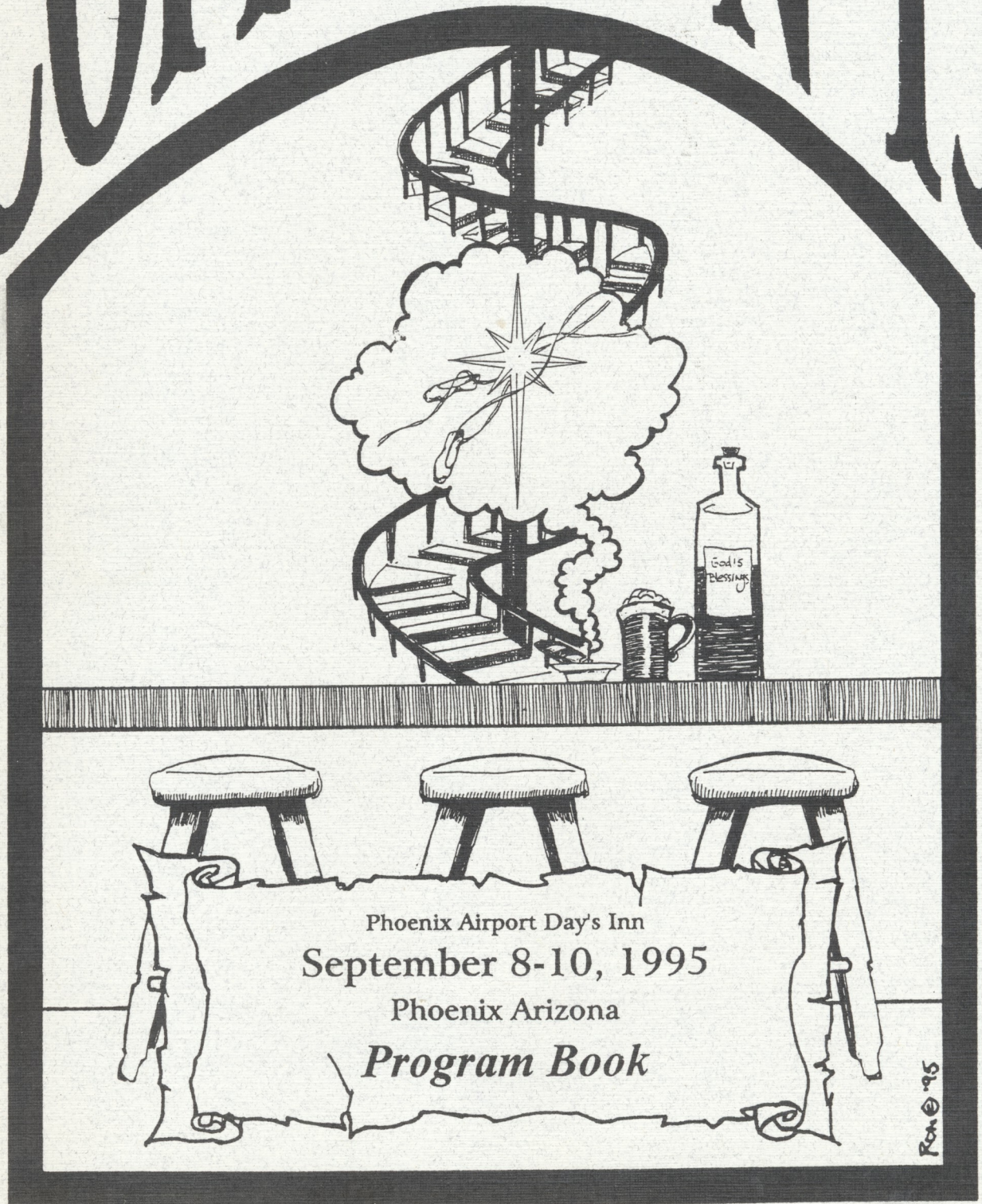


# COPPERCON 15



Annual Literary Science Fiction Convention



## Committees

Chair	Stephen R. Burroughs
Banker	Kim L Martin
Art Show	Ray Gish
Computer Gaming	Cris Martin
Con Suite	Janette Ali
Dealer's Room	Jay Patton
Filk Liaison	Joe Bethancourt
Gaming	Bill Hall
Green Room	Tina Smith
Guest Liaison	Tom Vincent
Historian	Jim Cryer
Hotel Liaison	Jo Webber
Japanimation	Tom Perry
Kid Lounge	Chris Lesher
Logistics	Darkyr Malys
Masquerade	Randall Whitlock
Operations	Eileen Phillips
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Publicity	Robert Osmund
Registration	Doug Cospers
Staff Lounge	Diane Elliott
Security	Vicki Lind
Video/Movies	Jim Strait
Volunteers	Erika Moe

## Art Credits

Ron White	Cover
J.D."Chip" Craig	Page 4
Liz Danforth	Page 5 & 29
Greg Streick	Page 9
Jeanne Hilary-Burroughs	Page 9
Rebecca Davies	Pages 10 & 13
Sue Dawe	Page 21
S.S. Crompton	Page 17
Don Birmingham	Page 16 & 20
Jim Groat	Page 28
Michael Goodwin	Page 30
George Barr	Page 32

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## A Few Lines from the Chair

Hello, and welcome to CopperCon 15. Tradition dictates that the Convention Chair, (that's me), must take a few minutes of your reading time to discuss the whats and wherefores of the Con. So without further ado, here goes.

CopperCon is an annual convention directed toward general speculative fiction, science, and literature, along with exploration into any other area of interest to SF fandom. The aim of the Con is to increase the enjoyment of SF literature through discussions, panels, art, song, dress, and social interaction. We hope to provide a venue for people to see and share the diverse aspects of speculative fiction; give everyone a chance to pursue their particular areas of interest; and show new fans how enjoyable SF can be.

Now I can put away the soapbox and talk about this year. One of the perks of being the Con chair is deciding who to invite as Guests of Honor, and boy, did I get lucky. My first choices all said YES! So I am proud and honored to give you (fanfare of trumpets and breaking glasses):

**Spider Robinson . . . . . Author GOH**

**Jeanne Robinson . . . . . Artist GOH**

**M.R. Hildebrand . . . . . Fan GOH**

The last time Spider and Jeanne were in Phoenix was at the 1978 WorldCon, and they left with Hugo awards for STAR DANCE. I am extremely happy to have them back, and know that you will enjoy getting to know them as much as I will.

Spider Robinson, the chronicler of the crowd from Callahan's, is one of the best authors extant in SF. I won't embarrass him too much, but I do agree that he is helping to fill the void left by the departure of the Master, Robert A. Heinlein. While his stories always entertain, they also make us think. To me, that is the essence of SF.

Jeanne Robinson, coauthor of the Star Dance books, is a dancer and choreographer; she brings a new perspective to SF art, that of movement. For anyone wondering what led me to choose a dancer as the Artist GOH, it was a conversation with my wife immediately following my election as chair. The first question put to me was whom I was going to invite as GOH's. Spider had been my author choice for years, but I don't know artists, it has never been a big interest of mine. Jeanne, (my wife, not Spider's), loves both art and dance suggested Jeanne, (Spider's wife, not mine), since this gives us the chance to expand the convention definition of art to include kinetic art forms. I wanted to try new things for CopperCon 15, and this seems a natural.

Hilde Hildebrand has been involved in fandom for years. This is my chance to say "Thank you" to someone who

helped me, and countless others, learn the joy and love you can get in Fandom, by growing from a solitary "weirdo who reads that bizarre Science Fiction stuff" to a part of the most forward looking group of weirdos I know. Thanks, Hilde.

We also have a Chairman's **Special Guest....**

**"Buzz" Aldrin**, Apollo 11 astronaut, will be spending part of Saturday with us at CopperCon. Due to his extremely tight schedule, he will only be here for about 5 hours. Check your pocket program for times and such, and let's give Buzz a great welcome to fandom. (By the way, his first SF novel should be out soon.)

What is CopperCon 15 going to be? I hope it will be fun, interesting and diverse. Thanks to the insanely intense efforts of the Convention Committee and Volunteers, the activities will run the gamut from highly thought provoking to the wonderfully fun. Panels and discussions on writing, costuming, dance, science, philosophy, space, current events, possible futures, and only the Gods of Programming, (John Theisen, et al) know what else. Workshops on writing, costuming, etc. Art show and auction. Gaming. Computer Gaming. Filking. A concert Saturday afternoon. A Masquerade contest Saturday night. Room parties. Hall costumes. More than I can list without sounding even more long-winded than I am.

CopperCon is a function of The Central Arizona Speculative Fiction Society, Inc. CASFS was chartered to promote speculative fiction and the literature of SF. Having conventions to spread ideas and information is one way to do this. Here at CopperCon 15 we are once more going to do two more.

The best way I can think of to promote SF literature is to make it available to people. To this end, the Volunteer Nonprofit Service Association will have a book donation drop box at the con. You will find more information elsewhere in the Program Book, but the short form is: VNSA holds a used book sale in February. The books come from donations, and the proceeds help various local charities in Phoenix. So bring any books you can, and donate them, to help others.

However, books don't do any good if you can't read. So, following in the tradition of CopperCon 14, we will be doing a RIF Benefit event. Again, you will find more information elsewhere in the Program Book, but the short form is: Reading Is FUNDamental promotes literacy and reading. We will have an auction, with items donated by businesses and individuals, the proceeds going to a Phoenix area RIF affiliate. Come to the auction, and get great stuff while helping a great cause, READING.

Okay, I've gone on long enough. Those of you, who have made it through this dissertation without falling asleep, get out there and have fun.

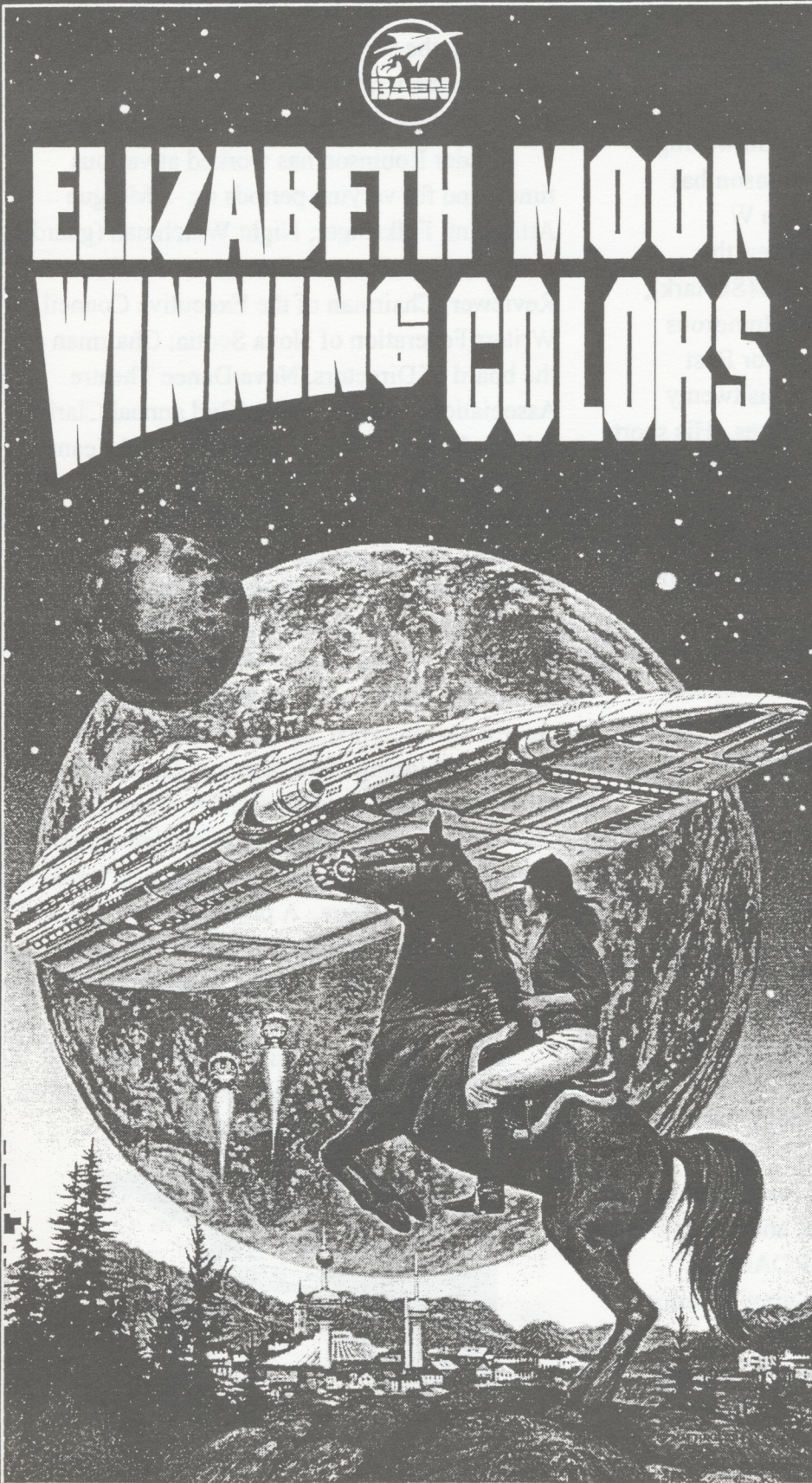
Stephen R. Burroughs, CopperCon 15 Chair

