

COPPERCON 13

Arizona's Science Fiction, Fantasy & Speculative Fiction Convention

SEPTEMBER

10TH-12TH, 1993

Guest Author

ROBERT SHECKLEY

Guest Artist

WAYNE BARLOWE



COPPERCON 15

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COMMITTEE LIST

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Programming.....	Steve Burroughs
Hotel Liasons.....	Jean Burroughs Sharon Hoyle
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Japanization	Tom Perry
Green Room/Regency Dancing/ Filking.....	Tina Smith Steve Burroughs
Kid's Lounge.....	Amy Gould
Video Room	TARDIS

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Look for the maps on Metro Center and the Castles-N-Coasters Brochures and Discount Tickets in the Registration Room. Also note that the hotel shuttle runs every 2 hours to all of the Metro Center area.

GREETINGS FROM THE CHAIR

By Larry Hallock

An open letter to CopperCon attendees and Phoenix fandom:

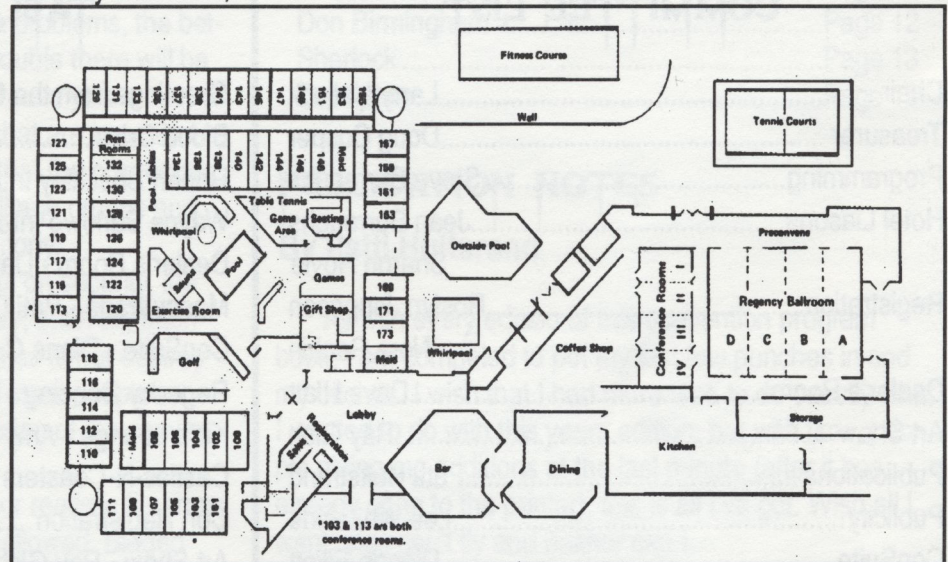
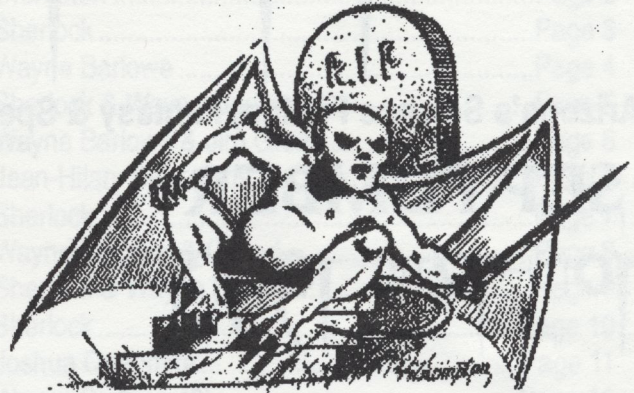
I would like to apologize for any inconvenience or confusion you may have experienced when trying to get rooms from the hotel. What happened here (and at this year's LepreCon at the Camelview Resort) were not mistakes or isolated incidents.

For the past ten years, May through September has been the slow time for Phoenix hotels and resorts. For most conventions you could show up Saturday afternoon, without reservations and get a room with little or no effort. This was in spite of the standard hotel contract clause which states, "The rooms blocked for the convention will be released for sale if not reserved by convention members at a point four weeks prior to the official convention dates....." The four week cut-off point was 8/10/93.

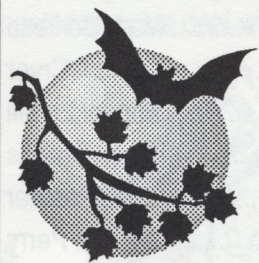
Ten months ago a new reality set in with Phoenix now being the hottest location in the country for a convention, any convention! The larger, better known resorts and hotels are today taking bookings for late 1995! In the past, CopperCon has had a choice of 10-15 locations. This year only three were available and we were lucky to find them.

When we hit the four week mark our option on a block of rooms expired and was picked up by another convention; one with 15,000 members. We were able to negotiate getting part of that block of rooms back by guaranteeing that if the rooms were not rented CopperCon would pay for them.

All indications are that Phoenix will be the prime convention location for years to come. This means that if you expect to stay at the convention hotel you will have to make reservations more than four weeks before the con. Please, pass the word and let your friends know about this.



Thank you and I hope you have a great time at **COPPERCON 13.**



**BLOOD DRIVE VAN
HELP A VAMPIRE
ON THE HUNT**

Keep a look out for the Blood Drive Van outside the hotel. Help your locale vampires on their shortage of good blood. Help keep our vampires off the streets.

Give Blood Today - So They don't have to come and find you or do not walk outside alone.

ROBERT SHECKLEY

By Patti Hultstrand

I had the honor to interview Robert Sheckley for the CopperCon 13 Program Book and it was a fun experience. We started on the business at hand and got off into the subject of the Southwest and computers.

At the very first question he told me how old he was and how much experience at writing he has under his belt. He had a few words of wisdom for would-be writers and I found him to be imaginative and honest. Here was most of how the interview went with the following questions and answers:

Patti - How long have you been writing and how did you get started?

Robert - Well, I am 65 years old now, but I have been writing since I was a young boy. I, however, did not start writing professionally until later and I sold my first story at the age of 22 to "Imagination Magazine." It was a 7,000 word fantasy short story called, "Final Examination."

Patti - What genre would you categorize your work?

