

CopperCon 23

The One Con To Rule Them All!

September 5th - 7th, 2003
Embassy Suites
Phoenix North

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Leprecon, Inc.

Presents Two World Class Professional Conventions in Phoenix in 2004!

WORLD HORROR CONVENTION 2004

April 8-11, 2004

Embassy Suites Phoenix North, Phoenix, Arizona

Author Guest of Honor: **Douglas Clegg**

Artist Guest of Honor: **Caniglia**

Editor Guest of Honour: **Stephen Jones**

Toastmaster: **David Morrell**

Media Guest of Honor: **Dee Snider**

Special Guest: **Adam Niswander**

Writer's Workshop Guest of Honor: **Mort Castle**



Memberships are US\$110 through 9/30/03, US\$120.00 thru 3/31/04

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www.whc2004.org

World Horror 2004, c/o Leprecon, Inc., P.O. Box 26665, Tempe, AZ 85285

Phone: (480) 945-6890 Fax: (480) 941-3438 Email: whc2004@leprecon.org

World Fantasy Convention 2004

October 28-31, 2004

Tempe Mission Palms, Tempe, Arizona

www.worldfantasy2004.org

Author Guest of Honour: **Gwyneth Jones**

Artist Guest of Honor: **Janny Wurts**

Editor Guest of Honor: **Ellen Datlow**

More Guests To Be Announced

Memberships are US\$120 thru October 31, 2003, US\$130 thru Jan 31, 2004

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Phone: (480) 945-6890 Fax: (480) 941-3438 Email: wfc2004@leprecon.org



Chairman's Message

Welcome to CopperCon 23! We have a great lineup of guests for you this year and I hope you get the chance to catch all these talents during the convention. Connie Willis is a fantastic author -she's a great guest to have for any convention. David Mattingly is a brilliant artist doing some impressive art over the years while covering a wide range of genres. We are also thrilled to have Lani Tupu and David Franklin for their adventures on *Farscape* (and we want more of those episodes!) and I'm excited to be able to bring them to Phoenix. Larry Warner being a wonderful musician has done some very fun songs, especially in the Trek vein.

Our program team has been working hard to put together a varied schedule of panels and presentations with a good mix of participants, many of whom are taking part in CopperCon for the first time. The convention committee and staff have been putting in lots of hours getting things accomplished so that the convention will be a great experience for all of us.

For our charities this year, we're again supporting Reading is FUNdamental, which is a literary oriented charity that does a good job of encouraging kids to read. We're also supporting ACTOR (A Commitment To Our Roots), with the donation being made in the memory of Dave Brown, who passed away in May. He was very helpful to me when I came into All About Books and Comcis and he was very supportive of our conventions. I feel it is only fair that we remember him by supporting his favorite charity.

I'd like to thank all of the convention committee and staff. If not for them, the convention would never happen. I'd especially like to thank those that came on board late in the game when some positions opened up due to unforeseen circumstances. If you see someone with a Committee or Staff ribbon, be sure to let them know you appreciate their efforts. I certainly do.

I hope that you will enjoy the weekend with us and make the most of the convention.

Lee Whiteside

Editor's Notes

This program book utilized Adobe Pagemaker, Photoshop, the endless use of the internet.

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- Cover Art by David Mattingly
- Art by Nick Pollotta
- Picture from Connie Willis
- Picture from Lani Tupu
- Picture from David Franklin
- Picture from Larry Warner

Thank you to the Guests of Honor for the use of their biographies and pictures as well as the Authors of Appreciations to our wonderful guests.

Editor,
Dawn Mullan

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CopperCon 23

Would like to *thank* the following:

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Author Guest of Honor Connie Willis

Connie Willis is the award winning SF Author of novels such as *Doomsday Book*, *Passage*, *To Say Nothing of the Dog* and *Bellwether* and many short stories. Connie has been awarded 8 Hugo Awards, 9 Locus Poll Awards and 6 Nebula Awards. Her books have an epic feel to them and range from laugh out loud funny to very deadly serious. In addition to populating her stories with believable characters, the amount of research she does for background material is impressive.

Whether it is details about life during the time of the black plague, famous (and not so famous) last words or all the different versions of "White Christmas", her books are filled with details that other authors wouldn't bother to include. She is currently working on *All Clear*, a time travel novel to the time of the London Blitz. Her most recent novel, *Passage*, deals with the study of near-death experiences and the sinking of the Titanic. It was nominated for the 2001 Hugo Award for Best Novel, losing to Neil Gaiman's *American Gods*.

The <shudder!> Female Person from Colorado by Mike Resnick

You scare kids with stories of the boogeyman. You scare Democrats with talk about tax cuts. You scare Republicans with talk of abortion. You scare publishers with talk of royalty audits. Stuff like that almost always works — on lesser mortals.

But only one thing in all the world scares me: the <shudder!> Female Person From Colorado.

Her name is Connie Willis — I avoid using it whenever possible — and I have lost 103 Hugos to her. (Okay, 87 — but it feels like 103.)

So what is it (I hear you ask) that is so frightening about her? Why does she terrify me?

Let me count the ways.

1. The Female Person is into humiliation. I have 4 Hugos. That's a lifetime's worth, more than I ever dreamed of winning when I started out in this field. It should impress just about anyone. But not the

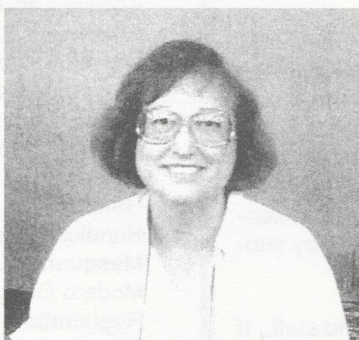
Female Person From Colorado. She has 8, more than anyone in history.

I have a Nebula. Worked like hell to win it. Looked great on my trophy shelf — until I saw her collection of Nebulas. 6 of them. More than anyone in history.

Okay, so I can't out-trophy her. But I've won the Asimov's Readers Poll 4 times. That's something worth bragging about. Or it was until I found out that one person in history has won it more often. Guess who? I have a Locus Award. She has 8. *sigh*

The list goes on and on. It really makes you stop and wonder, just how greedy can one woman get?

2. She's a sadist, minus the whips and



leather. You think not? Ask any writer who has ever been nominated for a Hugo or Nebula when the wildly-popular Female Person From Colorado is the presenter. She not only gets the audience laughing hysterically with her endless presentations, but despite the tension, despite the importance to careers and to the accumulation of groupies, despite everything, she even gets the nominees laughing. Talk about cruelty.

(So why do we put up with it? I mean, besides the fact that she's so funny you'd pay to see her on a stage? The answer is simple: if you are a nominee and she is the presenter, the odds are 1-in-5 that she will present you with a major award. Whereas if you are both nominees, the odds are about 200-to-1 that she'll beat you without drawing a deep breath.)

3. She made a fool out of Andy Warhol. How does one do that? Easy. For decades we've all been quoting Warhol to the effect that everyone deserved 15 minutes of fame. Well, Locus just voted her the Best Author of the 1990s. Do you know how many 15 minutes go into a decade?

Pull out your calculator and do the math.

So much for Andy Warhol.

4. She never repeats herself. No 7-book trilogies for her. The only thing Lincoln's Dreams, Doomsday Book, and To Say

Nothing of the Dog have in common is that the author's name is Connie Willis. (Uh...check that. They have one other thing in common: they all won major awards. Huge surprise, right?)

5. She is impossible to imitate. Not only is her felicity of expression totally unique, but so is her choice of subject matter and her approach to it. Who else could turn a screwball comedy about subatomic particles into a Nebula winner (see "At the Rialto")? Who but the Female Person From Colorado could turn a story about menstrual cycles into an hilarious Hugo and Nebula winner (see "Even the Queen", a story Gardner Dozois has dubbed her "period piece")?

6. She's fickle. All she ever wanted in life was Harrison Ford. Until he got divorced. Now she doesn't want him anymore. (I hear on the grapevine that she's transferred her affections to Cheech Spazio, who plays the fire hydrant in Porky's XVII.)