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# Spider Robinson

## Author Guest of Honor

Since he began writing professionally in 1972, **Spider Robinson** has won three Hugos, a Nebula, the John W. Campbell Award for Best New Writer, the E.E. ("Doc") Smith Memorial Award (Skylark), the Pat Terry Memorial Award for Humorous Science Fiction, and Locus Awards for Best Novella and Best Critic; sixteen of his twenty books are still in print, in ten languages. His short work has appeared in magazines around the planet, from *OMNI* and *Analog* to *Xhurnal Izobretatel I Rationalizator (Inventor & Innovator Journal; Moscow)*, and in numerous anthologies.

He was born in the Bronx in late 1948 and holds a Bachelors degree in English from the State University of New York. In 1992 he was the Toastmaster for the 50th World Science Fiction Convention in Orlando.

Included in his works are the tales from Callahan's Bar and stories from Lady Sally's Place. He effortlessly combines painfully proficient punster and thoughtful pundit. A role-playing game based on three of his books, *CALLAHAN'S CROSSTIME SALOON* is available from Steve Jackson Games. He is presently working on *CALLAHAN'S LEGACY*, due out in 1996. Many consider him to be Robert Heinlein's heir apparent.

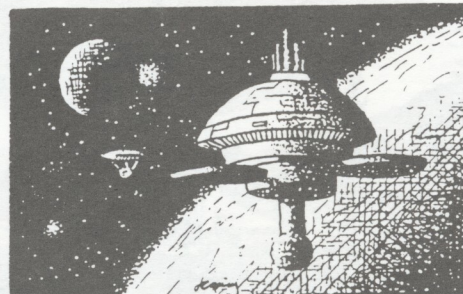
Spider with his wife of twenty years Jeanne collaborated on the Hugo, Nebula, and Locus winning 1976 classic novel *STARDANCE*, which created the concept of zero-gravity dance, and *STARSEED*[1991]. The newest *STARMIND* is out in bookstores now! It is the story of the most extraordinary year in human

history--2066 AD--as seen through the eyes of a family in crisis. Their adventures in an orbiting luxury hotel bring them into contact with the Starmind, the strange telepathic group-mind of former humans who--thanks to alien biotechnology--live naked in space.

Spider Robinson has worked at various times, and for varying periods as: a Morgue Attendant; Folksinger; Night Watchman (guarding a sewer); Real Estate Editor; Resident Book Reviewer; Chairman of the Executive Council, Writers Federation of Nova Scotia; Chairman of the board of Directors, Nova Dance Theatre Association; Teacher at the 22nd annual Clarion science Fiction Writers Workshop (with Jeanne Robinson); Producer of (and performer in "Spider's Place," a night of folk, jazz and country music by SF writers and fans at the Norwood Hotel, Winnipeg, in conjunction with CONADIAN, the 52nd World science Fiction Convention, August 31, 1994 (with Jeanne Robinson); Coffeehouse folksinger; dishwasher, process server, typist, security guard, soda jerk, publicist, shipping clerk, painter, day labourer, cartoonist, model, and human fire alarm.

"Technically I am guilty of having committed both editorship and agency--but only on weekends, and not in years. A previous compulsion toward literary criticism was surgically corrected, but I still occasionally review books--a distinctly different sin."

In addition to the usual GoH activities, Spider will be performing in the Concert planned for the Saturday of the convention.



## Jeanne Robinson

is our **Artist Guest of Honor**

Jeanne Robinson is also a Hugo and Nebula award author. Jeanne is something of a departure from the traditional Artist GoH, in that her art form is the Dance. As a much noted Choreographer and Dancer, she expands the concept of SF art to encompass the kinetic art forms. In addition to sharing ideas about dance, Jeanne has also offered to do a workshop on the Alexander Technique.

Jeanne Robinson, in collaboration with Spider Robinson, published the novels *STARDANCE* (hc'79) [for which they won the Hugo, Nebula and Locus awards] and was translated into eight languages and sold over a quarter of a million copies; *STARSEED* (hc'91); and *STARMIND* (hc'6/95) which was serialized in *Analog* August-November 1994.

Jeanne Robinson was an Assistant Instructor at the 22nd annual Clarion Science Fiction Writing Workshop at Michigan State University in 1989. She was a featured writer in both 1989 and 1991 at the Vancouver International Writers Festival. She read aloud at the 1990 and 1991 National Book Festival Weeks, and the Expo '86, and Sechelt Festival of Written Arts, and The Word on the Street (Toronto) and numerous schools, libraries, and SF conventions since 1976.

She premiered a new choreographic work, *Zenki-zu*, a 20-minute piece for three dancers and four non-dancers at the Women In View Festival in Vancouver in January 1992.

Jeanne was the Founder, Director, resident choreographer/teacher of **Nova Dance Theatre** from 1980-87. This was a professional repertory modern dance company in Halifax, Nova Scotia. Directed, choreographed and/or performed in

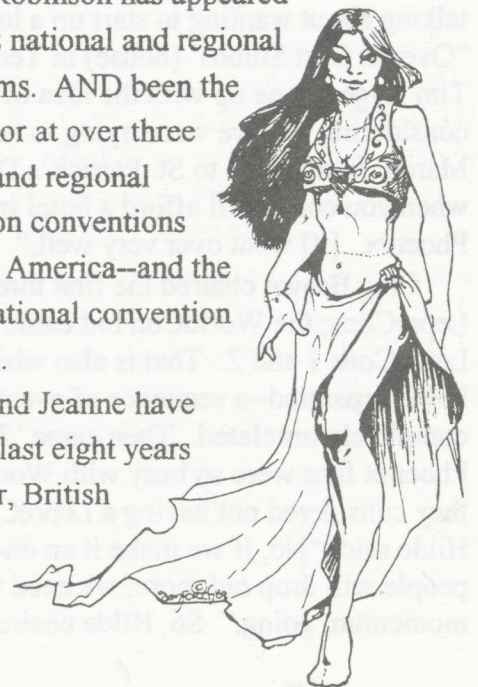
biannual Home Season concerts at the Dalhousie Arts Centre. Choreographed and/or performed at five Dance In Canada Conferences and was the Programming Director for Performances at the 1985 conference, "DANCE MAKES WAVES". Also was coordinator and producer for performances by 80 dancers and companies in 6 venues. Toured the Maritimes and Newfoundland. Created and toured numerous School Shows in Nova Scotia. Jeanne Robinson has choreographed 30 modern dances for performance since 1974. She was on the Board of Directors of the national Dance in Canada Association (1980-83).

Jeanne Robinson was short listed for a seat on NASA's Space Shuttle, to try zero-gee dance in real life zero gravity, under the Civilian-In-Space Program--until CIS was canceled following the Challenger tragedy.

She was born in Boston, and majored in dance at the Boston Conservatory. She and Spider met in the woods of Nova Scotia in the early 1970's. Their daughter, Terri, is presently attending Simon Fraser University.

Jeanne Robinson has appeared on numerous national and regional radio programs. AND been the guest of Honor at over three dozen local and regional science fiction conventions across North America--and the Australian national convention -- since 1977.

Spider and Jeanne have lived for the last eight years in Vancouver, British Columbia.



## M.R.(Hilde) Hildebrand

...Interview by Jeanne Hilary-Burroughs

Hilde (she asked me *not* to mention what M.R. stands for) is a native Phoenician, and has been a fan for many years. "I read my first science fiction book more years ago than I intend to admit to--when I was about seven years old, and I got hooked on science fiction very quickly." Books, especially science fiction, and conventions have played an important part in her life. However, she first learned about organized fandom while living in Berlin, where her husband was stationed; she had to wait until they returned to the states to attend her first convention, Worldcon in LA in '72.

She became active in Phoenix fandom in February of '74. "The reason I know (the exact date) is because I was pregnant with Chris--and you never saw such a group of *nervous* males in your entire life. I was the only female in the group at the time...they really didn't know that many females...and I was *pregnant*...they acted like I was fragile crystal!" That original group was called OAFs--Organized Arizona Fandom.

Hilde and then-husband Greg Brown started attending OAF meetings, where people were talking about wanting to start up a local Con. "Over at Curt Stubbs' (house) in Tempe one day Tim Kyger came up with the idea of LepreCon, considering that we were trying to have it in March, fairly close to St. Patrick's Day--this was when you could still afford a hotel in March in Phoenix...[it] went over very well."

Greg Brown chaired the first three LepreCons; the WorldCon bid came between LepreCons 1 and 2. That is also when Greg and Hilde separated--a sequence of events not completely unrelated. Then came '78, and Iggy. Phoenix fans were so busy with WorldCon that they considered not having a LepreCon that year; Hilde said, "No, if we make it an on-and-off thing people will drop out more; we need to keep the momentum going." So, Hilde chaired LepreCon

Four, worked on WorldCon, and, somehow found time to marry B.D. Arthurs!

Concerning IguanaCon, Hilde says succinctly, "Iggy was a mess!" Phoenix, who bid for the Worldcon as a joke and won it by default, had never run a Con bigger than three to five hundred people, they just weren't ready for the pressures and problems inherent in a Con ten times that size. Although not destroyed, Phoenix fandom had definitely been cracked on the Anvil of Ghod (to the uninitiated, Phoenix Civic Plaza), "but we did keep LepreCon going." After taking the time to ease back and recover, people again wanted to do something more. We decided that one convention a year wasn't enough to satisfy our convention cravings, so we started up CopperCon," (in 1980) and put together a bid for the '82 WesterCon. Hilde chaired CopperCon that year, for the same reason she chaired LepreCon 4: to maintain momentum. Hilde is one of the people we need to thank for almost twenty consecutive years of Phoenix conventions.

Over the years Hilde has enriched fandom, both local and national, in many ways, but in my opinion her greatest contribution is the Go-fer Hole. Before Hilde, Staff Lounge meant chips and popcorn--no more food than in the consuite. Volunteers, often with no money to buy a real meal, were running all weekend, without sleep, on junk food. Hilde decided, "We'd better get those kids something solid!" Suiting actions to words, in '84, she and B.D. ran the staff lounge at LACon (WorldCon) with honest-to-Ghod food - and influenced every staff lounge since!

Hilde ruefully admits that rheumatoid arthritis has inconvenienced her somewhat. She hasn't run a Go-fer Hole since NASFIC '87 (CactusCon). These days she "only" runs Bellerophon's Emporium at Cons (new books), makes jewelry, acts as SFWA liaison and publisher liaison,, deals filk CD's at Cons, and edits ConNotations' book reviews. At Con, she can usually be found smiling behind her dealer's table; "I really got into that so I'd have someplace to sit and have the people come to me."