Robert - I think science-fiction and fantasy are basically one of the same genre, excluding anything with science as the factual basis, such as Arthur C. Clarke's work. But writers like Roger Zelazny would be in both categories.

Patti - I did have a question for you about Roger, since you have written books with him and he was here in Phoenix last year for the convention, so I guess I will go ahead and ask you now. How did your collaboration with Roger Zelazny come about and how did it work out?

Robert - Well, our agent came up with the idea and I met with Roger at a con on the East coast, New York I think, about the possibility of collaborating in a three book series. Roger did the basic outline at some length and I did the first draft and polish. Roger then put in his ideas and changes. It worked out well.

Patti - Do you enjoy joint efforts or collaborations and have you had any others in the past?

Robert - Some, but none like the ones with Roger. I



collaborated with Harlan Ellison and I collaborated with Harry Harrison with his Joe, the Galactic Hero books from Avon Publishers. Harry wrote a paragraph and I went on with the story.

Patti - What are your keys or formula for writing a good book?

Robert - Well, I don't have any particular formula I use, but the idea has the interest me instead of watching where the market place is going. I do use an "Imaginative Exercise," in which I consider size of idea, whether it is a short story, novelette or book. Then I consider whether I am hungry enough to get the thing out and if I have the time to do a formal start on the project. A formal start is when I have a piece of time set aside for the project. If not, then I write extensive notes and come back to it later when I do have the time.

Patti - Who was your favorite writer while growing up?

Robert - There were a lot of influences for me while growing up. There was Abraham Merritt and of course H.G. Wells. I read a lot of Victor Hugo, Hemingway and Hienlein. I was a compulsive reader.

Sheckley Interview - Con't on page 13

WAYNE BARLOWE

By Larry Hallock

Personal Information:

Wayne is married to Shawna McCarthy; one time editor for Bantam, Workman and Asimov's Science-Fiction Magazines. She is now an authors' agent. They have two daughters, Cayley, age 5, and Hillary, age 1.5.

"Barlowe's Guide to the Extraterrestrials" (Workman 1979) was nominated for a Hugo Award. His most recent book is "Expedition," which he both wrote and illustrated. Copies are available in the dealers' room at CopperCon 13.

One of the duties/pleasures of chairing a CopperCon is getting to meet some nice and interesting people. I was asked to conduct an interview with our artist GoH, Wayne Barlowe. I spent around an hour and a half covering various topics with Wayne while taking notes (I was never quite able to keep up with our discussion). Please be aware that the following interview is not verbatim but does adhere to the substance and spirit of our talk.

Larry - Let's talk about your art background.

Wayne - I grew up in a home where natural history was emphasized, both my parents were illustrators of natural history. After high school I attended Cooper Union School of Art. It is a small private school specializing in Engineering, Art and Architecture. While attending Cooper Union I got involved in a work study program with the Museum of Natural History in New York. I was doing a lot of 3-D stuff, plants and etc., for the foreground of the display cases.

Larry - Were you specifically interested in science-fiction art and illustration?

Wayne - I started reading fantasy at an early age and later switched to science-fiction. I like the no boundaries aspect of science-fiction.

Larry - Do you remember your first sale?

Wayne - I was trying to break into the field while in college. My first sale was to Cosmos Magazine. My first commissioned piece was for Berkley for Fritz Leiber's, "Night Black Agents." Another early sale was for Berkley for Norvell Page's "Flame Winds."

Larry - What other publications have used your works?

Wayne - I've done covers for Ballentine, Avon, Bantam, Putnam, Overlook Press, and Time Magazine even commissioned some pieces for an article on Arthur C. Clarke.

Larry - I've also seen covers for DAW, Baen and Phantasia Press.

Wayne - Yes, I've done between 300 to 400 covers since 1977.

Larry - Do you read the books before starting on a cover?

Wayne - I make it a point to read all the books or manuscripts before I start on the cover painting.

Larry - Are you interested in other types of art?

Wayne - I've been expanding into dinosaur paintings and scientific illustration, particularly paleontology. A limited edition dinosaur print has just been released by William Scheele Fine Arts.

Larry - Who are some of the artists whose work you like?

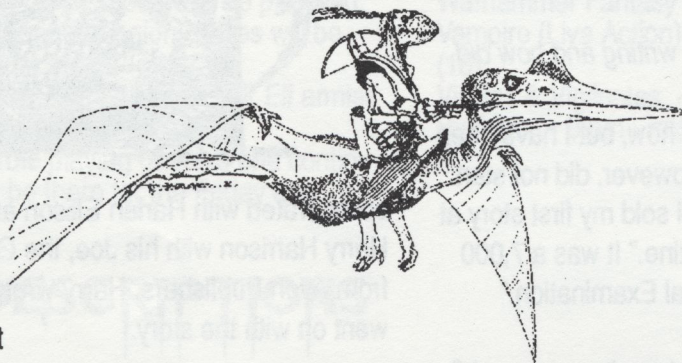
Wayne - I enjoy the late 19th century painters and the Russian Realists. Some individual painters are Frederick Church, Jerome, Shishkin and Howard Pyle. As far as contemporary science-fiction artists, I like John Berkey, Sid Mead, Vincent DiFate and Keith Parkinson.

Larry - How about some science-fiction writers you enjoy?

Wayne - I like to read Stanislaw Lem for his ideas and surreal bent. I also like a lot of Robert Silverberg's early work; he is an elegant writer.

Larry - Do you have any hobbies?

Wayne - I play table tennis. I read a lot of books on paleontology and history. I enjoy music and have a large collection of CD's, mostly rock, jazz and classical.



DEALER'S ROOM

By Dave Hiatt

Greeting and welcome to the Dealer's Room. As usual we have interesting assortment of goods for your perusal and purchase, including some new dealers and a couple of old dealers returning:

ADAM'S BOOKSTORE will have their usual assortment of used and collectable books and magazines, as will BENT COVER.

SLEEPY LION will have T-shirts and buttons, and probably some stories from WorldCon.

FANTASY-PAST, PRESENT & FUTURE (otherwise known as Barry Bard) will have his usual eclectic assortment of books.

ROAMING PANTHER and WATERLOO GAMES will have a plethora of merchandise for the gamers, and we have a new dealer from California - ANDY'S GAMES AND SUPPLIES.

