo Adventure Games, Patrick Connolly, Art & Miniatures, Wolfstar, Hadrosaur Productions, and Hagar and Helga. 




## Convention Security

Security at a convention is designed to help you remember one thing: "Think First." Most of you have attended conventions before, but here's a recap and some new information.

Standard convention rules apply:


- No real or realistic firearms
- Blades of all types must be sheathed and peace-bonded
- No projectiles of any kind are allowed (including sprays, silly string, etc...).

Parties must be registered with the Convention Office. All parties will be expected to follow a specific set of guidelines relating to noise level and alcohol (these are NEW guidelines, so please check with Convention Security if you're planning a party). We encourage these types of activities when they add to enjoyment of the convention, but you must be willing to act responsibly.

If you have any questions concerning the do's and don'ts, please contact Jeff Jennings at (602) 978-9314. 

## Volunteers

If you thought *attending* a convention is fun, just wait till you see the fun behind the scenes! CopperCon is run entirely by unpaid volunteers, and we need your help. A few minutes here and there help a lot, and if you work four hours or more, we'll feed you a meal! If you work twelve hours or more over the course of the convention, we'll buy a membership for you to next year's convention.

If you're willing to help, please call Jim at 602-242-9203 or stop by the volunteers table near Convention Registration and we'll give you all the details. Please pitch in—we need your help! 





# Hospitality Suite

Visit with some new-found friends or your long-time compatriots and enjoy free soda and snacks all weekend in our cool Hospitality Suite.



# The Francisco Grande

Located four miles west of Casa Grande, Arizona, the Francisco Grande Resort is a beautiful hotel originally built as a training facility for the San Francisco Giants (take a look at the swimming pool from the eighth-floor balcony for solid proof!). The resort features a nine-story tower (Tower Rooms and Executive Suites), a set of two-story buildings (Patio Rooms), and a great Convention Center. The hotel is about an hour from both Phoenix and Tucson. Some items of note:

**Food:** The hotel has a nice restaurant with reasonable prices. Right next to that is a lounge (bar) with a big screen TV. For those with tighter budgets (or just in a hurry), there's a snack-shack near the golf course that will serve burgers, polish dogs, soda and beer—at decent prices! The hotel has also agreed to have some a la carte breakfasty-type items available at the restaurant's hostess station (no sitting and waiting necessary)—coffee, pastry, etc. See below for fast food info.

**In-Town:** Casa Grande is a town of 20,000+ with a wide variety of restaurants (including every major fast food joint), every major bank, and grocery stores. If all goes as planned, we'll have a map of the area available for you with all of the major sites well marked.

**Ice:** The hotel only has two ice machines available to attendees, so if you'll need much ice at-con, it's probably a good idea to bring an ice-chest and pick up some ice in town.

Room rates are very reasonable: Patio Rooms (motel-style) are just \$39 per night, Tower Rooms (hotel-style) are \$49 per night, and Executive Suites (luxury) are \$69 per night, all single or double occupancy (plus tax). Add \$10 per person after two, and \$5 more for an added rollaway bed.