# LEPRECON 22

Science Fiction Convention

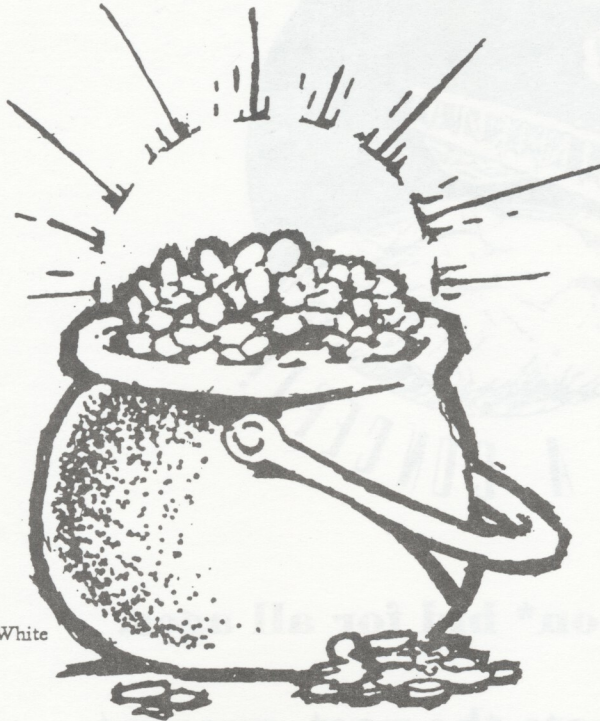


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- Send more info on  Art Show  Dealers' Room  Costume Contest  Running a Game  Volunteering



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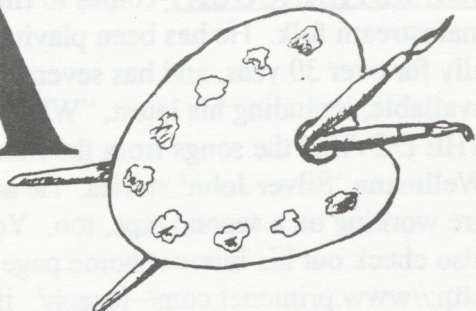
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## Art Show



Once again CopperCon will offer Phoenix fans the best of science fiction and fantasy art. We will be in the southeast part of the convention center. (Access will be through the Patio area entrance.)

We are looking forward to the return of lots of old friends like Alan Gutierrez, Mary Hanson Roberts, Ellisa Mitchell, Lubov, and Robert Peacock. We also have some new artists, C.L. Glenn and Oneta. I'm sure you will enjoy their work.

Opening time on Friday will be noon and we will stay open until 9 PM that night. Hours on Saturday will be 10 AM to 7 PM and on Sunday we will be open from 10 AM to 12 noon for any last minute bidders.

If you've never bid on art at a convention before and would like more information, just stop by the desk in the Art Show and ask. We will be happy to explain everything.

The Art Auction will be held at 1 PM on Sunday—check your Pocket Program for the location.

Pieces with two or more bids will go to auction and buyer pickups will be after the auction on Sunday.

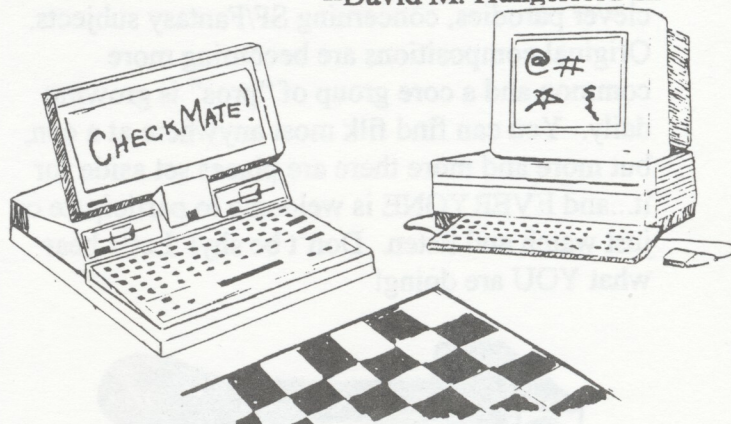
This year in addition to the Art Show itself, we will be featuring a print shop—an area for artists to sell multiple prints of some of their more popular work. Come in and pick up your favorite prints.

Come in early and often to feast your eyes on all the wonderful work presented by our artist friends. We're looking forward to seeing you there!

...Ray Gish

## Computer Gaming

—Cristopher L. Martin  
—David M. Hungerford III



Looking for something mindless, yet engrossing and interactive? We're it! We've got all the latest and greatest in commercial software and shareware running on 486 and Pentium-based machines. We've even got four networked Pentium/75 systems (many thanks to Pronex for the donation) and will be running Doom and Mechwarrior II tournaments on them. If that's not your speed, we'll also have Descent, Dark Forces, Ringworld I and II, Rise of the Robot, Cyberia, Scorched Earth 1.5, Myst, Virtual Pool, Falcon 3.0, and anything else we've managed to beg or borrow.

Special thanks go out to Time-Warner Interactive and Interplay for donating several of the above titles.

We're open 1pm-7pm and 9pm-2am Friday, 10am-2am Saturday, and 10am-1pm Sunday, --in **Rooms 104 and 106**-- so there's no excuse not to come by.

See ya there.

## Green Room

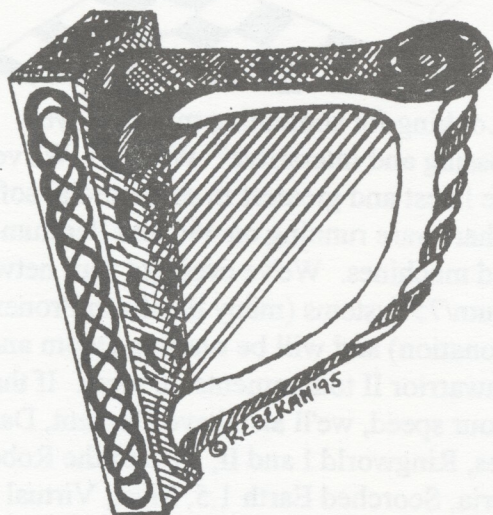
...Tina Smith

The Green Room—for the convenience of the Pros and panelists—is located in **Room 130**.

## Filk Concert

...Joe Bethancourt

"Filk is a fannish phenomenon involving writing and singing songs, much of which are clever parodies, concerning SF/Fantasy subjects. Original compositions are becoming more common and a core group of "pros" is growing daily. You can find filk most anywhere at a con, but more and more there are places set aside for it...and EVERYONE is welcome to participate or just watch and listen. Don't be shy! Let's hear what YOU are doing!



**SPIDER ROBINSON** is a well-known author, but did you know that he also is an accomplished guitarist and singer? Come hear another side of one of our favorite authors!

**TOM SMITH** is known as the fastest filker in the world. He can parody a song seemingly before the original is ended. He has two tapes available, both of which are very worth getting indeed! If you haven't heard his particular brand of madness, check it out!

**LESLIE FISH** is one of the originals of filkdom. She has a massive catalog of recordings, and a larger collection of songs. Her current release, in conjunction with Joe Bethancourt, is "OUR FATHERS OF OLD," a collection of Kipling ballads, and several more are coming soon!

**JOE BETHANCOURT** comes to filk from mainstream folk. He has been playing professionally for over 30 years, and has several tapes available, including his latest, "WHO FEARS THE DEVIL," the songs from the Manly Wade Wellmann 'Silver John' stories. He and Leslie are working on a second tape, too. You should also check out his Internet home page at <http://www.primenet.com/~ioseph/> if you can.

**GARY SILER** is a relative newcomer to the scene, from folk/rock music. He has a self-produced album available that includes his wonderful song "Free Fire Zone." Quite a nice guy, he is commonly seen in the Infamous Satyr Suit around cons.

This Concert is presented by White Tree Productions, and will be recorded.



Welcome to Jake's Place West! We are open for business from 12 noon on Friday until 6 am. Monday morning in Room 118.

On Friday, we have Chips, Dips, Puns and Quips complete with some scheduled pun games starting at 7:30 p.m. On Saturday, there is a Tall Tales contest. We also have a fireplace for toasts and plenty of snacks for those with the munchies.

Just a couple of mundane thoughts—no crashing in Jake's Place and please keep it quiet after 2 am. Our soft drinks are provided by Coca-cola and we will also have tea, coffee and lemon-aid. We hope to see you there no matter what species you are. Have fun and be happy.

...Jannette Ali

## Dealer's Room



### WELCOME TO THE DEALER'S ROOM

Variety is the spice of life and we have succeeded in bringing you a lot of variety in our dealer's room. Besides the usual assortment of books, games, and filk music, there will be scary jewelry, dragon earrings, X-Files t-shirts, trading cards, painted figures, a "Levitron", made-to-order buttons, films, artwork and much more.

This year's dealer's include: Dark Delicacies, the Rakish Blade, Ygor's Books, Waterloo Games, Phoenix Fantasy Films, Nancy Strowger, Curious Goods, Bent Cover Books, Bellerophon's Emporium, Michael Smith, Shannon's Games, Richard Raines, Fantasy Past Present and Future, Patrick Conners, Scheiner's Jewellery, Tomes and Treasures and Figures By Carlos.

Have fun, buy lots of stuff and enjoy the convention!  
...Jay Patton

## Hotel

### THANK YOU DAYS INN !

We appreciate all the extra work: late breakfast, good inexpensive food, staying open late! Extra trash cans, ash trays, and chairs.

Now that we're here...let us show the hotel staff they didn't waste their efforts. Please use the trash cans, buy a good meal and remember that there are a lot of us to serve -- patience helps.

Check-out is at Noon. To-go sandwiches in the Bar. Also, SF drinks in the Bar.

...Jo Webber

## Gaming



...Bill Hall

### WELCOME TO COPPERCON 15 GAMING

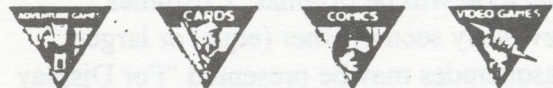
There will be something for everyone to do. We will have tournaments for Call of Cthulu, AD&D, Blood Bowl, Warhammer 40K, Warhammer Fantasy Battles, Warhammer Quest, BattleTech, Car Wars, Vampire, and of course...Magic the Gathering.

Please check Gaming Central for the times of each tournament. We will be in the Arizona Room which is above the lobby.

We will also have a miniature painting contest with the figure case located in the Art Show, so bring your painted figures and enter.

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## Masquerade



CopperCon 15 is proud to host a traditional stage-presentation masquerade. Costumers of all ages and skill levels are invited to participate. The event will be held at 8 PM Saturday on the green-carpeted patio outside the main lobby. Adult and children's divisions will be recognized. Awards will be presented in the three ships: Craftsmanship, Showmanship, and Sportsmanship.

A grand prize of a hand-made cavalier hat has been graciously donated by the Southwest Costumers Guild.

The rules are simple and few:

1. **Costumes are to be substantially fan-made.** Some elements may be store-bought, but the final look will be original. Costumes previously seen at other (equal or larger) masquerades may be presented "For Display Only" and will not be eligible for prizes. The contestant is on his/her honor to declare a display costume.
2. **Thou Shalt Not Slime Thy Neighbor.** Costumes which are dangerous or damaging to the wearer, stage, or other participants will not be permitted. Weapons and special effects are okay, but must be checked for safety by the Masquerade Director. All contestants are presumed to be civilized human beings or under the supervision of one. Displays of ill temper by contestants, volunteers, or the Director will not be tolerated.

3. **Costumes are to be suitable for public display (street legal).**

Remember, there are children in the masquerade and in the audience. Then again, this is Van Buren Street.