WOLFSTAR ART & MINIATURES will have painted figures as well as art, fanzines and jewelry.

JAMES READ-ARTIST is returning, and will be offering custom airbrushed T-shirts at reasonable prices (even cheaper when you bring your own shirt)

UNLIKELY PUBLICATIONS will have 'zines as well as jewelry, tapes and songbooks.

MORANDALL'S MISCELLANEOUS features basic costuming items. And once you've gotten your cape and kilt, you can stop by THE RAKISH BLADE for some matching jewels or a great sword.

DARK DRAGON COMICS will have comic books and comic related stuff.

NIGHTHAWK STUDIOS features bookmarks, artwork, beaded headpieces and a few surprises. First time dealer at the last LepreCon, EARFUL ENTERPRISES will have a unique assortment of adornments for the ear.

All the way from San Diego, BOWLDEEGAR'S TREASURES also promises jewelry, costumes and hand

made art objects. (?)

SANDY KAHN, who years ago offered us handmade incense burners, is back with crystal and gemstone jewelry.

The hooligans at GRAPHXPRESS/P.F.F.S. will be hawking comics, buttons, T-shirts and miscellany.

BROOMFIELD BOOKS is promising books, movie posters, comic books and signed items with various pieces of ephemera.

DREAM PEDDLER is a new dealer and a mystery to me.

TOMES & TREASURES will be selling their usual assortment of wares, in conjunction with HAGAR AND HELGA, who will be parting with used books, unused books and comic books from their massive collections.

The Dealer's Room hours will be:

Friday - 2 pm - 7 pm

Saturday - 10 am - 7 pm

Sunday - 10 am - 4 pm

So come, browse through all the neat stuff, and trade your dollars, shekels, cubits, imperial credits - or whatever currency dealers will accept for goods from all the realms of the multiverse.



Drawing by Wayne Barlowe

MASQUERADE

By Pati Cook

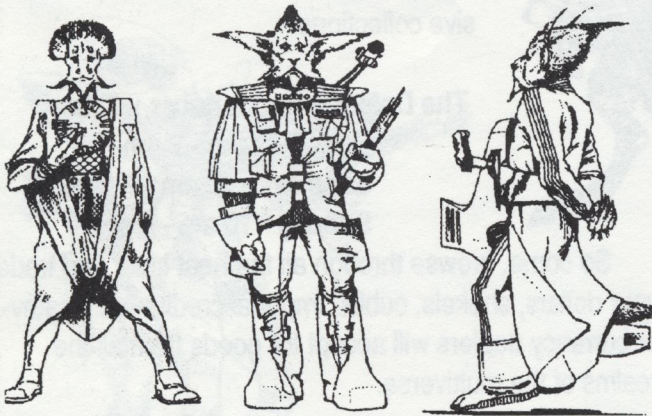
Come out and join the masquerade on Saturday night. Pre-register by the contestants meeting at 3:30 pm on Saturday. Be there and join the fun.

The major idea of the evening is to have fun, show off and help others have fun too. We will not have judges as such, but ribbons will be presented by our guests of honor and various other people for their favorite entries.

All entrants will receive ribbons and/or certificates as well as the appreciation and applause of the audience. We will also have a mystery fan award a ribbon to his/her favorite entry.

After presentation of ribbons there will be a costume parade through the lobby for those not able to be seated for the masquerade proper.

Any questions regarding the masquerade should find Pati Cook to ask. Have fun with costuming.



REGENCY DANCING

By Kim L. Martin

You are all cordially invited to a dance in the graceful style of the Regency. During the early 19th century, men and women gathered to dance, gossip and flirt. More accurately, they dance in order to flirt.

The dances are not difficult. Let us learn them together in Conference Room 1 on both Friday and Saturday nights. We will begin at 9:30 pm. Please come.



CONSUIITE

By Diane C. Elliott

While browsing idly through the CopperCon 3 Program Book, it occurred to me how little about the ConSuite has changed over the last 10 years. Therefore, with a few slight additions and thanks to the predecessor who wrote this, I present to you a slice of historical perspective called the ConSuite description from the CopperCon 3 Program Book.—D.C.E.

ConSuites are traditionally a place to seek respite from the hectic pace of the rest of a convention. This year's ConSuite is no different. Located on the scenic (i.e. same floor as the pool with the attendant bathing beauties) fifth floor (or at least on the fourth floor overlooking the bathing beauties.—D.C.E.), the suite will feature food, both junk and real, drink, both soft and real, and conversation, both inane and real. It will be kept open as long as humanly possible (2 pm - 2 am Friday; 8 am - 2 am Saturday, with a break for masquerade; and Sunday 9 am till the last dog dies.—D.C.E.). So feel free to drop in for a few minutes or a few days, whatever. Just kick back, prop your feet up and enjoy. (We'll be having a couple of golly-whiz-neato things up in the ConSuite...Come see us in rooms 450-452!)

KID'S LOUNGE

By Amy Gould

A place for frantic panelist, commitee members, staff and volunteers to put their (monsters) children from ages 1-10. Do not worry you will get them back unharmed and uncorrupted.

Hours for drop-ins, complete rules and eligibility requirements will be posted outside the kid's lounge in room 444. After hours care must be prearranged 24 hours ahead. (Sorry, my staff wants to party too.)



CASTLES-N-COASTERS

By Patti Hultstrand

We got a great deal from the locale amusement park, Castles-N-Coasters. Look for the money saving coupon inside your program book. If you did not receive one then there will be lots more available in the registration room for any wanting to enjoy the park with fiends, family or just go and make friends there.

The coupons include \$5.00 off admission of one person for the rides and golf. The coupon also includes a money savings discount towards special food deals. Since each coupon is only good towards one person, please make note of the registration office hours so you

can get more. They are printing 1,500 coupons, which are only good for CopperCon 13 attendees. These coupons are good from Friday, September 10 through Monday, September 13.

I also worked it out for all attendees to wear the wrist band they will give you so you will be able to go in and out of the park all weekend. This works out great for people of families who want to attend some panels or events but also want to go to the park.

Please utilize these coupons, because they are an awesome deal you will not come by easily again. They do not give these deals to parties under 50 persons.