7. She appropriates other people's religions. She tells me that she is currently writing All Clear, a novel about the London Blitz. Hey, do I write novels about the Paris Pork Chops?

(Okay, so I'll buy it anyway. And probably nominate it. And vote for it. *sigh*)

And now we come to the really serious stuff:

8. She is thinner than I am.

9. She has more hair than I do.

10. She's nicer than I am.

11. She's younger than I am.

12. She works harder than I do.

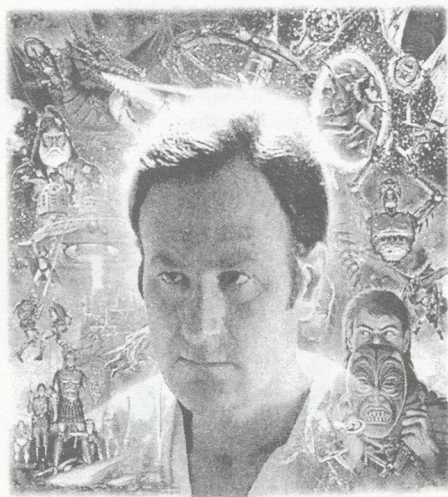
And my fondest wish is that she wasn't so all-fired sweet and charming and friendly, and that I didn't like her so much, so I could hate her (just a little bit) on Labor Day weekends.

Artist Guest of Honor David Mattingly

David Burroughs Mattingly was born in Fort Collins, Colorado in 1956. David began drawing and painting as a small child, influenced by comic books, Edgar Rice Burroughs, and a wide array of artists from Jim Steranko, to N.C. Wyeth, to Jackson Pollack. After high school, he attended the Colorado Institute of Art, Colorado State University and later transferred to Art Center College of Design in Pasadena, California. After school, he worked at Walt Disney Studios, ultimately becoming head of the matte department. He worked on "The Black Hole", "Tron", "Dick Tracy", Stephen King's "The Stand" and many others.

While at Disney Studios, David began doing freelance art. His first published piece was the album cover for "The Commodores Great est Hits". His first sale of art for a book cover was for "A Wizard in Bedlam," by Christopher Stasheff, published by DAW Books. In 1983 he moved to New York City, and a year later across the Hudson River to Hoboken, New Jersey.

David has produced over 500 covers for most major publishers of science fiction and fantasy, including Baen, Bantam, DAW, Del Rey, Dell, Marvel, Omni, Playboy, Signet, and Tor. For Scholastic Inc, David



Painted 54 covers for K.A. Applegate's "Animorphs" series, along with the last 5 covers for the "Everworld" series. He illustrated the popular "Honor Harrington" ser-

ies for author David Weber. He painted the latest repackaging of Edgar Rice Burroughs' "Pellucidar" books for Ballantine Books. He is a two time winner of Magazine and Booksellers "Best Cover of the Year" award, and winner of the Association of Science Fiction Artists "Chesley" award. Other clients include Michael Jackson, Lucasfilm, Universal Studios, Totco Oil, Galloob Toys, R/Greenberg Associates, Click 3X and Spontaneous Combustion. After 20 years of traditional painting, David bought a computer ten years ago and has mainly worked digitally since then, preferring the powerful new tools that working digitally offers the artist. Most of his work today combines digital painting, and elements generated in 3D programs.

David is married to Cathleen Cogswell, and they share their home with three cats, Buster and Annie and Henry.

In Praise of Dave by Jim Baen

(Or, "How to Be a Great Art Director")

Once, in 1983, Dave Mattingly dropped by my offices while Poul Anderson happened to be present. Poul and I were talking about his novel, *Firetime*. Dave just happened to be delivering the cover art for that novel. Poul's comment on first seeing it: "Magnificent."

I couldn't help but agree; it was indeed magnificent. This was a good thing. *Firetime* was set against a world background which had as its mainspring the ebb and flow of civilization across the millennia as horse barbarians (centauroid barbarians, actually) crashed against the ramparts of civilization as they fled the cyclical droughts caused by the millennial approach of their system's second, hotter star. Like me, Dave was very impressed with the grand theme of *Firetime*, and so he did something... magnificent. It was what the work called for, after all, so that's what Dave delivered.

the millennial approach of their system's second, hotter star. Like me, Dave was very impressed with the grand theme of *Firetime*, and so he did something... magnificent. It was what the work called for, after all, so that's what Dave delivered.

David Mattingly is the consummate freelance professional: He delivers what's needed.

But please don't get the idea that Dave is just a professional. I think of a professional as someone who does his job as a job, and nothing else. True, Dave is a master of his craft, but he also has a curious and slyly playful mind; and you must always check his asteroids for stray cats, and his naughty Christmas cards are a great pleasure. In fact, even the non-naughty ones are great fun, speaking of cats.

But to praise his professionalism is only to scratch the surface of Dave's artistic accomplishments. Back in the 80s Dave started to wonder what all the buzz about computers and art was about. Starting at rock bottom that inquiring mind of his began an examination of what an artist could

do better with a computer than without. In the beginning the answer was just a few things. Now, it is impossible to know with any certainty just what in Dave's work is computer-assisted and what is not, and far be it from me to say. I will mention, however, that it must be a great convenience to only have to invent the same spaceship one time and have it for all time, from every perspective and every possible frame of reference. Anyone who gets the chance should request a flythrough of the Mattinglyverse. I saw his video years ago and was blown away. Lord knows what he could show now.

In sum, Dave Mattingly is in the forefront of artists willing to use new technology, but he never ever forgets that he is creating art. When I need something to be right, something that fits and is of the highest quality, and on deadline, I call on David Mattingly — which of course means that I call on David Mattingly all the time, because David Mattingly makes me look good.

Music Guest of Honor Larry Warner

Once termed the "James Taylor of Filk Music," Larry Warner has written and performed filk music both locally and nationally since 1983.

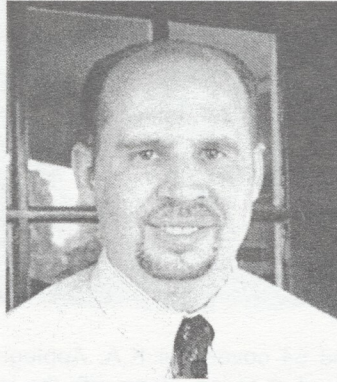
Having appeared on numerous recordings produced by Off Centaur/Firebird, DAG, Thor Records, and Wail Songs, Larry has two solo projects of his own: "Through My Eyes" (virtually out-of-print), and "On Deck 11," the latter being a tribute to his favorite subject, the Star Trek Universe.

Lately, Larry is enjoying spending time with his wife Theresa and 11-month-old son, Grayson, while continuing to design exhibits at the Arizona Museum for Youth in Mesa.

He started out in Fandom as a Fanzine artist doing work on some of the early Trekzines.

Even today he sometime does hands-on workshops on Sketchboard Art at Conventions. Using his extensive Filk experience, he also sometimes does Harmony and Song writing workshops.

He remains an avid Fan of Star Trek in all of its incarnation though Classic Original Trek remains his favorite.



An Appreciation of Larry Warner By Gary L. Swaty

Larry Warner is not an enigma. When you first meet him he seems disguised kind of like Clark Kent. He is mild mannered, quiet and does not put himself forward. But as a person, as a Musician, as a performer and as a Human Being, he is Magnificent. He's no slouch in the graphic arts either.

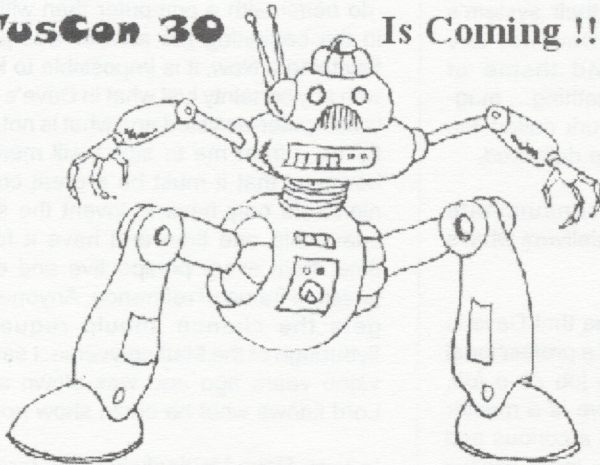
His quietude masks enormous talent, limitless creativity and a quiet gentle sense of humor. His presence enhances any gathering of Fans. Larry's Presence at our Phoenix Filk Circles is almost a guarantee of a Wonderful Circle.