4. **Please attend the Contestant Meeting and walk-through at 10 AM on Saturday on the green patio—Patio A.**

We will run you through the stage and back-stage setup. Please bring your music or narration tape and be ready to fill out some papers telling us what you need from the MC, Sound Man and Den Mothers. If you miss the Contestant Meeting, you must find the Director and beg his indulgence with many, "Mea Culpas."

5. **Relax!**

The volunteers are here to help, talk to us!

...Randall Whitlock, Masquerade Director



## FULL MOON

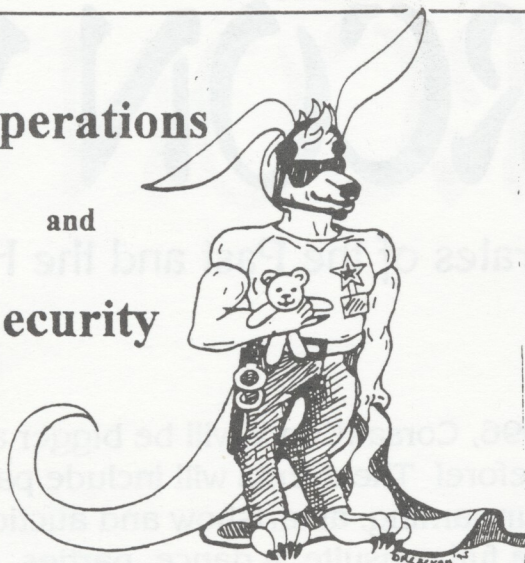
A World of Possibilities

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(Coppercon 15 Program Book Cover Artist)

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## Operations and Security



Hi! My name is Eileen Phillips, and I'm the head of Operations for this convention. My chief of Security is Vickie Lind. We'd like to welcome you to CopperCon 15, and will do our best to ensure that your convention experience here will be safe and enjoyable.

We will not be banning any of the more traditional fannish activities. Partying and hall costumes are actively encouraged. Edged weapons with the proper sheathes to protect yourselves and passers-by are permitted, as are blasters and similar holstered weapons that can NOT be mistaken for a real firearm. Fun of any and all types will be gleefully abetted as long as it does not imperil yourself, others in the immediate vicinity, our insurance policy, the hotel facilities, and/or future amicable hotel relations.

### A few rules will be enforced.

1. NO Fire Arms!!! or realistic facsimiles! Projectile weapons of any sort may not be fired without specific permission of security and then only in areas explicitly cleared for that purpose by security.
2. All Edged Weapons or Live Steel will be securely sheathed and peace bonded, unless you are participating in a demonstration that has been previously cleared with both programming and security. Violators of this provision will be required to peace-bond their weapon(s) for the duration of the convention.
3. Please keep your costumes street-legal.

4. Parties where alcohol is available may not serve it to minors, and minors are expected to refuse alcohol if it is offered.
5. Badges must be worn in the public areas of the convention at all times.
6. Children left on their own recognizance will be expected to display the same common sense and good manners an adult is expected to exhibit.
7. Do not harass passing mundanes or hotel staff.
8. Please no parties in the quiet wings of the hotel.
9. Please register your parties with security so you won't get hassled.

Any behavior that is unacceptable will get your convention badge punched. Persistent irritants who earn three badge punches will be removed from the convention. Any and/or all punches can be received at one time. Minors who earn a badge punch or actually manage to get their badge pulled will earn their parents a similar penalty.

**Ops/Security will be located in Room 142** (next to the exercise room, overlooking the courtyard and pool area) on the quiet side of the hotel. Please stop by and let us know how we're doing or if there is anything we can do to help make the convention more enjoyable for you.

**Questions??? Stop by and ASK!**

## Japanese Animation

Yes! We have Japanese Animation!

Lot's and lot's of Japanese Animation.

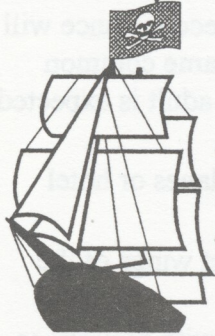
We have brand new material... straight from Japan... not yet released in the US. We have plenty of subtitled materials. AND we have the classics. We're also providing plenty of time for requests. So come and enjoy. And if you're a newcomer, find out what all the excitement's about.

**We are in Room 121.**

...Tom Perry

# CORSAIRCON V

The Definitive Convention for Pirates of the Past and the Future



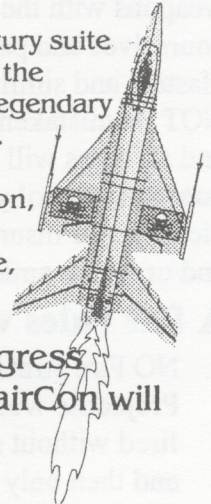
Coming in the Summer of 1996, CorsairCon V will be bigger and better than any CorsairCon before! The events will include panels & light programming, 24 hour gaming, an artshow and auction, a masquerade competition, a full consuite, a dance, parties, adult activities, weapons demonstrations and competitions, a grand review of the ships and crews of the new Arizona Corsairs, inc., and a great deal more.

Advanced convention memberships are available for a limited time at \$15. All advanced registration is greatly appreciated.

Also available are fame, popularity, and the respectful gratitude of countless pirates and convention attendees! Those noble souls making donations above and beyond their membership fees will receive a special edition membership badge, benefactors of \$25 or more will see recognition of their largess in the program book, and those whose gift extends beyond \$250 are eligible to be appointed Lord or Lady Mayor, a position similar to FGOH, whose benefits rival those of any convention GOH.

Not enough? Then become an exalted High Benefactor! Prestigious benefits include a luxury suite at the convention with full room service for two, honorary positions on the committee and the council of captains, a commemorative plaque, a full page bio in the program book, and legendary status in the hearts and minds of future generations of Corsairs and convention attendees. Lord and Lady High Benefactors begin at a donation of \$5000.

The lofty title Grand Admiral Benefactor of the Corsairs is reserved for donors of \$10Million, and is commemorated by a life-sized marble statue in the courtyard of a new hotel and convention center which will be devoted to giving a home to fannish gatherings for all time, the other benefits of this title are simply beyond belief, but certainly not beyond dream!



For more information call 978-9314 or 438-0616. There will be progress reports mailed and updates placed in Connotations. This year's CorsairCon will be better then ever, but it will take you to make it complete.

Please make plans to join us!

## CORSAIRCON V

The Definitive Convention for Pirates of the Past and the Future

Pre-Registration Form

Mail to...

CorsairCon Registration  
P.O. Box 64051  
Phoenix AZ, 85082-4051

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

Address \_\_\_\_\_

Phone \_\_\_\_\_ Fax \_\_\_\_\_ Email \_\_\_\_\_

I would like to be a benefactor of CorsairCon V. Amount: \_\_\_\_\_

I would like to volunteer at CorsairCon V. \_\_\_\_\_

I would like to suggest / request the following activities at CorsairCon V: \_\_\_\_\_

\_\_\_\_\_



## PROGRAMMING

CopperCon 15 programming features 128 program items totalling 199 hours throughout 39 clock hours for this three-day convention. Arts-and-crafts, costuming, dance, fandom, fantasy, futurism, kid-stuff, media, music, science fiction, technology, and writing panels, demos, presentations, and events are represented among the mix. Given this much variety, the toughest decision this con should be what to see and do next!

At time of publication, the 77 panelists scheduled to appear (in one capacity or another) are as follows, in alphabetical order: **Edwin E. "Buzz" Aldrin (Special Guest)**; Bruce D. Arthurs; John D. Autore; Glenn Battis; Joe Bethancourt; Kevin S. Birnbaum; Vanna Bonta; Edward Bryant; Frances Burns; Jeanne Burroughs; Stephen R. Burroughs; Tasha Cady; Diana Challis; Rebecca Davies; John Davis; Emily Devenport; Larry DiTillio; Michael Elliott; Leslie Fish; Maryeileen Flanagan; Dirk Folmer; Scott Glenner; Dirk Hardtmann and members of the Adrian Empire; Simon Hawke; **M.R. "Hilde" Hildebrand (Fan Guest of Honor)**; Ernest Hogan; Rod Jakubik; Jenn Jumper; Charles Kuhlman; Joe Lazzaro; Rebecca Lee; Kyla Littlejohn; Wil MacDonald; Daryl Mallett; Peter L. Manly; Don Markstein; Dennis McCarty; Kim L. Martin; Stephen Mintz; Laura Modine; Bob Mohny; Karen Moore; Adam Niswander; Matt Pallamary; Jean Palmer; Robert Pechmann; Hayford Peirce; Norman Porter; Nora Rankin; Belle Relaford; Cary Riall; **Spider and Jeanne Robinson (Guests of Honor)**; Darlene Rutherford; Matthew Ryan; Ken St. Andre; Walter Sanville; Timmie Ann Schramm; Gary Siler; Gina Smart; Cinder Smith; Dan Smith; Tom Smith; Michael A. Stackpole; G. Harry Stine; John Theisen; Tammy Townsend; Tom Vincent; Mike Volckmann; Jo Webber; Lee Whiteside; Randall Whitlock; Peter Williams; Sally L. Williams; Gail Wolfenden-Steib; Keith Wood; and Cathie Yankovich. Other panelists are expected to arrive at-Con, and will be added where space permits.

Events are scheduled to occur at their respective times shown below. However, individual panelists appearing may vary with circumstances.

### FRIDAY

#### Hall Costume Design Open Forum

\$1.98 costuming; costuming from the closet; using scraps for inspiration

Friday, Noon to 6:00pm, Camelback Room

panelists may include: John Autore, Jeanne Burroughs, Michael Elliott, Rebecca Lee, Kim Martin, Jean Palmer, Randall Whitlock, Gail Wolfenden-Steib

#### Enduring Myths & Legends #1: "The Phantom of the Opera"

Friday, Noon to 2:30pm, Boardroom

#### Putting the "Sci" back into "Sci-Fi"

Advice on interweaving real science into written science fiction

Friday, 12:30pm to 2:00pm, Superstition Room

Bruce Arthurs, moderator; Peter Manly; Adam Niswander; G. Harry Stine, Keith Wood

#### Author Reading: Hayford Peirce

Friday, 12:30pm to 1:30pm, Room #122

#### Reflective Listening Workshop I with Matthew Ryan

Learn how to listen and really hear what is being said (follow-up workshop late Saturday)

Friday, 12:30pm to 2:00pm, Room #126

#### Author Reading: Dennis McCarty

Friday, 1:30pm to 2:30pm, Room #122

#### But I Wannabe a Ritur!

Tips on how to make your manuscript look professional

Friday, 2:00pm to 3:30pm, Superstition Room

Maryeileen Flanagan, moderator; Bruce Arthurs; Daryl Mallett; Hayford Peirce

#### Adult Role Models at Conventions

Do we need irrelevant non-SF 'adult' (e.g. flirting) panels at cons? Should we be good role-models for young fans?

Friday, 2:00pm to 3:30pm, Room #124

John Theisen, moderator; Kevin Birnbaum; Peter Manly; Adam Niswander; Gina Smart

**Creating a Stage Presence with Sally Williams**

The steps from story to stage production

Friday, 2:00pm to 3:30pm, Room #126

**Trends in Gaming**

Where has gaming gone, where is it going

Friday, 2:30pm to 3:30pm, Room #122

Bob Mohney, moderator

**Enduring Myths & Legends #2: Tarzan of the Apes**

Friday, 2:30pm to 5:00pm, Boardroom

**Don't Drop the Ball! - Juggling Session #1**

Open session on the art of juggling (three additional sessions scheduled)

Friday, 3:00pm to 5:00pm, Patio B (Grassy Knoll)

Scott Glener, Matthew Ryan, and/or Timmie Ann Schramm

**COPPERCON 15 OPENING CEREMONY**

Let the games begin!