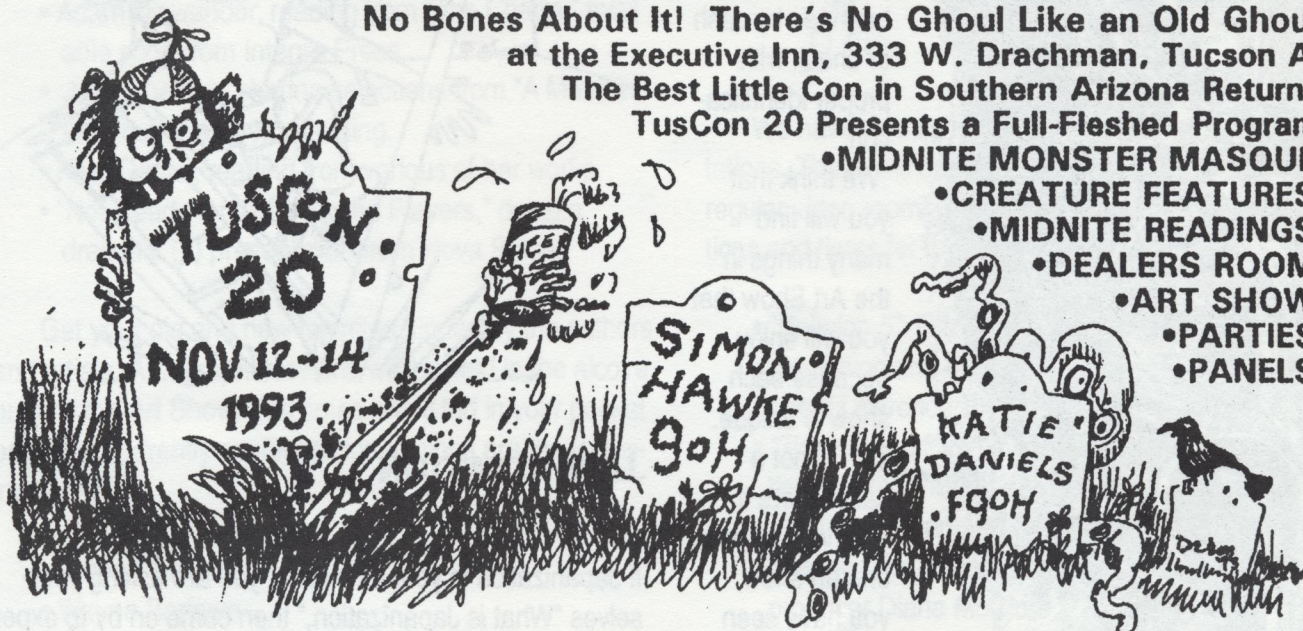
Registration Hours

Thursday - 6 - 9 pm
 Friday - 12 - 10 pm
 Saturday - 9 am - 10 pm
 Sunday - 9 am - 12 pm

PARTY WITH ARIZONA'S BEST!

No Bones About It! There's No Ghoul Like an Old Ghoul!
 at the Executive Inn, 333 W. Drachman, Tucson AZ
 The Best Little Con in Southern Arizona Returns!
 TusCon 20 Presents a Full-Fleshed Program:

- MIDNITE MONSTER MASQUE•
- CREATURE FEATURES•
- MIDNITE READINGS•
- DEALERS ROOM•
- ART SHOW•
- PARTIES•
- PANELS•



Memberships \$20 before 10/20; \$25 Thereafter. 1 Day Memberships Available.
 Smalls are cheap. Roomrates: \$35 Sgl, \$40 Dbl. For more Information, PO Box 26822, Tucson AZ 85726 or call Chairperson Cristi Simila (602)881-3709.

ART SHOW

By Ray Gish

The Art Show is located in Ballroom A, which is next to the Dealer's Room. Come in to look at art, visit, purchase or bid. We have artists that you know and some that you do not. So, come and check out all of their works.

This year CopperCon 13 is proud to have as their Artist Guest of Honor, Wayne Barlowe. Wayne's work will also be displayed for purchase in the Art Show.

Remember, if you wish to buy artwork or make bids, please check at the Art Show desk for full information. The Art Show hours will be during the following:

- Friday - 1 pm - 9 pm
- Saturday- 10 am - 6 pm
- Sunday - 10 am - 11:30 am

The Art Action will begin at 1 pm on Sunday. Check your Pocket Program for the location.

Art pieces with two or more bids will go to auction and buyer pick-ups will begin about a half an hour after the auction on Sunday. Purchases may be made by cash or check with proper identification.

We think that you will find many things in the Art Show that you will enjoy because each show is unique. This is not a case where if you have seen one art show, you have seen them all. See you all there.



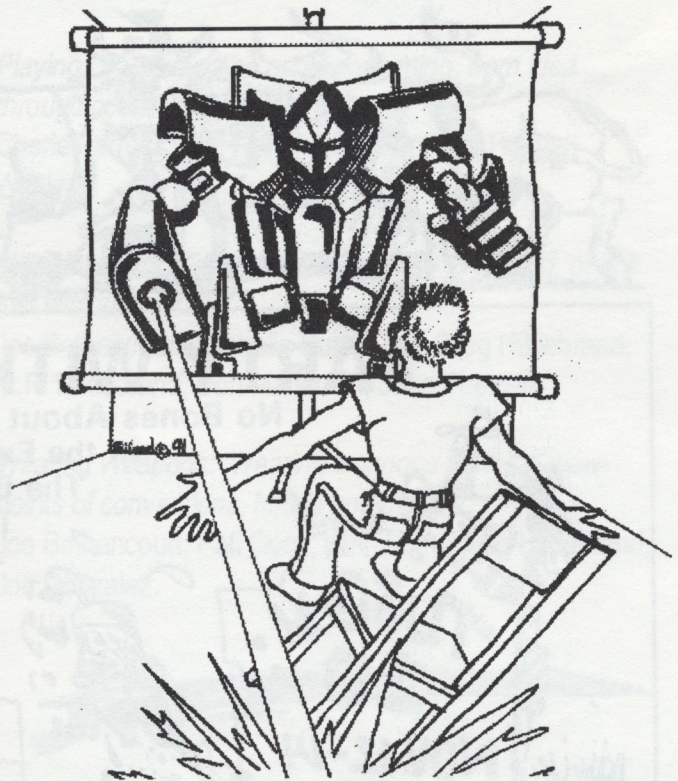
Drawing by Wayne Barlowe

VIDEO ROOM

By TARDIS

The Video Room is sponsored by TARDIS and The United Federation of Phoenix

TARDIS and the United Federation of Phoenix are joining forces to present a video room with many rare items for your viewing pleasure. This includes unaired episodes of science fiction television shows, classic episodes from shows you may not have seen in quite a while, some things we like that we think you would like, some classic movies and whatever else we can think of. Stop on by room number 140, check the schedule out and join us for some good video viewing.