His knowledge of Trek Fanzines, Songs and Fannish History help keep us in touch with our Filk and Fannish Roots. He is an inspiration to us All.

He is always positive in his outlook. His Filk repertoire has no Ose. He sees Life as it is but has not found it necessary to Wallow in the Grim and Gloomy parts.

No one could have a better Friend.

TusCon 30 Is Coming !!!!!!!



↔ November 14-16, 2003 ↔

GoH: YVONNE NAVARRO
ARTIST GoH: LESLIE D'ALLESSANDRO HAWES
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Memberships: \$40 until 9/6; \$45 after; children 1/2
One Day: \$15/30/15 (Fri/Sat/Sun)

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Tucson, AZ 85702-2528 **or**

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Meet the Authors and Artists
Panels; Readings; Book Signings
Art Show and Auction
Dealers' Room; Video Room
Con Suite General Masquerade
Writer's Workshop (deadline 10/1/03)
Sat Nite Film Show
Computer Gaming
Expanded Gaming

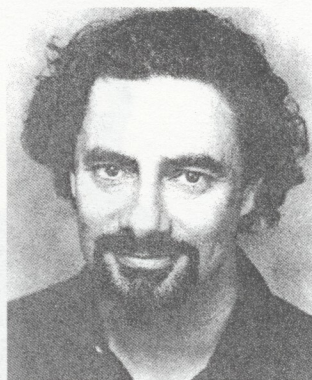
Media Guest of Honor Lani Tupu

Multi-talented Lani John Tupu has two major roles in the prestigious Saturn Award-winning TV series *Farscape*. He is the cranky, unpredictable Captain Crais, and the voice of Pilot, the ship's navigator.

Lani is also in the international, critically acclaimed Australian film *Lantana* which won the AFI (Australian Film Institute) awards for Best Australia Film of the year in 2001 and which picked up no less than seven major awards.

Lani was classically trained in New Zealand Drama School (Toi Whakaari). After graduating, he worked steadily on stage in Auckland at Theatre Corporate. His colleagues at this theatre included Michael Hurst of *Xena* and *Hercules* fame. His second boss and Artistic Director at Mercury Theatre in Auckland was also none other than Jonathan Hardy, who is the voice of Rygel in *Farscape*. He then landed the title role of a doctor in *Country GP* for two seasons on national television before leaving for Australia, in 1985. The idea was to branch out across "the big pond," and see what fame and fortune might bring. It was a decision that he has not regretted. "If I hadn't left NZ," he says, "I wouldn't be flying around in space with

a wacky and wonderful bunch of misfits, such as the *Farscape* crew, and even more



so, meeting an equally wild and wacky bunch of sci-fi fans. My world has certainly expanded; it really is a long way from Kansas, Toto!"

Lani's screen film credits include *Lantana*, *The Punisher*, *Liquid Bridge* and his television credits include *Farscape*, *The Lost World*, *Green Sails*, *Mission Impossible*, *Tales of the South Seas*, *Flipper* (with Jessica Alba), *Time Trax*, *Stingers*, *Grass Roots*, *Police Rescue* and *Tanker Incident*, to name a few. His last stage appearance was with the Bell Shakespeare Company in Australia touring *The Tempest* and playing Antonio and Stefano. The last major musical he performed in, "when I had a voice and thought I could sing," he says, "was the title role in *Jesus Christ Superstar*."

A Tale of Two Peace Keepers by David Franklin

What can I say about working with Lani Tupu on *FARSCAPE*? ...Well, in Four seasons of the show, (to the best of my memory) we were only in one scene in one episode. And I'm meant to write a whole paragraph about Lani and I based on that?

This much I can say:

He is extremely talented and has a great presence

He made a wonderful contribution to the show- look at the outcry when Captain Crais made the ultimate sacrifice.

He looks great in uniform (as do all high ranking *Sebaceans* I might add!)

I've actually got to know Lani on a more personal level in more recent times, at various conventions. I can see why his fans truly love him and are so loyal to him- he is a real gentleman-courteous and considerate....

Anyway you guys will find this out this weekend....

Please review our **Autographing Policies on Page 6** for our Special Media Guests.

Media Guest of Honor David Franklin

David Franklin is best known to Sci-Fi/Fantasy fans as the consummate Peace-keeper officer Captain Braca on *Farscape*.

Stepping on board the command carrier at the end of season one he has become a firm favorite with audiences, who have grown to love to hate him as Braca does whatever it takes to stay alive and advance in his quest for survival and power.

Another memorable role is that of Brutus in season 4 and 5 of *Xena Warrior Princess*. He has also appeared in the series *Time Trax* and *Flipper* and Movies of the week include *Survive the Savage Sea* and *The Flood*.

Latest features include *Crocodile Dundee* in Los Angeles, *The Crocodile Hunter* and *Matrix 2: Reloaded*, due for release in 2003.

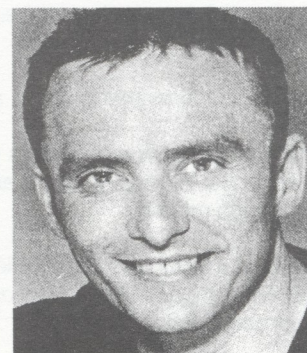
David Franklin by Lani Tupu

"In completing my official website, I came across a bunch of photos with a very young David Franklin, [he's still young! lol], and realized that I had worked with David many years ago in Australia on *Hamilton Island*. I also looked at the photos I had taken on the 'Farscape' set and thought how wonderful it was to have a history with an actor you enjoy working with and to continue to travel over the world with them is such an added bonus and pleasure.

If we had sat down many years ago and said to each other, that we would both end up working on a cutting edge sci-fi Television show, and travel the world to meet the fans, we would have laughed at each other and walked away in hysterics!

Please review our **Autographing Policies on Page 6** for our Special Media Guests.

As it is, we both walk together to conventions and we still have hysterics! There is



no other person who could have played 'Braca' like David does. I smile every time when I think back to when we first worked together. Who would have thought?"

Autograph Policy for Media Guests

Please Read.

Our special media guests, Lani Tupu and David Franklin, will have tables in the Dealer's Room and will generally be available during regular dealer's room hours on Friday, Saturday and Sunday.

During the special event on Thursday, no autographs will be done. In order to have these guests at CopperCon 23 and not bust our budget, we will have the following Autograph Policy in effect for them at the convention:

Autographs are available for every attendee! No special seating!! Each guest will have autograph pictures to choose from or bring your own item to have them sign. There is an autograph fee for pictures and autographs.

\$20 – Guest will autograph a picture available at the autograph table. Pictures are available to be signed when you pay for an autograph!

\$20 – Have your photo taken with a guest actor

\$20 – Guest will sign an item that you bring (action figure, photo, magazine, etc.)

Please respect the autograph and photograph rules – Sorry but the guests need to pay their bills too!!

Do not ask guest stars for pictures when they are not at the autograph table – photo opportunities with guests are available while they are at the signing tables. The cost is **\$20**.

There will be no video taping of the stars.

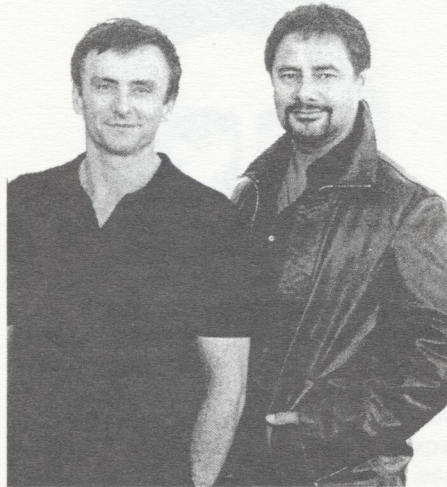
Do not take pictures of guest stars when they are at the bar or when they are eating. Everyone needs privacy.