Friday, 3:30pm to 4:00pm, Superstition Room

**The Role of the Writer in Society**

What are the duties, obligations, rights, and moral standards?

Friday, 4:00pm to 6:00pm, Superstition Room

Kevin Birnbaum, moderator; Vanna Bonta; Maryeileen Flanagan, Simon Hawke; Keith Wood

**Alchemy in Fantasy and Role-Playing**

The fundamentals of an age-old science applied to writing and gaming

Friday, 4:00pm to 5:00pm, Room #122

Bob Mohney, moderator

**StarSea Invaders Discussion with G. Harry Stine**

Friday, 4:00pm to 5:30pm, Room #124

**Heal Yourself: Reiki & Chi-Gung with Dirk Folmer**

Alternative healing (no prescription required)

Friday, 4:00pm to 5:30pm, Room #126

**Author Reading: Michael Stackpole**

Friday, 5:00pm to 6:00pm, Room #122

**CGI IMAGERY PRESENTS: "Hypernauts" with Larry DiTillio**

Special preview of a new sci-fi television series in production

Friday, 5:00pm to 7:00pm, BoardRoom

**Archetypes, Prototypes, and Stereotypes in SF**

Developing characters that aren't cut from cardboard

Friday, 5:30pm to 7:00pm, Room #124

Dennis McCarty, moderator; Edward Bryant; Hayford Peirce

**Dance Masks and Movement Costuming**

Friday, 5:30pm to 7:00pm, Room #126

Sally Williams, moderator; Rod Jakubik; Rebecca Lee; Tammy Townsend

**Author Reading: Kevin Birnbaum**

Friday, 6:00pm to 7:00pm, Room #122

**MEET THE PROS (at Callahan's Bar)**

Friday, 7:00pm to 9:00pm, Camelback/Superstition Rooms

**FOX TELEVISION PRESENTS: "Space: Above and Beyond"**

Special preview of a new sci-fi television series coming soon

Friday, 7:00pm to 8:00pm, Boardroom

Lee Whiteside, moderator

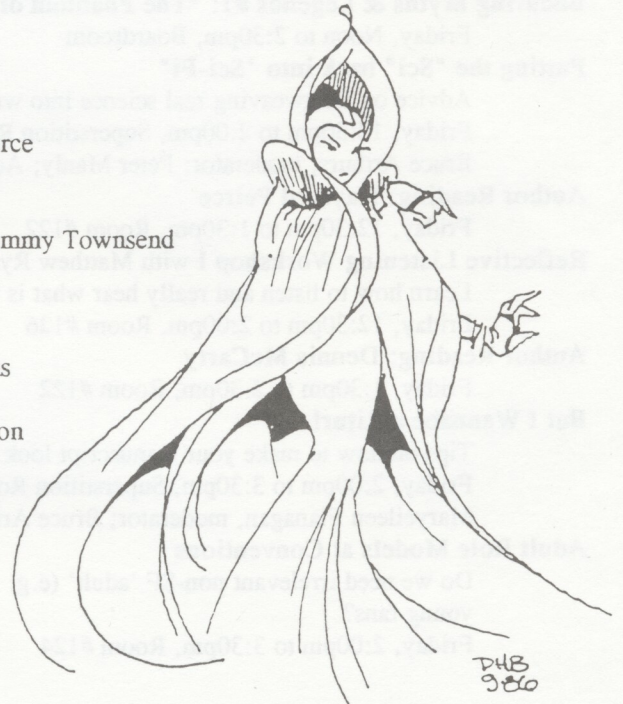
**Author Reading: Bruce Arthurs**

Friday, 8:30pm to 9:30pm, Room #122

**VR Sex: How Good Will it Be?**

Our basest pleasures through the miracle of cyberspace

Friday, 9:00pm to 10:30pm, Room #124



Dan Smith, moderator; John Autore; Robert Pechmann; Hayford Peirce; Ken St. Andre

**Insane Card Games: Mao & Squeal** with Matthew Ryan

Tired of Crazy Eights and Old Maid? Try these!

Friday, 9:00pm to 10:30pm, Room #126

**The "Foundations" of Costuming**

A gentle strip-tease look at undergarments through history, from Roman to modern

Friday, 9:30pm to 11:00pm, Camelback Room

John Theisen, narrator; Frances Burns, Jeanne Burroughs, Tasha Cady, Rebecca Lee, Kim Martin, Laura Modine, Karen Moore, and Gail Wolfenden-Steib, models

**LA, OJ, and DNA**

What lessons have we learned from the trial of the century?

Friday, 9:30pm to 11:00pm, Superstition Room

Nora Rankin, moderator; Stephen Burroughs; Dennis McCarty; Tammy Townsend

**Fan TV: Doctor Who**

Friday, 9:30pm to 10:30pm, Room #122

**Meteorite Presentation**

Friday, 9:30pm to 10:30pm, Boardroom

Randall Whitlock, moderator; Peter Manly

**Fan TV: Highlander**

Friday, 10:30pm to 11:30pm, Room #122

**Apollo 13 (the Movie)**

Was it authentic? Could the film help rekindle a national enthusiasm for space?

Friday, 10:30pm to Midnight, Room #124

Kevin Birnbaum, moderator; John Autore; Matt Pallamary

**Author Reading: Spider and Jeanne Robinson**

Friday, 11:00pm to 12:30am, Superstition Room

**Author Appreciation Panel: J.R.R. Tolkien**

Friday, 11:30pm to 1:30am, Camelback Room

**Fan TV: Alien Nation**

Friday, 11:30pm to 12:30am, Room #122

**Enduring Myths & Legends #3: "Metropolis"**

Friday, 11:30pm to 1:30am, Boardroom

**Fan TV: Friday the 13th**

Friday (Saturday), 12:30am to 1:30am, Room #122

## SATURDAY

**Author Appreciation Panel: Anne McCaffrey**

Saturday, 9:00am to 11:00am, Camelback Room

**Fan TV: Mighty Morphin Power Rangers**

Saturday, 9:00am to 10:00am, Room #122

**Drippy Bits & Baubles** with Karen Moore

Wonderful beads, and what to do with them

Saturday, 9:00am to 10:30am, Room #126

**Enduring Myths & Legends #4: The Time Machine**

Saturday, 9:00am to 11:00am, Boardroom

**Don't Drop the Ball! - Juggling Session #2**

Saturday, 9:00am to 11:00am, Patio B (Grassy Knoll)

Scott Glener, Matthew Ryan, and/or Timmie Ann Schramm

**Using History to Write Fantasy**

Drawing from our past to make other settings more interesting

Saturday, 9:30am to 11:00am, Room #124

Dennis McCarty, moderator; Rebecca Lee

**COPPERCON 15 MASQUERADE WALKTHROUGH**

Saturday, 10:00am to 11:00am



**That's-a One Tiny Meatball**

Or: NASA--All Stressed Up (with nowhere to go?) Amid severe budget-cutting and the end of Space Station Freedom, what now?

Saturday, 10:00am to 11:30am, Superstition Room

G. Harry Stine, moderator; Edwin "Buzz" Aldrin; Diana Challis; Charles Kuhlman; Keith Wood

**Magick for Writers**

Saturday, 10:00am to 11:00am, Room #122

Darlene Rutherford, moderator; Matt Pallamary

**Kid-Craft: Paper Masks and Stuff with Cinder Smith**

Hand crafts for the smalls (ages 3-10)

Saturday, 10:30am to Noon, Room #126

**Dances of Life - A Kinetic Workshop**

The art of Movement; belly-dancing basics; finding the rhythm of the dance within each of us

Saturday, 11:00am to 1:30pm, Camelback Room

Sally Williams, moderator; Dirk Folmer; Rebecca Lee

**Autograph Session: Matt Pallamary**

Saturday, 11:00am to Noon, Room #122

**What's Coming Up in Star Wars with Michael Stackpole**

The latest on the Rebellion; news from Skywalker Ranch

Saturday, 11:00am to 12:30am, Room #124

**Personal Protection**

Personal survival tips & mental tactics for the '90s and beyond

Saturday, 11:00am to 12:30pm, Boardroom

Walter Sanville, moderator; Nora Rankin

**Dyeing Can Be Fun!**

Hands-on fabric-dyeing workshop for advanced costumers

Saturday, 11:00am to 1:00pm, Center Court

Frances Burns, moderator; Gail Wolfenden-Steib

**A Day in the Life of a Writer**

What kind of routine works--daily grind or frantic inspiration?

Saturday, 11:30am to 1:00pm, Superstition Room

Hayford Peirce, moderator; Kevin Birnbaum; Vanna Bonta; Emily Devenport; Simon Hawke; Daryl

Mallett; Adam Niswander

**Author Reading: Ernest Hogan**

Saturday, Noon to 1:00pm, Room #122

**H-Hour: A Visit with FGoH Hilde Hildebrand**

Saturday, Noon to 1:30pm, Room #126

**The Young Person's Guide to Science Fiction**

Where should young readers begin, and whom should they read?

Saturday, 12:30pm to 2:00pm, Room #124

Maryeileen Flanagan, moderator; Stephen Burroughs; Jenn Jumper; Don Markstein; Jean Palmer

**Neurophone Demo with G. Harry Stine**

Saturday, 12:30pm to 2:00pm, Boardroom

**One 'Mir' Step for Mankind**

The growing potentials of multi-national space missions

Saturday, 1:00pm to 2:30pm, Superstition Room

John Theisen, moderator; Edwin "Buzz" Aldrin; Peter Manly

**Autograph Session: Adam Niswander**

Saturday, 1:00pm to 2:00pm, Room #122

**Live Steel Demonstration with Dirk Hardtmann and the Adrian Empire**

Armor, swordplay, and divots in the grass!

Saturday, 1:00pm to 3:30pm, Center Court

**The Owner's Manual of the Spine with Jeanne Robinson**

Body-therapy workshop based on the Alexander Technique.

FULLY BOOKED AT PRESS TIME--NO FURTHER REGISTRATIONS, PLEASE.

Saturday, 1:30pm to 3:00pm, Camelback Room

## **Fangs and Other Toothy Matters - A Demo**

Dental appliances and prosthetics

Saturday, 1:30pm to 3:00pm, Room #126

Rod Jakubik and Tammy Townsend

## **Author Reading: Daryl Mallett**

Saturday, 2:00pm to 3:00pm, Room #122

## **The Musical Muse**

Where does music and musical inspiration come from?

Saturday, 2:00pm to 3:30pm, Room #124

Michael Elliott, moderator; John Davis; Rebecca Lee; Peter Williams

## **Kid-Craft: The Story of Time with Diana Challis**

If all of time is a 10' string, how long is recorded history? (Ages 7-14)

Saturday, 2:00pm to 3:30pm, Boardroom

## **Fan TV Expanded Forum: Babylon 5**

Saturday, 2:30pm to 4:30pm, Superstition Room

Larry DiTillio, moderator; Charles Kuhlman; Bob Mohney; Cary Riall; Matthew Ryan; Lee Whiteside

## **Creative Partnerships (Writers, Artists, etc.)**

How working with another writer/artist may solve some problems, but create new ones

Saturday, 3:00pm to 4:30pm, Camelback Room

Cathie Yankovich, moderator; Vanna Bonta; Joe Lazzaro; Peter Manly; Matt Pallamary; Hayford Peirce

## **Author Reading: Adam Niswander**

Saturday, 3:00pm to 4:00pm, Room #122

## **Makeup Demo**

Saturday, 3:00pm to 6:00pm, Room #126

Norman Porter and Rebecca Davies

## **Magic: The Gathering Intro/Demo**

Workshop; \$10 materials fee (or bring your own cards). Advance registration: maximum of 15.