JAPANIZATION

If Japanization is your interest or you are asking yourselves "What is Japanization," then come on by to experience 24 hours worth of Japanization at its best! Subtitles are included with each helping of Japanese animated film. (No toy included in box)

PROGRAMMING

Programming at CopperCon 13 is planned a little differently, but then that was shy they asked me to do it. The events scheduled include jugglers, dancers, fighters, singers and more. The following is a list of the things we have planned, and we hope you enjoy it all. For times and locations for each item, consult your pocket program. For the inevitable, unplanned changes, schedule corrections will be posted prominently in the programming locations. Thanks for coming to CopperCon 13 and have a great time!



Get a feeling for a writer's work from the original source. Individual readings by authors, from their own works, are planned at different times during the con. For a small variation, some readings will be taking place in the hotel Jacuzzis. Consult the pocket program to see which ones, and when. The authors currently lined up for readings are the following:

- Shari Dodd, reading from her recently published novel "Rhiannon."
- Adam Niswander, reading from "The Cham," available soon from Integra Press.
- John Theisen, sharing selections from "A Muse in the Trunk," a poetry reading.
- Kate Daniel, reading from various of her works.
- "Not Ready for Warp Speed Players," doing a dramatic (?) presentation from Nova Press.

Get your old and new favorites signed by the authors and artists. Autograph sessions will be held in the alcove outside the Art Show. The times are listed in your pocket program. Currently confirmed for signings are the following:

- Robert Sheckley
- Wayne Barlowe
- Shari Dodd
- Count Vladimir Felis

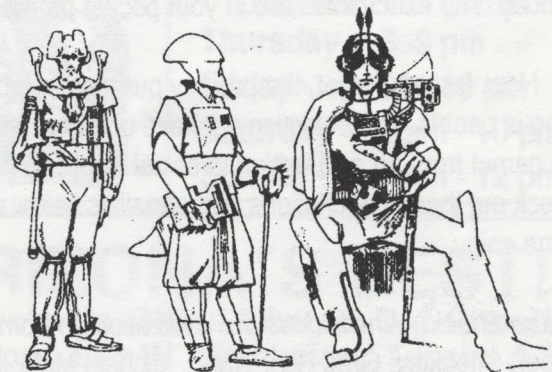
By Steve Burroughs

Arts/Crafts demonstrations planned include the following:

- Needlework and embroidery with Pati Cook.
- Anthropomorphic: More Than Funny Animals & How to Draw Them with Jim Goat and Michael-Scot McMurray.
- Origami: Fun with Paper with Eileen Phillips.
- Leathercraft by Chuck and Tasha Cady.

We are having slide presentations, with questions and answer sessions to follow with the following artists:

- Wayne Barlowe
- Alan Gutierrez



We have also scheduled some special video presentations. These will be in programming space, not in the regular video room. Check the pocket program for locations and times for the following presentations:

- "Babylon 5": Clips from upcoming shows, along with a question and answer session with Babylon 5 story editor Lawrence DiTillio.
- "The Wicked City," a special Japanization presentation by Fred Patten, of Streamline Pictures.
- "Justice Be Damned," a science-fiction/western premiere, produced by Kevin Bimbaum, executive producer Diane McClure.
- "Death Magic," produced and presented by Paul Edwards, recently released on video.

PROGRAMMING

We have some special entertainment planned for the atrium area. These events include the following:

"Music Hath Charms," a filk concert with Joe Bethancourt, Nancy Freeman, Elizabeth Burnham, Deborah Baudoin, Chris Dickenson, Leslie Fish, Kathy Mar and Larry Warner. The concert is scheduled for Saturday afternoon at 2 p.m.

"The New World Middle Eastern Dance Troupe," will bring you dances from the Middle East and will be presented after the Masquerade on Saturday night at 9 p.m.

"The Ariel Mirage Juggling Club," will dazzle you by the dexterity of the jugglers on Friday, Saturday and Sunday. The exact times are in your pocket programs.

Now, lest we forget, the primary purpose of programming is panels. The selection we have come up with runs the gamut from art and writing to social issues to flirting. Check out these descriptions and panelists below and come enjoy.

Future Shock: Where does our civilization go from here?
Robert Sheckley, Greg Hildebrand, Michael McCollum, Adam Niswander, Thea Alexander, Kieth Woods.

Round the Horn: Pass the story along the panel, round-robin fashion.
B.D. Arthurs, Kevin Birnbaum, Adam Niswander, Randall Whitlock.

Filk, What & How: The art and subject matter of filk singing.
Joe Bethancourt, Elizabeth Burnham, Michelle Suliin Cox, Kathy Mar.

Art and Symbolism: Putting meaning into artwork.
Nohl Rosen, Mike Volkmann, Cathy Yankovich, Kyla Littlejohn.

By Steve Burroughs

What's the worst that can happen: The true horror stories of being a writer or artist.

Kevin Birnbaum, Kate Daniels, Katherine Lawrence, Frank Wagner, Emily Devenport, Ernest Hogan.

Which came first: Is the information age creating the age of destruction?

Matthew Frederick, Cary Riall, Timmie Ann Schram, John Theisen, Ernest Hogan.

BBS-SF: The world of science-fiction on computer nets.
Pati Cook, Cary Riall, Nohl Rosen, Lee Whiteside.

Playing Dress-up: The art of costuming, from idea through construction.

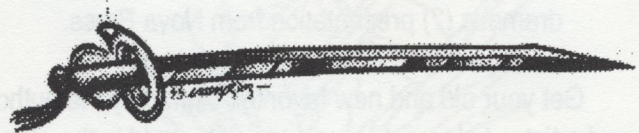
Cherie Bethancourt, Pati Cook, Cary Riall, Randall Whitlock.