You may take pictures of guests while they are at the autograph table signing or during their presentations.

If they are hanging out in the lobby or just relaxing, keep photographs of the guests to a minimum and do not ask for free pictures with them.

They will say no!

Media Guest Sessions



Thursday: Special Pre-Reg event - Live Episode Commentary 8 pm Friday:

Autographs in Dealer's Room

Friday

12:00pm (noon) to 3:00pm

Saturday

10:00am to 1:00pm

2:30pm to 5:00pm

Sunday

10:00am to 2:00pm

FYI

We hope you have a wonderful time with our Guests and Participants.

Please direct all questions and comments to the CopperCon 23 Committee Chair and Guest Liaison about our Policies and Procedures.

For more information about the other areas of the convention (also listed at the right), please review the following pages for a quick summarization and room locations for programming activities on the hotel grounds.

Thank you!

**CopperCon 23
Comittee Members**

Committee List

Chair	Lee Whiteside
Anime	Carlos Ross
Art Show	Ray Gish
Auctioneer ..	Jim Webbert & Chuck Cady
Banker	Jeff George
Charity Auction	Catherine Book
Computer Lan Party	Rob Beckwith
Con Suite	Susan Uttke
Dealer's Room	Bob LaPierre
Filk	Gary Swaty
Gaming	Harely Herrin
Green Room	Kitty McDonald-Neal
Guest Liasion	Merric Anderson
Handicap Access	Helen "April" Rice
Historian	Velavision (Mike Cassidy)
Hotel Liasion	Mike Willmoth
Information Services	Larry Vela
Logistics	Darkyr Malys
Masquerade	Randall Whitlock
Modern Dance	Ethan Moe
Programming	Paul Tanton
Publicity -Electronic	Mike Willmoth
Publications	Dawn Mullan
Registration	Jennifer Frances
Security/Ops	Rick Andrews
Staff Lounge	Stephanie Bannon
Velavision	Larry Vela
Video Room	John Wheeler
Volunteers	Nadine Armstrong

Quick Suite Number List

Anime	2121
Computer Lan Party	Ventanas
Con Suite	2117-2119
Demo Room	1121
Filk	3037
Gaming	Ventanas
Green Room	1119
Handicap Access	Lobby
Information Services	3051
Program/Ops	1119
Reading Room	1123
Registration	Lobby
Security/Ops	2001
Special Activities	1121
Staff Lounge	3005
Velavision	3051
Video Room	2123
Volunteers	Lobby

www.leprecon.org/lep30

LEPRECON 30

May 7-9, 2004

Sheraton Crescent Hotel, Phoenix, AZ

Annual Science Fiction and Fantasy Convention with an emphasis on Art

Artist Guest of Honor **Donato Giancola**

Renowned Science Fiction and Fantasy Artist. Recipient of six ASFA Chesley Awards including the 2002 Chesley Award for Artistic Achievement. Illustrator of over 100 Science Fiction & Fantasy novels and many Magic Cards for Wizards of the Coast.

Author Guest of Honor **David Drake**

Author of mercenary military science fiction with his best-selling *Hammer's Slammers* books, and heroic fantasy with books such as *Lord of the Isles* and *Goddess of the Ice Realm*.

Special Artist Guest **John Eaves**

Senior Illustrator on *Enterprise*, Illustrator on *Star Trek: Deep Space Nine*, and recent *Star Trek* movies, *The Majestic* and *Terminator 2: Judgement Day*.

Local Artist Guest of Honor **Sylvana Anderson-Gish**



Art by Donato Giancola

**\$25 Membership Rate at
Arizona Fan Table during
CopperCon 23!**

LepreCon 30 will feature the Largest Science Fiction and Fantasy Art Show in the Southwest, Programming with Panel Discussions, Art Demos & more. Dealer's Room, Gaming, LARP, Video Room, Anime Room, LAN Party, Masquerade, Hospitality Suite, and Charity Auction.

Sheraton Crescent Hotel

2620 W. Dunlap Ave.
Phoenix, AZ 85021

Room Rates:

\$79 S/D, \$99 T/Q +tax
Limited number of Suites available
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Memberships

\$30 thru 12/31/03, \$35 thru
4/15/04, \$40 at the door.

Kids 7-12 half price,
Kids 6 & Under Free*
* with Adult membership

Contact LepreCon 30 at:

Write: LepreCon 30,
PO Box 26665
Tempe, AZ 85285
Phone: (480) 945-6890
Email: lep30@leprecon.org
www.leprecon.org/lep30

Anime

As usual we will be showing you lots of the latest Anime titles in the Anime Room.

We will be open twenty-four (24) hours per day while the convention is open and there is an audience to entertain.

Stop by our room and check out the best selection of Anime at the convention!

Carlos Ross

AZ Fan Table

We will be located in the upper preconvence area of the hotel outside the Dealers Room (Salon A). What we do is tell you about the other Arizona conventions taking place in the near future.

If you are interested in attending any or all of them and want to save money doing so, then be sure to purchase your memberships now since the rates only go up the closer we get to the various conventions.

Here is a list of the upcoming cons in Phoenix and Tucson metro areas: TusCon 30, November 2003, Tucson (Inn Suites) DarkCon (Convergence), January 2004, Phoenix (Embassy Suites Phoenix North) World Horror Con 2004, April 2004, Phoenix (Embassy Suites Phoenix North) LepreCon 30, May 2004, Phoenix (Sheraton Crescent Hotel) Westercon 57 (ConKopelli), July 2004, Litchfield Park (Wigwam Resort) HexaCon 14, July/August 2004, Tempe (Tempe Mission Palms) CopperCon 24, September 2004, Phoenix (Embassy Suites Phoenix North) World Fantasy Con 2004, October 2004, Tempe (Tempe Mission Palms)

Please drop by, say hello, and find out more about these wonderful events!

Mike Willmoth

Art Show

We are proud to announce David Mattingly as our Artist Guest of Honor. We are planning a guided tour of the art show hosted by David Mattingly at about 9 PM on Friday.

Check your pocket program for exact time. Once again, CopperCon will offer fans the best of science fiction and fantasy art. We will be located in Salons D and E of the convention center.

Artists that have reserved space: Betsy Mott, Nancy Strowger, Monika Livingstone, Theresa Mather, Larry Vela, Ellisa Mitchell, Sylvana Anderson-Gish, Sarah Clemens, Lubov, Allison Mitchell, Susan Landerman, Margaret C. Racine, Dale D. Ziemianski, R. Merrill Bollerud and many more old favorites.

New artists that have reserved space: Albrecht, Christina J. Belfiore, Meredith A. Dillman, Raul Jimenez, John Kaufmann, Dawn Mullan, MOIFA, Maia Sanders, Lee Seed, Abranda Sisson, Cassandra L. Sweep, Bridget E. Wilde and Deborah Woods.

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. Our friendly staff will be happy to explain everything.

The Art Auction will be held at 1 PM on Sunday, check the pocket program for location. Pieces with three or more bids will go to the voice auction and buyer pickup will be after the auction.

This year 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 purchase some of your favorite prints. We will accept Visa and MasterCard as well as cash and checks.

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*

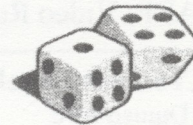
Art Show Hours

Friday: 12 noon - 10 PM

Saturday: 10 AM - 7 PM

Sunday: 10 AM - 12 noon

Sunday Art Auction 1 PM



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Charity Auction

CopperCon 22's Charity Auction netted \$1062.00. \$12 went to the NYC Firefighters 9/11 Disaster Relief Fund, \$525.00 to Reading is FUNdamental and \$525.00 to the Ronald McDonald House. This year's auction will again benefit our favorite charity, Reading is FUNdamental, and ACTOR, A Commitment To Our Roots. ACTOR is the first-ever federally chartered not-for-profit corporation dedicated strictly to helping comic book creators in need. ACTOR provides a safety net for former comic creators with emergency medical aid, financial support for essentials of life, and entry back into paying work. Please see their website at: <http://www.actorcomicfund.org/>

This year all proceeds to ACTOR will be donated in the memory of Dave Brown, an employee of All About Comics who passed away in May of 2003.