Saturday, 3:30pm to 5:00pm, Room #124

## **Enduring Myths & Legends #5: A Christmas Carol**

Saturday, 3:30pm to 5:30pm, Boardroom

## **Special Events Concert**

Saturday, 3:30pm to 6:00pm, Patio A

Joe Bethancourt, coordinator; Joe Bethancourt, Leslie Fish, Spider Robinson, Gary Siler, and Tom Smith, performers

## **Autograph Session: G. Harry Stine**

Saturday, 4:00pm to 5:00pm, Room #122

## **Putting the 'You' in Utopia**

Why social communes have failed in the past; can they succeed in the future?

Saturday, 4:30pm to 6:00pm, Camelback Room

Adam Niswander, moderator; Dirk Folmer; Hayford Peirce; Darlene Rutherford; Dan Smith

## **DEBATE: My Art is Better than your Art**

If only one art form could exist in the world, that art form should be: \_\_\_\_\_. Each panelist defends their favorite.

Saturday, 5:00pm to 7:30pm, Superstition Room

John Autore, painting; Edward Bryant, literature; Larry DiTillio, film/tv; Maryeileen Flanagan, theatre; Karen Moore, costuming; Peter Williams, music; Sally Williams, dance

## **Author Reading: Simon Hawke**

Saturday, 5:00pm to 6:00pm, Room #122

## **Cyberbooks**

Novels entirely written, edited and/or published on-line

Saturday, 5:00pm to 6:30pm, Room #124

Joe Lazzaro, moderator; Ernest Hogan; Wil MacDonald; Stephen Mintz; Bob Mohney; Ken St. Andre

## **SF Tube Talk**

Discussion on television science fiction

Saturday, 5:30pm to 7:00pm, Boardroom  
Lee Whiteside, moderator

## Fan TV: Star Trek

Saturday, 6:00pm to 7:00pm, Room #122

## Character Development & Costume Persona

Creating a personality that fits the costume, and vice versa

Saturday, 6:00pm to 7:00pm, Room #126

Tom Vincent, moderator; Kim Martin; Jean Palmer

## Don't Drop the Ball! - Juggling Session #3

Saturday, 6:00pm to 8:00pm, Patio A

Scott Glener, Matthew Ryan, and/or Timmie Ann Schramm

## Sci-Fi Jeopardy

Test your trivia knowledge and win prizes

Saturday, 6:30pm to 8:30pm, Camelback Room

Belle Relaford, coordinator

## T minus six, and counting

Brave New Century, and what it holds

Saturday, 6:30pm to 8:00pm, Room #124

Ernest Hogan, moderator; Michael Elliott; Don Markstein

## Fan TV: Star Trek: The Next Generation

Saturday, 7:00pm to 8:00pm, Room #122

## Enduring Myths & Legends #6: War of the Worlds

Saturday, 7:00pm to 9:30pm, Boardroom

## Adaptive Computer Technology for the Disabled with Joe Lazzaro

Computer accessories for the blind and handicapped

Saturday, 7:30pm to 9:00pm, Room #126

## Autograph Session: Spider and Jeanne Robinson

Saturday, 8:00pm to 9:00pm, Room #122

## Aura Photography with Dirk Folmer

Saturday, 8:00pm to 9:30pm, Room #124

## COPPERCON 15 MASQUERADE

Saturday, 8:00pm to 10:00pm, Patio A

Randall Whitlock, director; Cary Riall, master of ceremonies

## My Favorite Mars (and Jupiter, and Alpha Centauri . . .)

The best worlds in science fiction, and what makes them so

Saturday, 8:30pm to 10:00pm, Superstition Room

Hilde Hildebrand, moderator; Emily Devenport; Peter Manly; Dennis McCarty; Hayford Peirce; Ken St. Andre

## It Can Happen Here! - Terrorism on American soil

Unabomber, World Trade Center, Oklahoma City, ??

Saturday, 9:00pm to 10:30pm, Camelback Room

Robert Pechmann, moderator; Charles Kuhlman; Walter Sanville; Dan Smith; Michael Stackpole; Keith Wood

## Author Reading: Matt Pallamary

Saturday, 9:00pm to 10:00pm, Room #122

## Reflective Listening Workshop II with Matthew Ryan

Did you really say that, or did I just think I heard you?

Saturday, 9:00pm to 10:30pm, Room #126

## Writing for TV and Film

Becoming famous takes more than a Hollywood Minute

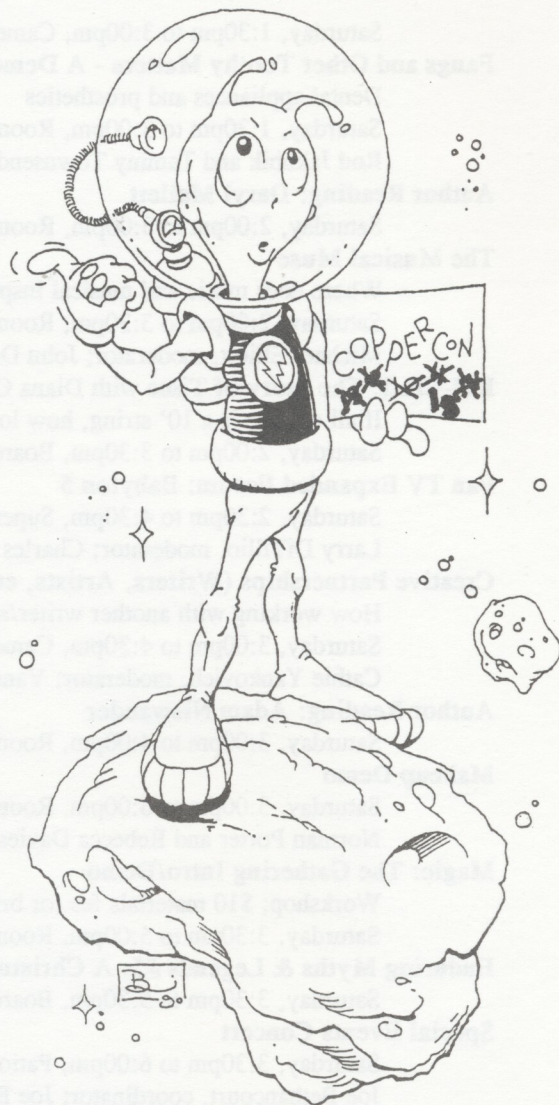
Saturday, 9:30pm to 11:00pm, Room #124

Kevin Birnbaum, moderator

## Enduring Myths & Legends #7: The Invisible Man

Saturday, 9:30pm to 11:30pm, Boardroom

## Would I Love to Read *Your* Gene Chart!



Dating and mating in the 21st century. (It's a flirting panel, okay? We're not necessarily talking Project Genome here!)

Saturday, 10:00pm to 11:30pm, Superstition Room

Simon Hawke, moderator; Michael Elliott; Jenn Jumper; Peter Manly; plus a special mystery guest!

## Fan TV: Red Dwarf

Saturday, 10:00pm to 11:00pm, Room #122

## Author Appreciation Panel: Robert A. Heinlein

Saturday, 10:30pm to 1:00am, Camelback Room

## Author Reading: Edward Bryant

Saturday, 11:00pm to Midnight, Room #122

## Enduring Myths & Legends #8: Dr. Jekyll & Mr. Hyde

Saturday, 11:30pm to 1:30am, Boardroom

## Fan TV: The Twilight Zone

Saturday, Midnight to 1:00am, Room #122

## SUNDAY

## Fan TV: Star Trek: Deep Space Nine

Sunday, 9:00am to 10:00am, Room #122

## Sci-Fi, Fantasy & Space Collectibles

Which ones may become treasure, which ones are trash

Sunday, 9:00am to 10:30am, Room #124

Cathie Yankovich, moderator; John Autore; Ken St. Andre

## Mankind--The Last Endangered Species

What are the greatest dangers we are creating for/from ourselves?

Sunday, 9:30am to 11:00am, Superstition Room

Cary Riall, moderator; Dennis McCarty; Matt Pallamary; Darlene Rutherford; Timmie Ann Schramm

## Punday Morning Funnies

As bad as it sounds (or maybe worse!)

Sunday, 9:30am to 11:00am, Room #126

Randall Whitlock, moderator; Michael Elliott; Robert Pechmann

## E-Fen: Fandom via Internet

What is cyberspace doing to science-fiction fandom? Will conventions become obsolete?

Sunday, 10:00am to 11:30am, Camelback Room

Jenn Jumper, moderator; Glenn Battis; Maryeileen Flanagan; Charles Kuhlman; Stephen Mintz

## Fan TV: Star Trek: Voyager

Sunday, 10:00am to 11:00am, Room #122

## World-Building in Science, SF, and Role-Playing

Creating planets that have some scientific basis

Sunday, 10:00am to 11:30am, Boardroom

Diana Challis, moderator; Hayford Peirce; John Theisen

## Silver Screen Comics

Another summer of major motion pictures from animated origins-- what does it mean?

Sunday, 10:30am to Noon, Room #124

Don Markstein, moderator; Rod Jakubik; Ken St. Andre; Tammy Townsend

## Email Report from WorldCon

Technology permitting, fannish bulletins from Glasgow via the World Wide Web

Sunday, 11:30am to Noon, Camelback Room

Glenn Battis and Jenn Jumper

## The Evolution of God

If we made Him in our own image, what's He doing now?

Sunday, 11:00am to 12:30pm, Superstition Room



Hilde Hildebrand, moderator; Michael Elliott; Dennis McCarty; Darlene Rutherford; G. Harry Stine

**Autograph Session: Vanna Bonta**

Sunday, 11:00am to Noon, Room #122

**The Death of DOS**

Between Windows 95, UNIX, OS/2, and System 7, how much longer can DOS survive?

Sunday, 11:00am to 12:30pm, Room #126

Mike Volckmann, moderator; Wil MacDonald; Stephen Mintz; Robert Pechmann; Dan Smith; Keith Wood

**Enduring Myths & Legends #9: Edgar Allen Poe collection**

Sunday, 11:30am to 2:00pm, Boardroom

**Don't Drop the Ball! - Juggling Session #4**

Sunday, 11:30am to 1:30pm, Patio B (Grassy Knoll)

Scott Glener, Matthew Ryan, and/or Timmie Ann Schramm

**Autograph Session: Spider and Jeanne Robinson**

Sunday, Noon to 1:00pm, Room #122

**Writers' Workshops**

The Good, the Bad, and the Expensive

Sunday, Noon to 1:30pm, Room #124

Matt Pallamary, moderator; Edward Bryant; Larry DiTillio

**COPPERCON 15 ART AUCTION**

Sunday, 12:30pm to 2:30pm(?), Camelback Room

RIF charity auction follows immediately after

**Two Geniuses, One Roof**

Mundane reality in households with more than one creative mind

Sunday, 12:30pm to 2:00pm, Superstition Room

Jo Webber, moderator; Emily Devenport; Ernest Hogan; Kyla Littlejohn; Adam Niswander; Keith Wood

**Autograph Session: G. Harry Stine**

Sunday, 1:00pm to 2:00pm, Room #122

**Tyranny or Anarchy?**

Choosing between living under one extreme or the other, which is better?

Sunday, 1:00pm to 2:30pm, Room #126

Cary Riall, moderator; Dirk Folmer; Don Markstein; Walter

Sanville; Dan Smith

**Cat Protocols**

A semi-serious study of feline social dynamics

Sunday, 2:00pm to 3:30pm, Superstition Room

Hilde Hildebrand, moderator; Emily Devenport; Rebecca Lee; Wil MacDonald; Darlene Rutherford;

Timmie Ann Schramm

**Choreography Presentation with Jeanne Robinson**

Video presentation of dance

Sunday, 2:00pm to 3:00pm, Boardroom

**Regency Dance**

Immediately follows conclusion of RIF charity auction

Sunday, 3:30pm(?) to 6:00pm, Camelback Room

**COPPERCON 15 CLOSING CEREMONY**

(Phew!) All over but the shouting. . .