Millenialism: Is the world really coming to an end, or is it just wishful thinking?

Joe Bethancourt, Michelle Suliin Cox, Greg Hildebrand, M.R. Hildebrand, Don Markstein, John Theisen.

Wearing Weapons: Wearing weapons from the viewpoints of conventions, hotels and the law.

Joe Bethancourt, Pati Cook, Jim Groat, Greg Hildebrand, Joe Gonzalez.



SF or fantasy: Where is the line?

Robert Sheckley, Shawna McCarthy, Simon Hawke, Marty Massoglia, Fred Patten.

Collecting SF: What are science-fiction collectibles worth and how can you find out?

Marty Massoglia, Adam Niswander, Jay P. Patton.

PROGRAMMING

By Steve Burroughs

Cartography: Making your game maps real.

Stephen Burroughs, Jim Cryer, Randall Whitlock, Tom Perry.

Purina Vampire Chow: The care and feeding of vampires, real and imaginary. (Due to the graphic nature of the subject-only adults allowed.)

Liz Kestner, Norman Porter, Kon Hawk.

Animation: Japanese -vs- American and where they are going.

Jim Cryer, Don Markstein, Fred Patton, Tom Perry.

Chicken Little was right: Planetary defenses against falling skies.

Pete Manly, Michael McCollum, Randall Whitlock.

The ancient art of flirt: The perils, pitfalls and pleasures of mental sex.

Pati Cook, Michelle Suliin Cox, William MacDonald, Pete Manly, Susan Manly, Simon Hawke.

To porn or not to porn: Including sex in a story.

Emily Devenport, Chris Dickenson, Pete Manly, Adam Niswander, Ernest Hogan, Paul Edwards.



Introduction to gaming: What is gaming and how to get started?

Ken St. Andre, Lawrence DiTillio, William MacDonald, John Theisen.

Paranormality: Everything from ESP to Tarot, what is it and how does it work?

Pati Cook, Shari Dodd, Matthew Frederick, Michael-Scot McMurry, Nohl Rosen, John Williams.

Put up or shut up: Censorship is here, what should be done about it.

Wayne Barlowe, Doug Cospere, Kate Daniel, Lawrence DiTillio, Nohl Rosen.

Technology of Art: What is out there and how is it used?

Wayne Barlowe, Matthew Frederick, Cathy Yankovich, Patti Hultstrand.

Political Correctness: When is enough too much?

Michelle Suliin Cox, Jim Groat, Greg Hildebrand, Marty Massoglia, Ernest Hogan, Simon Hawke.

Beyond the 5" heel: Fetish Fun, yesterday, today and tomorrow.

Rebecca Davies, Tina Smith, Pete Beverage, Patti Hultstrand.

Sense of style: The importance of self-editing.

B.D. Arthurs, Kate Daniel, Shari Dodd, Shawna McCarthy, Michael McCollum, Adam Niswander.

Can art be taught: Should you go to art school?

Wayne Barlowe, Alan Gutierrez, Michael-Scot McMurry, Kyla Littlejohn.

Writing on the brain: Does it take a Phd. in hard science to write science-fiction?

Robert Sheckley, Frank Wagner, Simon Hawke, Kieth Wood, Emily Devenport.

PROGRAMMING

Happily never after: Writing downer endings.

B.D. Arthurs, Shari Dodd, M.R. Hildebrand, Paul Edwards.

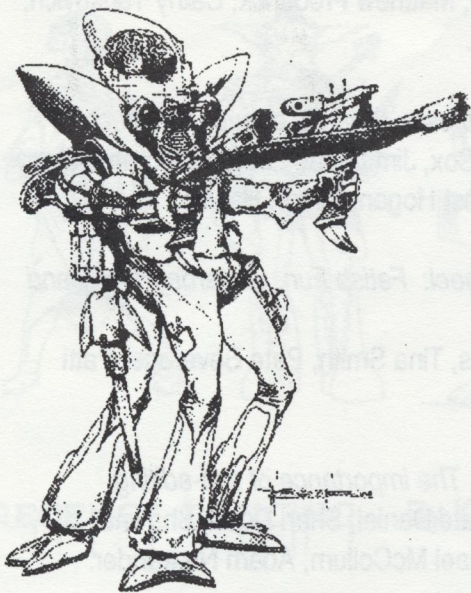


The Pit and the pentium: What's next in personal computing?

Doug Cospers, Greg Hildebrand, Patti Hultstrand, Tom Perry, Michael Volkmann, Frank Wagner.

Who did your tentacles: Visualizing aliens.

Wayne Barlowe, Nohl Rosen, Randall Whitlock, Kieth Wood.



Trends in Gaming: What's next? (Open Forum)

Ken St. Andre.

I want to make it in the movies: What goes into writing screenplays?

B.D. Arthurs, Kevin Birnbaum, Lawrence DiTillio, Katherine Lawrence, Thea Alexander, Paul Edwards.

By Steve Burroughs

What's next on the tube: Upcoming science-fiction/fantasy films and television.

Lawrence DiTillio, Matthew Frederick, Lee Whiteside.

Paramount's cash cow: How much, how long, can they milk from Start Trek? (Open Forum)

Kevin Birnbaum, Lee Whiteside.

God talk in SF/F: Theology, divinity and ethics in science-fiction/fantasy.

Michelle Suliin Cox, Adam Niswander, Thea Alexander, Simon Hawke.

Connotations: Participate in a reader survey, and give your opinion and ideas for "Connotations Magazine."

Matthew Frederick.

Great Whitlock pun-off: Come and "pun"-ish us with your wit on random topics and win great prizes. (Ok, maybe not so great, but what the heck, it's fun!)

Randall Whitlock.

See the SCA: Demonstrations of arts, crafts and fighting techniques in the Society of Creative Anachronisms.



ROBERT SHECKLEY

By Patti Hultstrand

Con't from Page 3

Patti - Anything that happened while growing up help influence any of your stories? For example, Ray Bradbury had many ideas for stories come out of his experiences as a boy when he went to the circus.

Robert - Well, nothing like Ray Bradbury's influences with the circus, but since I was 7 or 10 years old I have always wanted to be a writer. I wanted my stories to appear in magazines. I wanted to "make reading happen."