Reading is FUNdamental (RIF) develops and delivers children and family literacy programs that help prepare young children for reading and helps motivate school-age children to read. By the end of the year, RIF will have provided new, free books and other essential literacy resources to more than 5 million children and their families. For more info, check out their website at www.rif.org

This year, as always, we will have a plentiful supply of science fiction and fantasy related items. Fans and local vendors including bookstores, game stores and toy stores have donated first edition books, board games, movie memorabilia, card games, action figures, posters, t-shirts, videos, comic books, RPG figures and several autographed fan photos of our favorite TV and movie actors. There will also be the usual tempting treats from the artists who supply our Art Show. All will be on display in the Art Show from Friday to Saturday at 2pm. Stop and check it out frequently, even I get surprised occasionally when someone donates something really awesome.

CopperCon 23 would like to thank the usual suspects and new friends: All About Comics, Stalking Moon Comics, Bookman's, Toy Anxiety, Imperial Outpost Games, Game Depot, Samurai Comics, Game On, Leviathan Games and Black Hearts -a- Bazaar Noir. And our perpetual thanks to those particular fans who always donate out of their apparently bulging closets; you know who you are. And to all the volunteers who help make it a continuing success. Thanks!

The Auction will be in Suites B&C on Saturday at 3:30pm. There will also be a silent auction in the display area. The rules will be posted. You will be able to pick up an Auction Program Guide at Registration starting Thursday evening.

And, by the way, fellow fen - I will always accept donations of whatever you'd like to get out of your back room. Better us and the Auction than the local thrift store or a boring yard sale... See you at the Auction, don't forget your money.

Your tireless Charity Auction Director,

Catherine Book

Computer Gaming

As for games, we have many of the recent popular games planned to run this year. Currently, the planned list is:

Unreal Tournament
Unreal Tournament 2003
Counterstrike
Half-Life
Opposing Force
Jedi Knight 2
Aliens vs. Predator 2
Red Faction
Rune: Halls of Valhalla

We may also run the following modifications for the above games:

Thievery
Chaos
ChaosUT2003: Evolution*
Counterstrike

* Depending on public release date

Although we will probably not be able to run all of the above games simply because of time constraints, we do consider requests. It really depends on the staff member on duty at the time, but when I'm around, I usually let the players request and vote on which game they want to play next. Also, if there is a game you want us to consider that's not listed above, please let me know.

Rob Beckwith



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Con Suite

Welcome to the Hospitality Suite! The con suite this year is being one of the best ever. We are here to give you the energy to play into the wee evening hours.

So stop by and fuel up! we are your one stop shop for your snack needs.

Susan Uttke

Dealers' Room

The Dealer's Room has some old favorites and new dealers to try out. Please come and visit us on the Upper Level of the convention space just passed the preconvence area.

Dealer's Room Hours

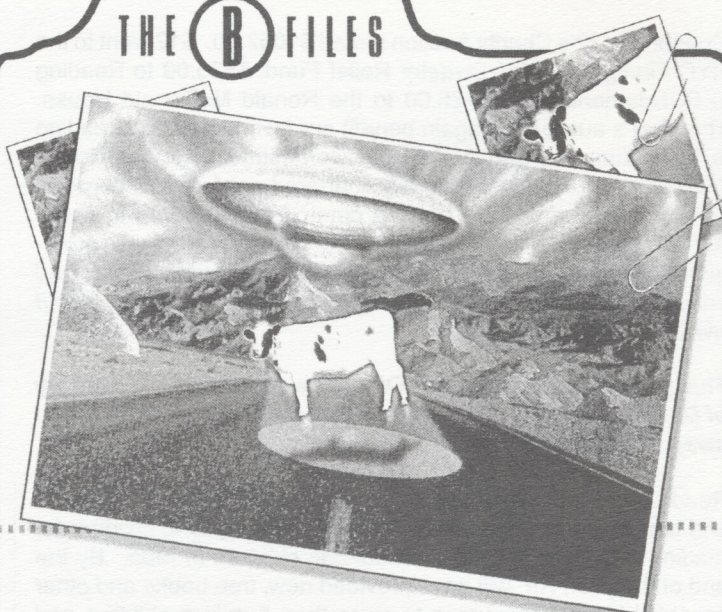
Friday: 12 (noon) - 9 PM

Saturday: 10 AM - 7 PM

Sunday: 10 AM - 4PM


Bob LaPierre

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Artist Guest of Honor: **Todd Lockwood**

More Guests to Be Announced

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Write: CopperCon 24,

PO Box 62613

Phoenix, AZ 85082

Phone: (602) 973-2341

Email: cu24@coppercon.org

www.coppercon.org

Filk

The CopperCon 23 Filk GOH is Larry Warner Known early for his extensive repertoire of Old Trek Filk. These days he has greatly expanded and generalized his Filk, but he has continued his salute to Trek by writing numerous songs about each Trek series as it developed. At our Con he will be debuting at one new Lord of the Rings song. He will also be doing a presentation on his genre related activities at the Mesa Children's Museum. He may be on other panels as well.

Friday

7:00 p.m. Meet the GOHs
9:00 p.m. Filk Circle (Rm 3037)

Saturday

Filk Concert (Pocket Program)
9:00 p.m. Filk Circle (Rm 3037)

Sunday

1:00 p.m. Filk Jam (Rm 3037)

Come and Enjoy.

Come One! Come All! There will be Joy!

Gary Swaty

Gaming

Gaming at this year's CopperCon will take place in the Ventannas room. Games planned include Role Playing, Collectible Cards, Miniatures, LARPs and more. This includes many sanctioned Steve Jackson Games and other games such as Zombies!, Shadowfist Two, Who's the Big Man Now? plus World of Darkness LARPs put on by the Tithes of Souls.

Harley Heerin

Handicap Access

We are proud to announce that CopperCon 23 has Handicap Acces. We are here to help make your convention experience an enjoyable one and to provide any extra assistance you may need. Stop by the Handicap Access table and sign up or volunteer to assist others. yYou will be rewarded with a nifty badge or two, and your name entered into a prize drawing.

Handicap Access Table will be located near Registration table and the preconvene area. Please look for us.

Thank you.

Helen "April" Rice

Masquerade

The Coppercon 23 Masquerade will be held at 7:30 PM on Saturday in the ballroom downstairs (Rooms A,B,C). The arrangement is like a fashion show, with a lighted stage, a Master of Cermonies, and an appreciative audience. Prizes will be offered for Best In Show, for the Novice, Experienced, and Young Fen divisions, and a special theme prize for Epic Fantasy. Take a look at these prizes at the Art Show.

Hall Costume ribbons will be awarded around the con on Friday and Saturday. Come out and show us a costume!