Sunday, 3:30pm to 4:00pm, Superstition Room

**Enduring Myths & Legends #10: "Nosferatu"**

Sunday, 3:30pm to 6:00pm, Boardroom

**CopperCon Compliments & Complaints**

What we did do and shouldn't have; what we didn't do and should have

Sunday, 4:00pm to 5:30pm, Superstition Room

Stephen Burroughs, moderator; members of CopperCon 15 ConCom

Same Time Next Year!

## CopperCon 16

Memberships available at  
CopperCon 15 Registration desk.



## CopperCon 15 Programming Schedule

CuCon15.WQ2

Date/Time: FRIDAY	Track #1 Camelback Rm	Track #2 Superstition Rm	Track #3 Room 122	Track #4 Room 124	Track #5 Room 126	Track #6 Boardroom	Track #7 Special Events
Noon-12:30 p	Hall Costume					Enduring Myths & Legends #1: "The Phantom of the Opera"	
12:30-1:00 p	Design	Putting the "Sci" back into "Sci-Fi"	Author Reading w/ H. Peirce		Reflective Listening Workshop I		
1:00-1:30 p	Open Forum		Author Reading w/ D. McCarty	Adult Role Models at Conventions	Creating a Stage Presence		
1:30-2:00 p		But I Wannabe a Ritur!	Trends in Gaming			Enduring Myths & Legends #2: Tarzan of the Apes	Don't Drop the Ball! - Juggling Session #1
2:00-2:30 p							PATIO B
2:30-3:00 p		Open Ceremony					
3:00-3:30 p		The Role of the Writer in Society	Alchemy in Fantasy and Role-Play	StarSea Invaders Discussion	Heal Yourself: Reiki & Chi-Gung		
3:30-4:00 p			Author Reading w/ M. Stackpole	Archetypes, Prototypes & Stereotypes in SF	Dance Masks and Movement Costuming	Preview: "Hypernauts"	
4:00-4:30 p			Author Reading w/ K. Birnbaum				
4:30-5:00 p						Preview: "Space Above/Beyond"	
5:00-5:30 p							
5:30-6:00 p							
6:00-6:30 p							
6:30-7:00 p							
7:00-7:30 p	MEET THE PROS (at Callahan's Bar)						
7:30-8:00 p	Introductions						
8:00-8:30 p			Author Reading w/ B.D. Arthurs	VR Sex: How Good Will it Be?	Insane Card Games: Mao & Squeal	Meteorite Presentation	
8:30-9:00 p							
9:00-9:30 p							
9:30-10:00 p	The 'Foundations' of Costuming	LA, OJ, and DNA	FAN TV: Doctor Who	Apollo 13 (the Movie)			
10:00-10:30 p			FAN TV: Highlander				
10:30-11:00 p		Author Reading w/ Spider & Jeane Robinson	FAN TV: Alien Nation			Enduring Myths & Legends #3: "Metropolis"	
11:00-11:30 p	J.R.R. Tolkien						
11:30 p-Midn	Author						
Midn-12:30 a	Appreciation		FAN TV: Friday the 13th				
12:30-1:00 a	Panel						
1:00-1:30 a							

Date/Time: SATURDAY	Track #1 Camelback Rm	Track #2 Superstition Rm	Track #3 Room 122	Track #4 Room 124	Track #5 Room 126	Track #6 Boardroom	Track #7 Special Events
9:00-9:30 a	Anne McCaffrey		FAN TV: M. M. Power Rangers		Drippy Bits & Baubles	Enduring Myths & Legends #4: The Time Machine	Don't Drop the Ball! - Juggling Session #2
9:30-10:00 a	Author		Magick for Writers	Using History to Write Fantasy			PATIO B
10:00-10:30 a	Appreciation	That's-a One Tiny Meatball	Autogr Session w/ M. Pallamary	What's Coming up in Star Wars	Kid-Craft: Paper Masks & Other Stuff	Personal Protection	Dyeing Can Be Fun!
10:30-11:00 a	Panel		Author Reading w/ E. Hogan		H-Hour: A Visit with Hildebrand	Neurophone Demo	CENTER COURT
11:00-11:30 a	Dances of Life: A Kinetic Workshop	A Day in the Life of a Writer	Author Reading w/ A. Niswander	The Young Person's Guide to Science Fiction	Fangs and Other Toothy Matters Demo		Live Steel Demonstration
11:30 a-Noon		One 'Mir' Step for Mankind	Author Reading w/ D. Mallett	The Musical Muse		Kid-Craft: The Story of Time	CENTER COURT
Noon-12:30 p							
12:30-1:00 p							
1:00-1:30 p							
1:30-2:00 p	The Owner's Manual of the Spine w/ J. Robinson	FAN TV: Babylon 5					
2:00-2:30 p							
2:30-3:00 p							

# Welcome to CopperCon 15

Date/Time:	Track #1	Track #2	Track #3	Track #4	Track #5	Track #6	Track #7
SATURDAY	Camelback Rm	Superstition Rm	Room 122	Room 124	Room 126	Boardroom	Special Events
3:00-3:30 p	Creative Partnerships (Writers, Artists)	B-5 Cont'd	Author Reading w/ A. Niswander	Muse Cont'd	Makeup Demo	Time Cont'd	Steel Cont'd
3:30-4:00 p			Autogr Session w/ G.H. Stine	Magic: the Gathering Intro/Demo		Enduring Myths & Legends #5: A Christmas Carol	Special Events Concert <b>PATIO A</b>
4:00-4:30 p	Putting the 'You' in Utopia	DEBATE: My Art Is Better Than Your Art	Author Reading w/ S. Hawke	Cyberbooks	Character Development	SF Tube Talk	
4:30-5:00 p			FAN TV: Star Trek	T minus Six, and Counting		Adaptive Computer Technology	Enduring Myths & Legends #6: War of the Worlds
5:00-5:30 p	Sci-Fi Jeopardy	FAN TV: ST: TNG	Aura Photography		Reflective Listening Workshop II		
5:30-6:00 p		My Favorite Mars (and Jupiter)		Autogr Session w/ the Robinsons		Writing for TV & Film	Enduring Myths & Legends #8: Dr. Jekyll & Mr. Hyde
6:00-6:30 p	It CAN Happen Here! - Terrorism on American Soil		Author Reading w/ M. Pallamary	FAN TV: Red Dwarf	Enduring Myths & Legends #9: Edgar Allen Poe collection		
6:30-7:00 p		Robert A. Heinlein Author Appreciation Panel	Author Reading w/ E. Bryant			FAN TV: The Twilight Zone	Choreography w/ J. Robinson
7:00-7:30 p	Would I Love to Read YOUR Gene Chart!		FAN TV: SF, Fantasy & Space Collectibles	Writers' Workshops	Enduring Myths & Legends #10: "Nosferatu"		
7:30-8:00 p		Punday Morning Funnies The Death of DOS				Silver Screen Comics	Tyranny or Anarchy?
8:00-8:30 p	WorldBuilding in Science, SF and Role-Playing		Autogr Session w/ V. Bonta	Enduring Myths & Legends #9: Edgar Allen Poe collection			
8:30-9:00 p		WorldCon Email			Autogr Session w/ the Robinsons	Enduring Myths & Legends #7: The Invisible Man	
9:00-9:30 p	Art Auction		Autogr Session w/ G.H. Stine	Enduring Myths & Legends #8: Dr. Jekyll & Mr. Hyde			
9:30-10:00 p		E-Fen: Fandom via Internet			Mankind: The Last Endangered Species	Enduring Myths & Legends #9: Edgar Allen Poe collection	
10:00-10:30 p	The Evolution of God		Two Geniuses, One Roof	Enduring Myths & Legends #10: "Nosferatu"			
10:30-11:00 p		Regency Dance			Close Ceremony	Enduring Myths & Legends #10: "Nosferatu"	
11:00-11:30 p	RIF Auction		Cat Protocols	Enduring Myths & Legends #10: "Nosferatu"			
11:30 p-Midn		Midn-12:30 a			Close Ceremony	Enduring Myths & Legends #10: "Nosferatu"	
12:30-1:00 a	1:00-1:30 a		CopperCon 15 Compliments & Complaints	Enduring Myths & Legends #10: "Nosferatu"			

Date/Time:	Track #1	Track #2	Track #3	Track #4	Track #5	Track #6	Track #7
SUNDAY	Camelback Rm	Superstition Rm	Room 122	Room 124	Room 126	Boardroom	Special Events
9:00-9:30 a	E-Fen: Fandom via Internet	Mankind: The Last Endangered Species	FAN TV: ST: DS9	SF, Fantasy & Space Collectibles	Punday Morning Funnies	World-Building in Science, SF and Role-Playing	Don't Drop the Ball! - Juggling Session #4 <b>PATIO B</b>
9:30-10:00 a			FAN TV: ST: Voyager	Silver Screen Comics			
10:00-10:30 a	WorldCon Email	The Evolution of God	Autogr Session w/ V. Bonta	Comics	The Death of DOS	Enduring Myths & Legends #9: Edgar Allen Poe collection	
10:30-11:00 a			Autogr Session w/ the Robinsons	Writers' Workshops			
11:00-11:30 a	Art Auction	Two Geniuses, One Roof	Autogr Session w/ G.H. Stine	Tyranny or Anarchy?	Enduring Myths & Legends #9: Edgar Allen Poe collection		
11:30 a-Noon			Autogr Session w/ the Robinsons			Writers' Workshops	
Noon-12:30 p	RIF Auction	Cat Protocols	Close Ceremony	Enduring Myths & Legends #9: Edgar Allen Poe collection			
12:30-1:00 p					Regency Dance	Close Ceremony	Enduring Myths & Legends #9: Edgar Allen Poe collection
1:00-1:30 p	RIF Auction	Cat Protocols	Close Ceremony	Enduring Myths & Legends #9: Edgar Allen Poe collection			
1:30-2:00 p					WorldBuilding in Science, SF and Role-Playing	Two Geniuses, One Roof	Close Ceremony
2:00-2:30 p	WorldBuilding in Science, SF and Role-Playing	Two Geniuses, One Roof	Close Ceremony	Enduring Myths & Legends #9: Edgar Allen Poe collection			
2:30-3:00 p					WorldBuilding in Science, SF and Role-Playing	Two Geniuses, One Roof	Close Ceremony
3:00-3:30 p	WorldBuilding in Science, SF and Role-Playing	Two Geniuses, One Roof	Close Ceremony	Enduring Myths & Legends #9: Edgar Allen Poe collection			
3:30-4:00 p					WorldBuilding in Science, SF and Role-Playing	Two Geniuses, One Roof	Close Ceremony
4:00-4:30 p	WorldBuilding in Science, SF and Role-Playing	Two Geniuses, One Roof	Close Ceremony	Enduring Myths & Legends #9: Edgar Allen Poe collection			
4:30-5:00 p					WorldBuilding in Science, SF and Role-Playing	Two Geniuses, One Roof	Close Ceremony
5:00-5:30 p	WorldBuilding in Science, SF and Role-Playing	Two Geniuses, One Roof	Close Ceremony	Enduring Myths & Legends #9: Edgar Allen Poe collection			
5:30-6:00 p					WorldBuilding in Science, SF and Role-Playing	Two Geniuses, One Roof	Close Ceremony

## Special Projects

CASFS is a non-profit organization that exists to promote science/speculative fiction and science in Arizona. One way we do this is through conventions. CopperCon's primary purpose is to create a congenial atmosphere that stimulates interest and the enthusiastic exchange of ideas.

In the past we have donated many SF/F and science books to schools and libraries. Unfortunately, ours is a society where the erosion of education has become a critical problem. It is no longer enough for us to encourage the "literature of ideas and imagination." We've seen that, before one can appreciate SF, or any other genre, one first must learn to love reading. That's why CopperCon 15 will be sponsoring charitable events that primarily benefit the cause of literacy in Arizona. We have made arrangements with VNSA for a book drive, and we'll be hosting an auction for RIF (Reading Is Fundamental).