Patti - What helps you come up with ideas for stories?

Robert - I am an imaginative person and that is my strength. You must use what strengths you are given and I use mine to become even more imaginative.

Patti - What can we expect from you in the future?

Robert - I am currently working of the third book with Roger Zelazny. I have a private eye series I am working on called the "The Alternative Detective," which is set in the 60 - 70's in Paris and Spain, because that is where I was in those years. I also have a Star Trek book to do, which does not follow any specific Star Trek formula but pretty much follows the themes. It will be my first Star Trek novel. I think my stories are a matter of style and not so much a formula.

Patti - What would be your advice be to beginning writers of science-fiction and fantasy.

Robert - A lot of reading and a lot of writing. "Put a hell of a lot of words behind you." Even 100,000 words written a year would not be out of line, because you will write a great deal more than you will publish. You have got to be geared up for the job. You have got to stop thinking about, "How will I sell instead of how will I produce."

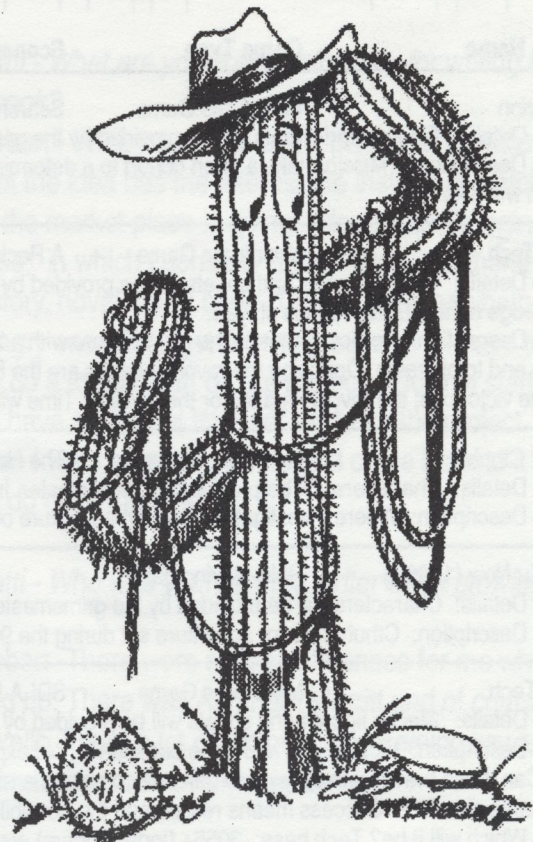
Patti - Have you every been to Arizona and what are you looking forward to most about visiting Phoenix?

Robert - Well, I was through Arizona once back when

the main road was still Route 66. I have a lot of interest on the Southwest. But, in general I have an interest in the Indian cultures and the Old Spanish West.

After the formal questions we got into the subject of computers and I am currently looking for any ideas for him on what he should buy for his writing. He currently has a laptop, I forgot which brand and he did have a Tandy, but he wore out the keyboard. Gee, I wonder how that happened with some 100,000 words or more a year. He preferred an Apple but found that he never had time to write when he used one. It was not the serious work tool it can be now.

All he wants is something to do his writing on, with no thrills and definitely something with a hard drive, because he has been working on floppies only. I suggested a no thrills word processor. They are cheap and used specifically for word processing only and has a memory bank.



GAMING SCHEDULE

By Bill Hall

Friday

Type of Game Scenario Name Time/Players
 Start Fleet Battles - 6 pm - midnight
 Cthuhlu Now-1990's CIA Secrets 6 pm - midnight (8)
 Battletech A Reckoning for Kings 7 pm - 1 am (22)
 Centurion Search & Destroy 7 pm - midnight (10)
 Call of Cthuhlu - 8 pm - midnight (6)
 Bushido - 8 pm - midnight (6)
 Vampire (Live Action) The Tapestry 8 pm - midnight (16)

Battletech: Mech figures, mech sheets will be provided.
 Centurion: TOG and Renegade Legion armies will be provided for also playing records.
 Warhammer Fantasy Battle: Empire and Dark Elf armies will be provided.
 Vampire, the live action role playing game is one continuous game. Players must be there for the Friday and Saturday rounds.

Saturday

Type of Game Scenario Name Time/Players
 Villains & Vigilantes - 9 am - 1 pm (6)
 AD & D - 10 am - 2 pm (6)
 Start Fleet Battles - 11 am - 6 pm
 Battletech SDI-Blast From the Past 11 am - 6 pm (20)
 Vampire (Live Action) The Tapestry Noon - 4 pm (16)
 Warhammer Fantasy Battles Empire -vs- Dark Elves Noon - 4 pm (4)
 Amber Throne War Noon - 8 pm (6)
 AD & D - 4 pm - 8 pm (6)
 Warhammer Fantasy Role Play - 8 pm - midnight (6)
 Vampire (Live Action) The Tapestry 8 pm - midnight (16)
 Villains & Vigilantes - 8 pm - midnight (6)
 Bushido - 8 pm - midnight (6)

GAMING DESCRIPTIONS

By Bill Hall

Game Name	Game Type	Scenario	Time/Day	# Players
Centurion	Miniatures Game	Search & Destroy	7pm-midnight/Fri.	10
Game Details: Figures and sheets will be provided by the gamemaster. Open-level players. Game Descriptions: Mission-take a short cohort to a determined plant and destroy a Commonwealth base. Units from the 69696th Strike Legion will take part.				
BattleTech	Miniatures Game	A Reckoning for Kings	7pm-1am/Friday	22
Game Details: 'Mechs figures and sheets will be provided by the gamemaster. Beginner/Intermediate game (must have some rudimentary knowledge of how BattleTech is played). Game Description: Politics comes to the city of Typro with a bang. Revolutionaries in BattleMechs stalk the streets hunting King Thenda IV. To put an end to his reign. Opposing the revolutionaries are the BattleMechs of the staunchly loyal King's Guard. When the dust settles, who will emerge victorious; the revolutionaries or the loyalist? Time will tell. Tech base: 3025.				
Call of Cthuhlu	Role-playing game	The House of Dr. Morrell	8pm-12am/Friday	6
Game Details: Characters will be provided by gamemaster. Intermediate players (should have some experience in the game system). Game Description: Where investigators have an adventure of unusual sorts through a haunted house of a murdered madman.				
Cthuhlu Now (1990's)	Role-playing game	-	6pm-12am/Friday	8
Game Details: Characters will be provided by the gamemaster and is open for any level player. Game Description: Cthuhlu horror adventure set during the 90's.				
BattleTech	Miniatures Game	SDI-A Blast from the Past	11am-6pm/Saturday	20
Game Details: 'Mechs figures and sheets will be provided by the gamemaster. Intermediate/expert players only. Game Description: Victims of a raid gone bad, can a bold expeditionary force of Inner Sphere MechWarriors turn the tables on their antagonist? Can these bravos win through to defense command and shut down the planetary defense network. Or, will they be overwhelmed by implacable clan foes. Success means rescue and the possibility of securing a formidable weapon against the clans. Failure means certain doom. Which will it be? Tech base: 3055+ (Inner Sphere) -vs- Clans.				