Masquerade contestants should attend the Saturday meeting for details and talk to the Masquerade Director at con (He's wearing the yellow sash). Remember to fill out and sign the entire registration package so we know what to do when you're on stage! Signup closes at 4:30 on Saturday. More information is posted at <http://members.aol.com/cumask>

Randall Whitlock

SOUTHWEST COSTUMERS GUILD



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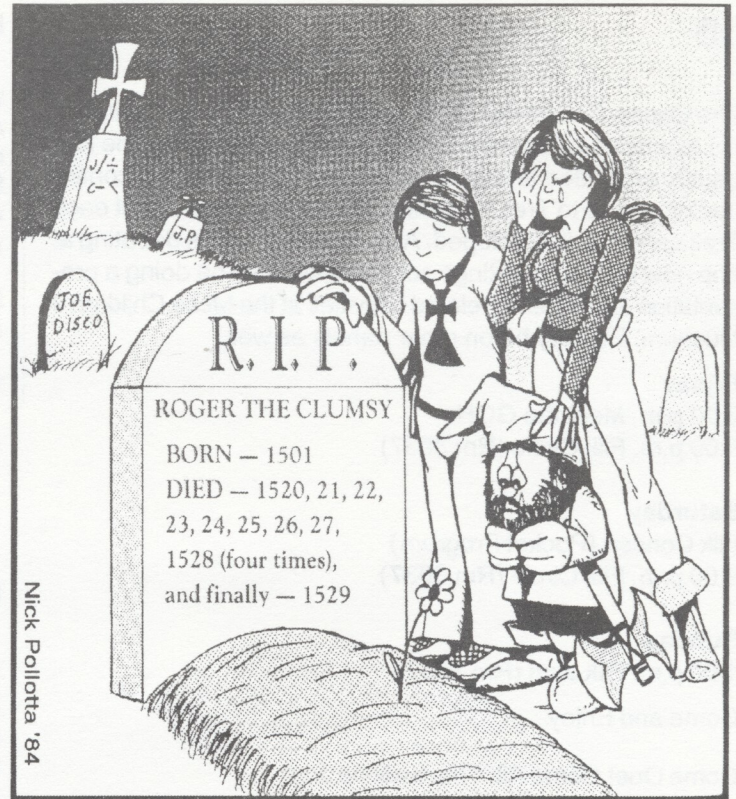
We are the best dance experience you'll have and the opportunity to dance the night away.

So grab your dancing shoes and join us after the Masquerade.

We'll be waiting to entertain you.

Thank you.

The Team of ConFusion



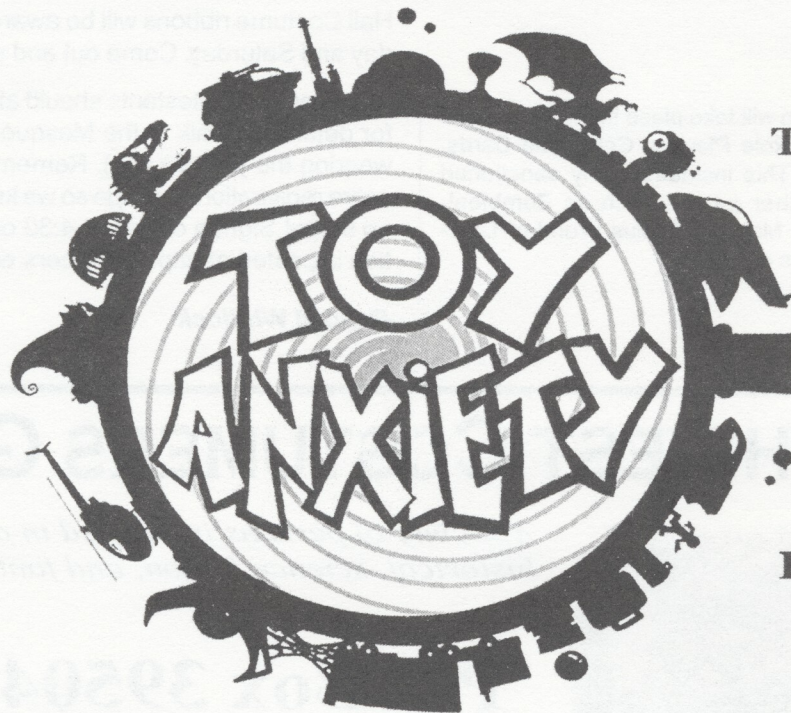
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Registration

Welcome to CopperCon 23! Registration is located in the main lobby, between the hotel registration desk and the lounge. In addition to admitting attendees to the convention, staff will be available to answer any questions you may have...we are here to ensure you enjoy your experience! Also located near Registration is an information table, which offers a variety of pamphlets and flyers of science-fiction/fantasy interest. The following are the dates and times registration will be offered.

Pre-Registered Attendees Only

Thursday, September 4th: 7:00 pm to 9:00 pm

This is a special opportunity for our pre-registered guests to pick up their badges. New registrations will be accepted beginning Friday at 11:00 am.

New and Pre-Registered Attendees

Friday, September 5th: 11:00 am to 9:00 pm

Saturday, September 6th: 9:00 am to 9:00 pm

Sunday, September 7th: 9:00 am to 3:00 pm

**Disclaimer:* Should you lose your badge, replacement cost will be the current, at-the-door price. All badges remain the property of the convention until it ends. Admittance to the convention can be revoked at the discretion of the convention and we reserve the right to refuse admittance to anyone. A \$25 Service Fee will be assessed to all returned checks.

Jennifer Francis

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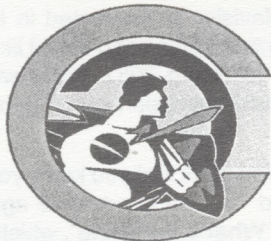
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Attending membership: \$ 160
Supporting membership: \$ 35

Upgrade existing supporting membership to attending: \$ 125

Child's admission: \$ 105
(12 & under as of Sept. 6, 2004. Child's admission does not include publications or voting rights.)

Installment plan available, write installments@noreascon.org

QUESTIONS

To volunteer, write to volunteers@noreascon.org

For information about registration, contact prereg@noreascon.org

To advertise in progress reports, email progress@noreascon.org

For general questions, ask info@noreascon.org

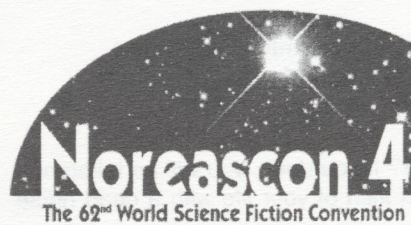
ADDRESSES

Noreascon Four/MCFI
P.O. Box 1010
Framingham, MA 01701 1010
United States of America
Fax: +1 617-776-3243

Web page:
<http://www.noreascon.org>
Online registration available

"World Science Fiction Convention" is a service mark of the World Science Fiction Society, an unincorporated literary society.

"Noreascon" is a service mark of Massachusetts Convention Fandom, Inc. The Noreascon 4 logo uses a picture taken by the Hubble Space Telescope, made available by NASA and STScI.



September 2-6, 2004
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We're charging forward...and looking back
Noreascon 4 will feature Retro Hugo Awards for 1953 and a retrospective exhibit of classic SF/F art.

Pro Guests of Honor:

Terry Pratchett William Tenn

Fan Guests of Honor:

Jack Speer Peter Weston

Security

Welcome to CopperCon 23. As usual we hope that you will have a fun weekend but there are a few things that you need to know before starting your fun. Convention Security and Operations are located in room #2001.

Someone will be on duty at all times during the convention to assist you if needed. No real or realistic firearms are allowed. All edged weapons MUST be peace bonded and in a hard sheath. Zip ties will be available in Security / Con Ops in room #2001 or from your friendly security person (look for the red "Security" badge).

All weapons must be carried in a responsible and safe manner. Security reserves the right to ban any and all weapons.

If you are having a party please register the party with Security / Operations by 5:00pm of the day of the party. This allows us to prevent problems and act as an intermediary between you and the hotel.

Failure to register your party can result in it being shut down. Any party, registered or not will be shut down if it is out of control of the responsible parties.

Please keep glass out of the pool area and other areas where breakage could pose a hazard to anyone. Thank you.

Rick Andrews

Volunteers

(To be read with a deep, sinister baritone.)
Help Us Lest Ye Die!
(Sounds evil that way, doesn't it?)

Why should you volunteer? If you don't, you will be taken outside and beaten within an inch of your life with a dead horse (give the flogger a break).

Really though folks, where would we be without volunteers? These conventions rely on your support. This is the convention to rule them all. No ruler may stay in power without the support of their people. So for all of you who are willing or are going to volunteer, we thank you from the deepest, darkest, dankest, dearest bottom of our hearts.