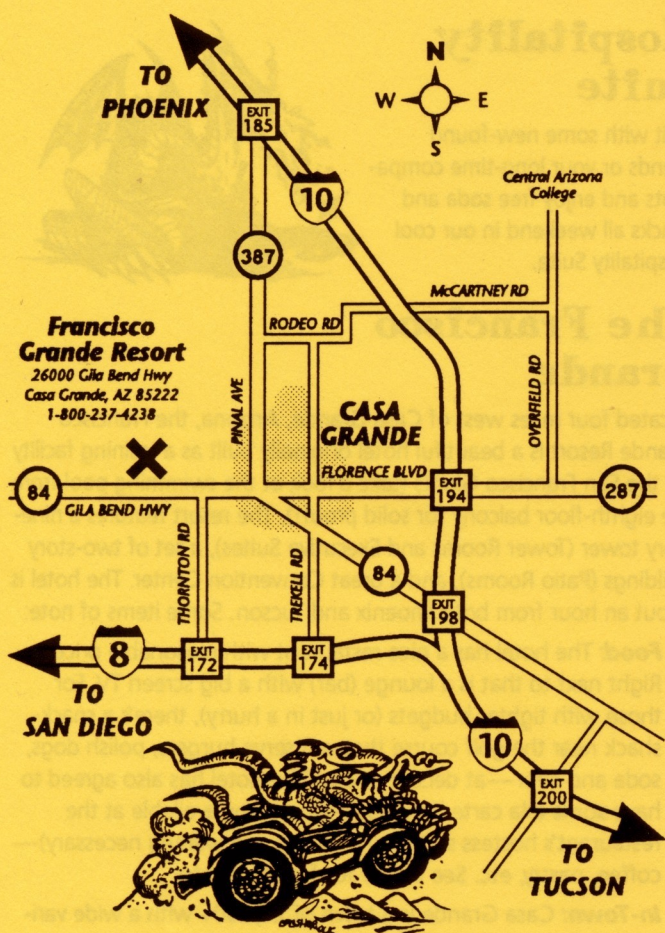
If the hotel fills before the convention, you'll be booked at a **near-by overflow hotel** at the \$49 per night rate, with free shuttle service to and from the resort. Call the toll-free number below in either case, so that if some folks don't fill their reservations, you still might end up at the con hotel. Note, too, that only people with rooms reserved through the con hotel will be able to ride the free shuttle.

There are very limited RV hookups available—if you're interested, reserve space through the hotel.

If you'd like to stay overnight at the resort, call **1-800-237-4238** to reserve a room. 🐉







## Getting There

**From Phoenix:** Take I-10 south to exit 194 (you'll see several exit signs for Casa Grande, but wait for this exit). Now follow the directions marked "Then..." below.

**From Tucson:** Take I-10 north to exit 194 (you'll see several exit signs for Casa Grande, but wait for this exit). Now follow the directions marked "Then..." below.

**From San Diego/Yuma:** Take I-8 east to I-10. Then take I-10 north to exit 194 (you'll see several exit signs for Casa Grande, but wait for this exit). Now follow the directions marked "Then..." below.

**Then....:** Turn west onto Florence Blvd. After travelling for about three miles, you'll have passed through most of Casa Grande. The road will automatically become the Gila Bend Highway (Arizona 84). Continue west for another four miles and you'll see the tower (pictured right) on the north side of the road.

This route purposefully takes you through Casa Grande so you can see the restaurants, banks, and other area stores. Watch the speed limit — it changes a couple of times through town and (small town) police patrol it. Keep your eyes open!

## Contacting the Convention

✉ CopperCon 14

☎ (602) 220-9785

P.O. Box 62613

Phoenix, AZ 85006

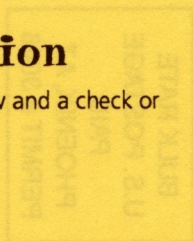
✉ coppercon@aol.com or mwillmoth@bix.com.



# Registration Information

To register for the convention mail the form below and a check or money order to:

**CopperCon 14**  
**PO Box 62613**  
**Phoenix, AZ 85082-2613**



## CopperCon 14



Name: \_\_\_\_\_

Badge Name: \_\_\_\_\_

Name: \_\_\_\_\_

Badge Name: \_\_\_\_\_

Name: \_\_\_\_\_

Badge Name: \_\_\_\_\_

Address: \_\_\_\_\_

City/State/Zip: \_\_\_\_\_

Phone: \_\_\_\_\_

### RATES:

- ☐ **Friday Only** \$10<sup>00</sup>      ☐ **Saturday Only** \$15<sup>00</sup>  
☐ **Sunday Only** \$10<sup>00</sup>      ☐ **Saturday & Sunday** \$20<sup>00</sup>  
☐ **All 3 Days** \$20<sup>00</sup> in Advance by 9/2\* (\$25 at the door)

**Children ages 7-12 are half-price, 6 and under free**

Also, I am interested in:

- ☐ Displaying Art in the Art Show  
☐ Participating in the Masquerade Contest  
☐ Running a Game  
☐ Volunteering to help at the convention  
☐ Other: \_\_\_\_\_

\* Registration must be postmarked by 9/2/94 to qualify for the special \$20 full-weekend rate.



*Just a small part of the beautiful Francisco Grande Resort*



LepreCon, Inc.  
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