GAMING DESCRIPTIONS

By Bill Hall

Game Name	Game Type	Scenario	Time/Day	# Players	
Warhammer Fantasy Battles	Miniatures Game	-	Noon-4pm/Saturday	4	
Game Details: Armies will be provided by the gamemaster. Open-level game. Game Description: This will be a four (4) man game. The Imperial Army defends the Ostland border, from the advancing Dark Elf Army and their Chaos allies.					
Game #1	AD & D	Role-playing game	The Hive (Forgotten Realms)	10am-2pm/Saturday	6
Game Description: The children are missing, sink holes are found, strange sightings at night. Something is amiss! Level 4-7 characters; personal characters allowed with gamemaster's permission.					
Game #2	AD & D	Role-playing game	In the Valley of Death, We Shall Fear No Evil	4-8pm/Saturday	6
Game Description: An adventure of moving shadows, walking dead and things that go bump in the night. And did I tell you about the Death Master behind it all? Level 3-5 characters. (Greyhawk) Game Details (same for both Game 1 & 2): Characters will be provided by gamemaster. Intermediate players (should have some experience in game system.					
Amber	Role-playing game	Throne War	12-8pm/Saturday	6	
Game Details: Characters will be created before the game. This is an open game for any level player. Game Description: Create your toughest character and then try to kill over the other characters. Whoever ends up on the throne wins.					
Vampire (Live action)	Role-playing	The Tapestry	-	16	
Rounds: Friday- 8 pm - midnight Saturday - Noon - 4 pm Saturday - 8 pm - midnight Game Details: Characters will be provided by gamemaster. This is an open game for any level player. Game Description: This is one continuous game. Players should attend all rounds.					
Warhammer Fantasy Roleplay	-	-	8pm-12am/Saturday	6	
Game Details: Characters will be provided by gamemaster. This is an open game for any level player. Game Description: Warhammer Fantasy Roleplay is a sophisticated open format game without conventional boards or playing pieces. The actions and events take place in the imaginations of the players and gamemaster. Players adopt the roles of valiant heroes in search of adventure, fighting marauding Goblinoids and seeking to stem the insidious encroachments of Chaos. The gamemaster sets the scene for the players and directs the actions of the Old World colorful inhabitants.					
Villains & Vigilantes	Role-playing	-	-	6	
Game #1 - Saturday - 9 am - 1 pm Game #2 - Saturday - 8 pm - midnight Game Details/scenario and description same for both games. Game Details: Characters will be provided by gamemaster. This is an open game for any level player. Game Description: This is a comic book superhero role-playing adventure game.					
Bushido	Role-playing	-	-	6	
Game #1 - Friday - 8 pm - midnight Game #2 - Saturday - 8 pm - midnight Game Details: Characters will be provided by gamemaster. This is an open game for any level player. Game Descriptions: Kami has been slaying helpless villagers. They've come to the Daimyo for help. You are it.					

SECURITY

By Mark Boniece

We're being hosted by a new hotel this year and consequently, our behavior patterns are being scrutinized anew. We are also sharing the hotel with another convention. Please don't do anything that will cause anyone to think ill of us sci-fi convention goers.

It is the job of convention security to act as an interface buffer between convention attendees and hotel security or the police. The security people have had to put on many different hats. Their responsibility is to see that the convention runs smoothly. Everyone in security is a volunteer, and would rather help you, not hinder you, unless your behavior makes it necessary.

The less the hotel has to deal with problems, the better we look as a group, and the less trouble there will be when negotiating the hotel contract for next year.

I'm going to go over a few points that are important to all convention attendees. Remember that the convention is basically a family activity and that all age groups and types of people must get along in harmony.

Simply put, the less pressure is put on security, the less any action of any kind is necessary; such as, attendees must recognize their responsibilities to not destroy and/or vandalize things, or infringe on other people's rights, or interfere in the smooth operation of the convention.

As with past conventions, no real or realistic firearms; no projectile weapons of any kind are allowed. Bladed weapons must be in hard-sheathed and peace-bonded. If you are having any kind of group or gathering in your room, make sure it is on the party floor (the 4th), and most importantly, make sure you register it with the convention. This serves two purposes, it will concentrate most of the noise in one area, keeping the rest of the hotel relatively quiet for those who want peace; and it lets the convention know where you are, so we can stay out of your way.

Arizona law states that alcohol consumption by those under 21 years of age is not permitted. This policy will be strictly enforced!

This hotel is a multi-floor structure that has a hollow core. Some people like to hang on railings, throw things, etc. I have one word for them: DON'T!!

Security wants to remain as low profile as possible, so don't do anything to disrupt the status quo.

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PUBLICATION NOTES

By Patti Hultstrand

As with every edition of this convention program book, I am compeled to put my last few punches in and my bitches. I wish that I had more time to do exactly what I wanted to do with this years edition, but with time, people giving me additions at the last minute (after it has already gone to the printer), this is all I've got. Wish all I want, pigs can't fly and neither can I.

But as I was told twice today, by fellow committee members, "Welcome to Publications and to the committee."

Enough bitching, on to something great! I pulled together a great deal with Castles-N-Coasters (tickets should be in your program books or at the registration office), so please use them. It allows each person with a ticket, which they specially printed for us for this weekend, to \$5 off admission and also includes a food discount on the same ticket. Have fun!!!