If you choose not to volunteer, then I will taunt you until you capitulate. That was my new word for the day. Neat, huh?

there are quite a few benefits to helping out. After all, who doesn't like free food? Quid pro quo, people. How about this one, you sign your soul away to us for just four hours per day (for those math buffs here for the sci-fi, that is 14,400 seconds) we will feed you one free meal. This is not just any meal, you hungry little finders of fantasy, you, this is a feast to delight and tantalize the senses. You may begin drooling now as long as you have a napkin. No stains on the table please. Not too bad, huh? Bet your mundane (gulp) job doesn't give you that much.

Not only that, but after 12 hours (43,200 seconds) you will get into the next year free. The trick is, this freebie is only for you, so if you want your personal demons, like kids and significant other to get in free, then you will all need to join up.

So your soul isn't looking quite so good now, is it? If you want to get rid of the pesky thing, see the Lady Nina with the B I G , BLACK BOOK (volunteer book) for more information.

Nadine Armstrong

Video Room

Come One! Come All! See the Epic Fantasy and Sci-Fi of Doctor Who, Farscape (in honor of our guests), Dead Like Me (Showtime), Robin of Sherwood, Jeremiah, Lord of the Rings Parodies, and Special treats: Firefly-The Unaired Episodes and Yet-to-Be Aired Pilots also.

Come by and sit a spell.

Also included at no charge: Face & Bodypainting in the Bedroom area by Yours Truly, a Professional Facepainter and Video Room Committee Person. Especially good for the Masquerade Participants!

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Mention this ad during CopperCon 23 weekend and
receive a 20% discount on merchandise.
[September 5-7, 2003]

Mention this ad after CopperCon 23 weekend and
receive a 10% discount on merchandise.
[offer expires @ 9pm on Tuesday, September 30, 2003]

Velavision / Information Services

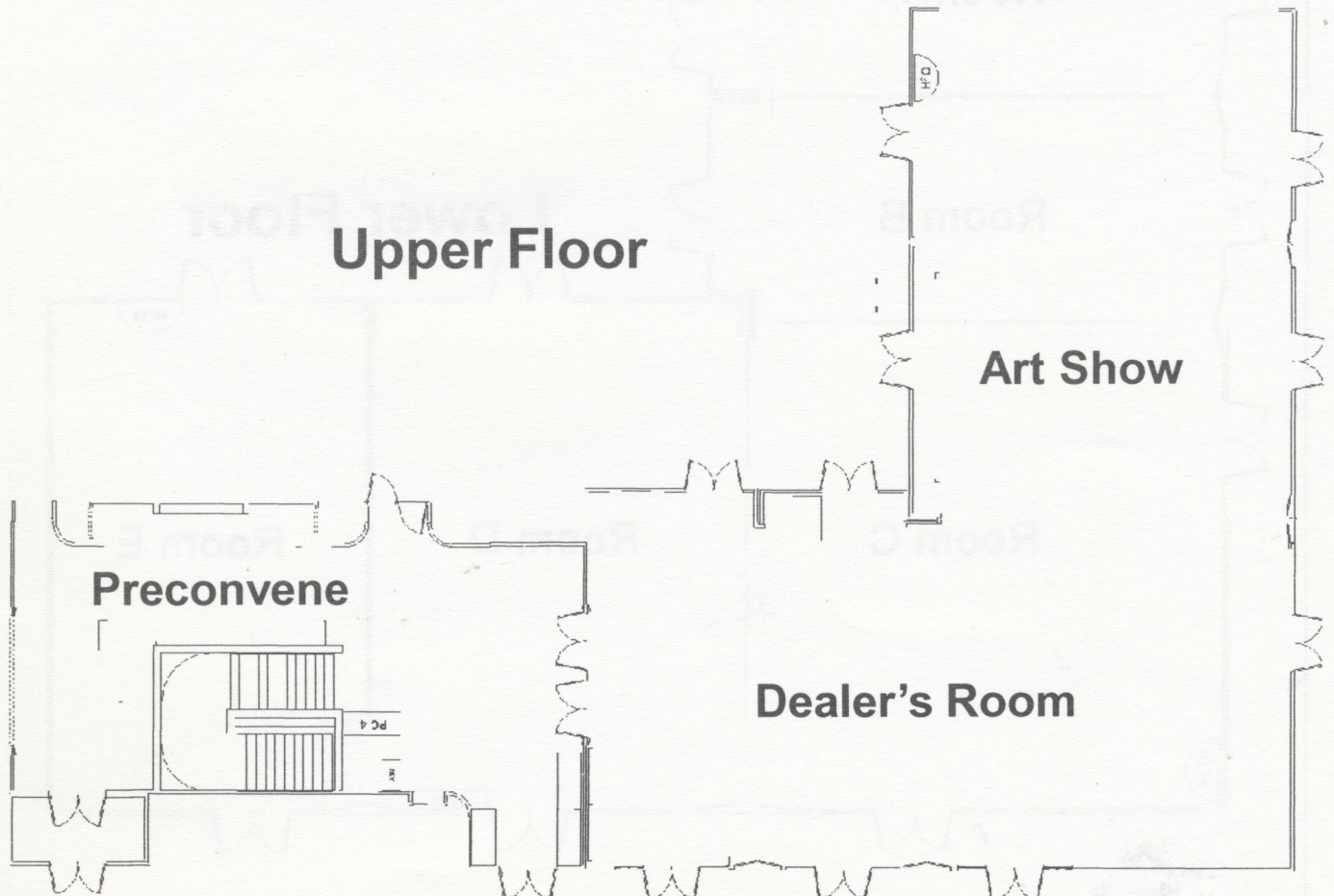
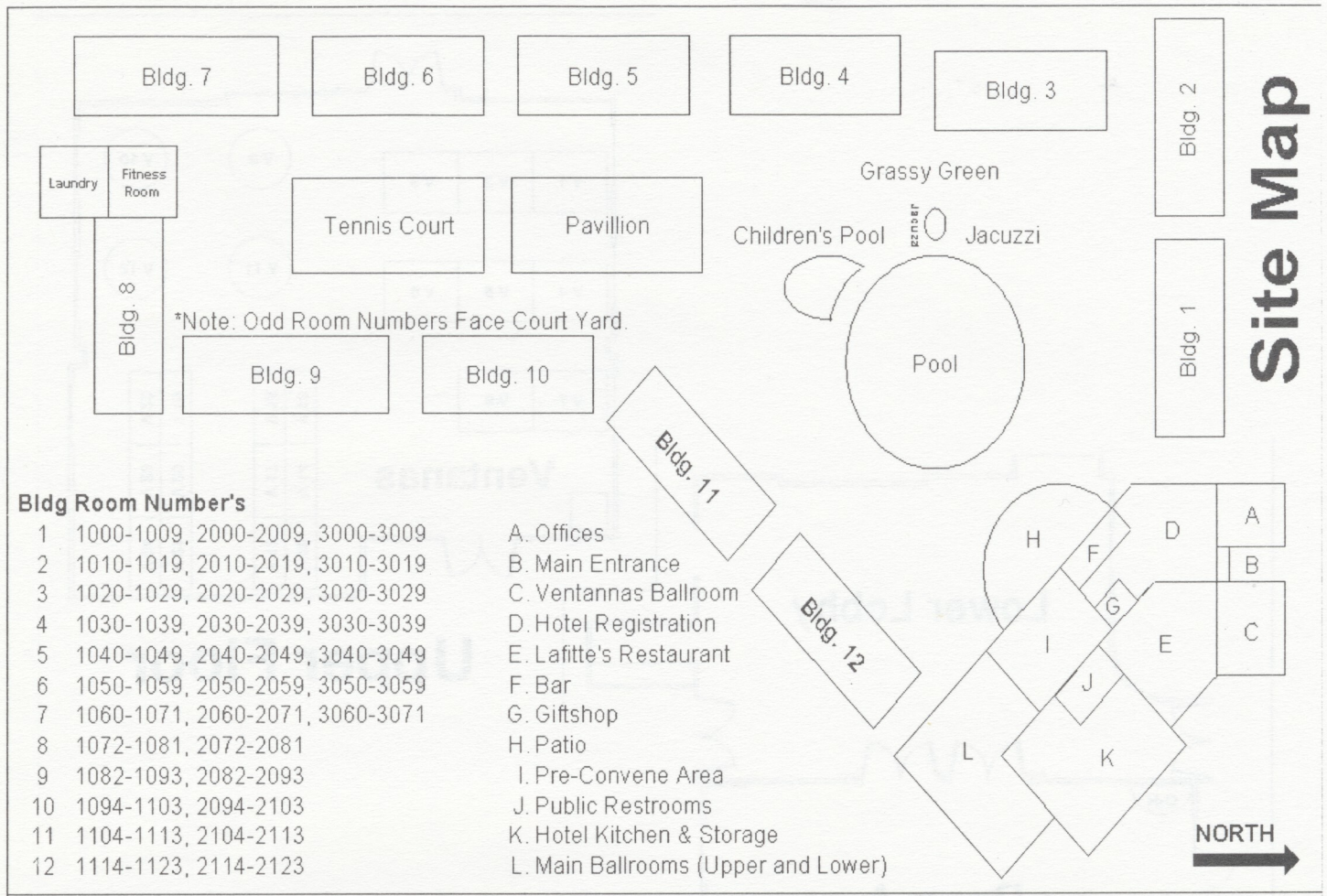
The crew from Velavision will be reporting the news of the convention by publishing the newsletter the "Palantier" and video of past masquerades, interviews with artists, writers, and special guests.