Why VNSA? Well, if it's the second week-end in February, the biggest collection of fans this side of a convention will be down at the fairgrounds scooping up bargains at the VNSA book sale. You can identify them - they're the ones with the overflowing shopping carts and the gleeful smiles. Why are they smiling? Because the average price per book is only 80c! In my opinion, although they support three fine charities, the VNSA fund raiser itself is their finest effort. They have found an innovative way to put quality books in the hands of people who often either couldn't afford them or wouldn't bother to buy them. The value and importance of this cannot be overstated; it is the primary reason we'd like to do as much as we can to support their program.

VNSA began in 1949 as the fund-raising arm of the Visiting Nurse Service in Phoenix. In 1956, the Auxiliary held the first VNSA Used Book Sale. It was so successful that they did it again the next year ... and by the year after that it was a Phoenix tradition. In 1987 the Visiting Nurse Service affiliated with a local hospital, and VNSA needed to find a new name and a new purpose. The Visiting Nurse Service Auxiliary became the Volunteer Nonprofit Service Association and focused on meeting community needs by funding human service organizations.

VNSA is an all volunteer association that donates over 80% of its fund-raising proceeds to local charities. It is the primary support for:

- \* Literacy Volunteers of Maricopa County
- \* Arizona Friends of Foster Children Foundation
- \* Toby House, Inc.

Literacy Volunteers of Maricopa County combats adult illiteracy and functional illiteracy. They train volunteers, then match them with clients who need their help, support, and encouragement to better their reading skills.

Arizona Friends of Foster Children Foundation supplements state efforts for children in foster care. The stipend paid to foster parents covers the basics, period. This foundation tries to provide the "extras," like music or dance lessons, that help a child flourish.

Toby House, Inc. benefits seriously mentally ill adults. Opened in 1971, it was the first psychiatric half way house in Arizona. It was created to respond to the needs of psychiatric patients who had been deinstitutionalized. Today this psycho-social rehabilitation model has evolved into a multi-residential facility that provides therapeutic and vocational support for adults with problems such as schizophrenia, bipolar disorder, depression, personality disorders, and organic brain syndrome.

So gather up all your duplicate or read-once books and bring them to the Con. Do it for us, do it for them, or do it so you'll have room for all the books you'll be bringing home from the Dealer's Room! Whatever your reason, please help us help. (And remember they also welcome software, video and audio tapes.)

We'll also be having a terrific auction for Reading Is Fundamental, or RIF. We have chosen to have proceeds from the auction go to the Roosevelt School District. The money will be used to target Kindergarten through Fourth Grade students by providing Read-A-Thons, Buddy Reading, Book Fairs, award ceremonies to recognize student achievement in reading, visiting Storytellers and VIP readers, and many other activities that generate enthusiasm for and proficiency in reading and help foster community and familial involvement in increasing literacy among students, thereby ensuring that these children develop the good reading skills they need to become productive members of society.

We would like to thank all of the people who have contributed so generously. Their donations will help us make a difference; together we will change the Future - one child at a time.

...Jeanne Hilary-Burroughs



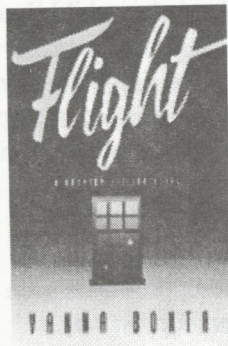
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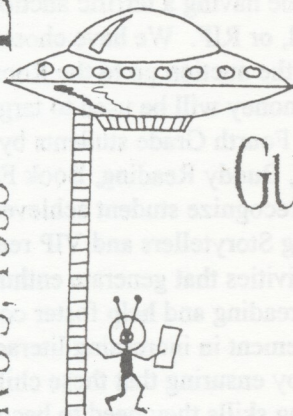
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# TusCon 22

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## Video Rooms 5

...by Jim Strait

*"It's an attitude thing. CopperCon 15 is a Video Event, not alternative programming. Once you visit, don't plan to leave, and you shouldn't feel you have missed anything. THIS is the premier Con event."*

**We will be in Rooms 112, 114, 115, 117, 119**

My guess is you are reading this after the convention is over. If you never made it to the Video Room(s), maybe I can let you know what you missed. By running the Video Room I could choose things I like, but that doesn't do anyone else any good. Everyone's tastes are different. How can I entertain more people on a consistent basis? A while back any of the old classics would be appreciated. Nowadays Video Rentals have such a large selection anyone can see most of the classic SciFi's. What I can provide is:

1. Movies/TV shows not available in rental;
2. Immediate viewing of something seen or heard of without paying first;
3. My advice on what the movies are about and how good they are, if you are unfamiliar with them;
4. The ability to view movies on a whim;
5. The ability to provide a movie at a place common to fellow SF fans for a subsequent discussion; (I consider this crucial to a "convention.")
6. Stimulation of latent memories of adventures that still stir within you.
7. Entertainment now!

The combination of these points makes it even better.

A problem has been, conventions generally approach the Video Room with the attitude, "Why have a Video Room if you can rent everything at the Video store anytime you want?"

1. You could, but most people don't.
2. One of my favorite SF movies of all time was seen for the first time at a SF Con (Forbidden Planet). I want to return the service.
3. Parts of the Con might be boring to you. What do you do during those times?

4. Cons are social events. Viewing a TV show or movie can be a group activity that can be done in less time than reading a book.

5. Cons need more variety.

I have run "Jim's Request Only Video" before. Most people enjoyed scanning the list of available titles on the door as much as watching. I think it was a personal challenge to see how many they had seen.

These are my solutions to boredom.

1. Multi-track Video will have a greater chance of being convenient to your schedule.
2. I have "scheduled" programming for those that can't make up their minds or want to be exposed to something new that they might like.
3. I have an expert Staff who have a knowledge of SF Media whose opinions differ from my own. I will not interfere with their selections. This way there is a greater opportunity of appealing to varied tastes.
4. With this wide variety I can present some offbeat selections that would not normally be enough of a draw to dominate a single Video Room. SF Fandom is quite diverse, I want to salute it, not wrestle with it.
5. I have made an effort to place the Video Room(s) where you can find them.
6. "Jim's Request Only Video Room" is here for personal requests. This should provide for the Miscellaneous needs of the "Discerning Fan".

I would like to thank Steve Burroughs for the opportunity to put on this Video event. Most Chairs would not yield such an extensive amount of function space to Video Room(s). Your attendance and comments at and following the Con will probably decide if the Video Room(s) will ever have the priority they had here. Keep in mind, based on how cons usually run, "If we did not do this, what would have been in its place?" I also would like to salute my staff: Frank McShane, John Wheeler, and Mark Boniece. Each of them is pulling off what normally would be a Video Room Committee position.

I hope you enjoyed it!

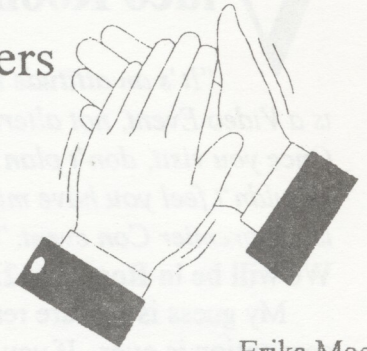
## Staff Lounge

...Diane Elliot

For all those hard working staff and volunteers [ four hours or more ] **Room 162** is the place.



## Volunteers



...Erika Moe

How does the laundry get done at your house? Or the grocery shopping? Who programs your VCR so that you catch that episode of Sliders or the X-Files? Who cashes your paycheck? The ANSWER: YOU!

So what does this have to do with CuCon 15? Well, in order for the con to run smoothly, for everything to get done, we need your help. If you have some time, want to make new friends, possibly meet some of the pros, stop by the Volunteers desk near Registration. Ask for Erika. If you put in 12 hours you get into CopperCon 16 free!

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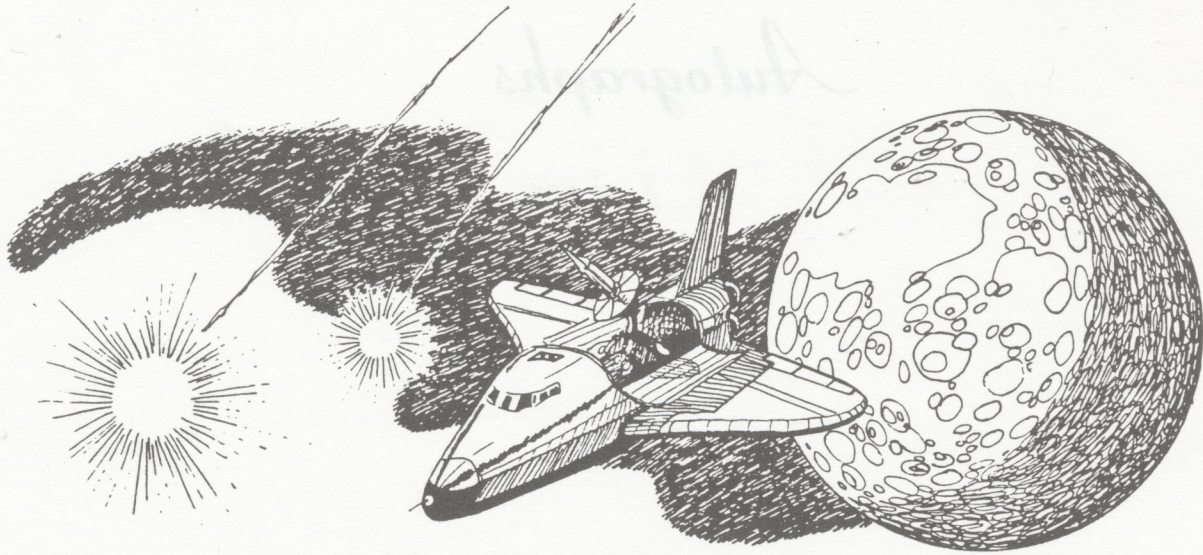
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*...and all our other friends and sponsors*

# Roger Zelazny: An Appreciation

## 1937 - 1995

by Michael A. Stackpole

Roger Zelazny was a man I was privileged to have gotten to know twice. The first time was through his writing and the second, over the last three years, was as a fellow writer. Genius without peer, and yet without arrogance. Roger was always a gentleman, always fully embarrassed if you let on how awed by him you truly were. He was brilliant and often philosophical, yet he had a puckish sense of mischief and a fine sense of humor that made it pretty apparent life and living held infinite fascination for him.

Being invited to participate in the book *Forever After* by Roger was a thrill and honor I never imagined I'd have. While working on the project I'd occasionally get calls from Roger. He'd apologize for imposing on me, ask whatever question he needed answered, then quickly ring off so as not to take up too much of my time--as if talking with him was some sort of cruel and unusual punishment outlawed by the Supreme Court.

On one particular occasion he finished a call by saying, "Well, I'll let you get back to writing." I told him I'd actually not been writing anything. I'd been reading *Discover* magazine. His voice perked up and he started talking about all the wonderful articles he'd read in the last issue. I agreed with him that those articles were good, but told him I was reading the new issue, since my subscription copy had arrived. He immediately asked what was in the new issue, and when I mentioned one article was about Chaos theory he said, "Oh, I didn't know you were into Chaos theory..." and, with a childlike enthusiasm, he listed from memory a number of books on Chaos theory he thought I'd want to read.

It was just that way; brilliant without need to or intention of showing off and helpful, always helpful.

I did not know him personally for that long, and with Roger I don't think any amount of time spent with him seemed satisfactory. His death came as a surprise. I thought at first, had I known of his illness, I would have made sure that I'd gotten all there was out of the conversations, phone calls and letters. But with Roger, it seems I *did* get all there was. Any sense of lack was an illusion caused by the desire for more.

The last time we spoke was two weeks before his death. We talked about Jane Lindskold, Liz Danforth, Roger and me getting together for dinner at a convention we were all to attend in August. There was no hint of illness, no hedging because of it, our dinner was set. Roger never forgot that living is what you do until you die, and that's what he did, he lived until the very end.

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