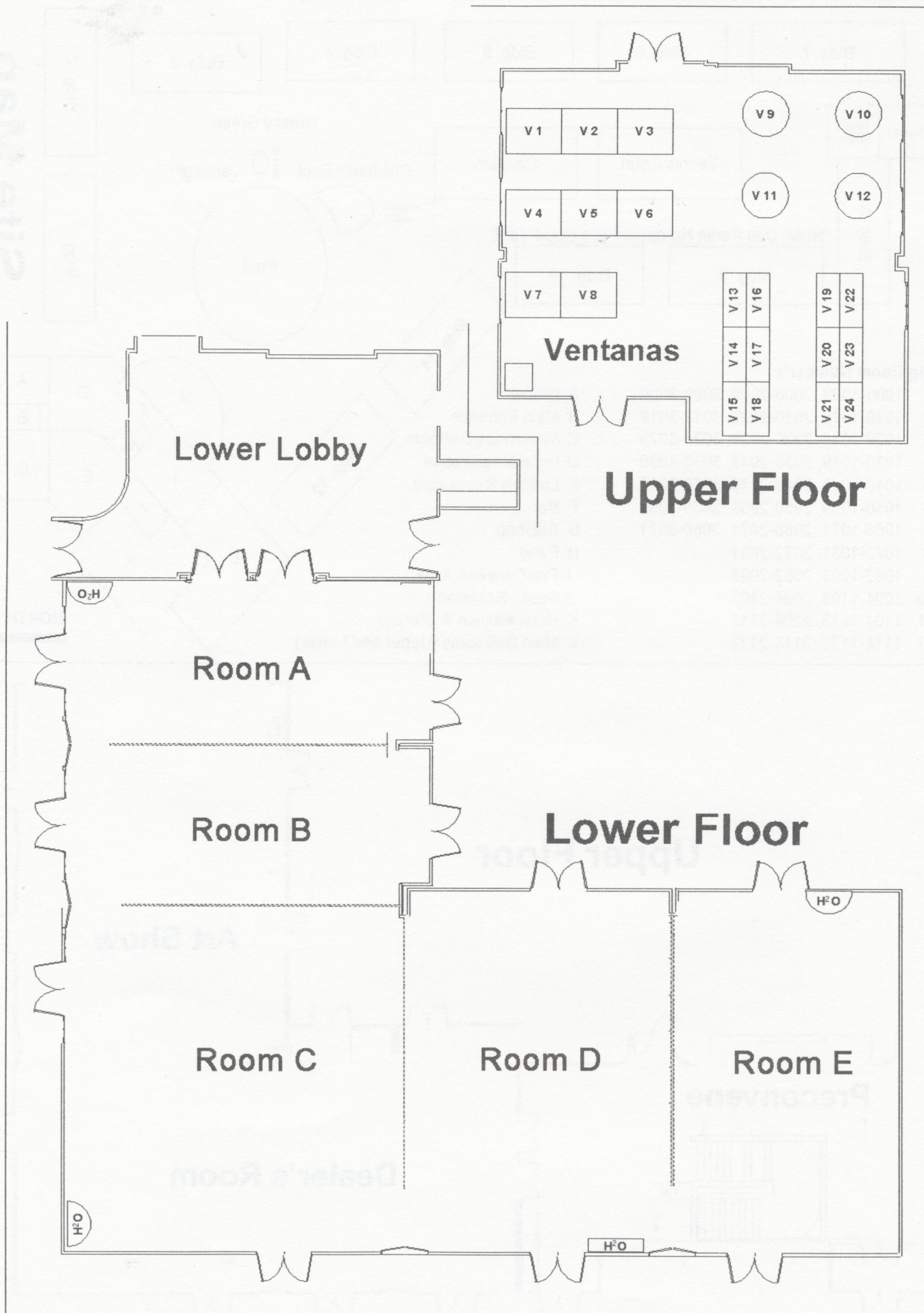
The crew will also show film making behind the scenes. These will be seen on a video/ TV combination in Con Suite.

Velavision is interested in interviewing people who have convention stories and would like to share these with everyone then go to Room 3051 where we can video tape these stories for future Velavision programming.

If You think that you know your sounds from television or movies and You like to compete against others, you should participate in "What's that Byte", which will be hosted by Velavision.

Larry Vela





Lower Lobby

Ventanas

Upper Floor

Room A

Room B

Lower Floor

Room C

Room D

Room E

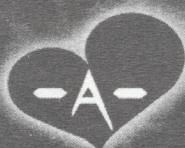
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Program item FAQs

Q. What do the 3-letter codes that identify the panels mean?

A. We used them to keep track of all the different types of programming that fans have come to expect. Meanings are thus:

Panels with code "FAN" fall in the realm of "General Fandom"

This category includes topics that fall within the realm of general "fannish" interest that don't really fit any of the other categories but that we included anyway.

Panels with code "WRI" fall in the realm of "Authoring"

This category deals with aspects of writing, from the creative process through grammatical construction, to the practical aspects of getting your work published.

Panels with code "ART" fall in the realm of "Artistry"

This category deals with aspects of art, from the creative process through techniques to the practical aspects of marketing your work. Included are the arts of costuming, cartooning, fine arts, theater, movies and anime.

Panels with code "SCI" fall in the realm of "Science"

Good science fiction relies on authors' creative use of believable science and this track is meant to present updates and glimpses of the cutting edges of scientific disciplines and technology.

Panels with code "GAM" fall in the realm of "Gaming"

Gamers don't often leave the gaming tables for panels, but there are one or two times that a good panel or presentation will lure them out to the program rooms. This is the track for those few good gaming topics — which often coincide with other fannish interests.

Panels with code "FFP" fall in the realm of "Family Friendly Programming"

Kids are fun too, and this track is set to bring them into the fold by sharing with them all that first attracted us to speculative fiction and fantasy. This track of programming is NOT intended to be a daycare or babysitting service - but to provide families with children ages eight to twelve with activities they can do together.

Panels with code "MED" fall in the realm of "Media"

This category deals with movies, video, electronic fandom and the worldwide web.

Panels with code "SOC" fall in the realm of "Socio-Political Topics"

Socio-Political topics lend fodder for fandom's endless speculations of "What If...". Speculative fiction at its best starts with observable fact and moves toward a believable possibility. These topics help provide facts from credible sources and a forum for speculation.

Panels with code "RDG" fall in the realm of "Readings"

Readings are a chance for fans to listen to an author read from her/his own works.

Panels with code "ATG" fall in the realm of "Autographings"

Autographings are a chance for fans to get autographs from their favourite participants.

Q. I see WRI02 and WRI06 in the descriptions - what happened to WRI03 through WRI05?

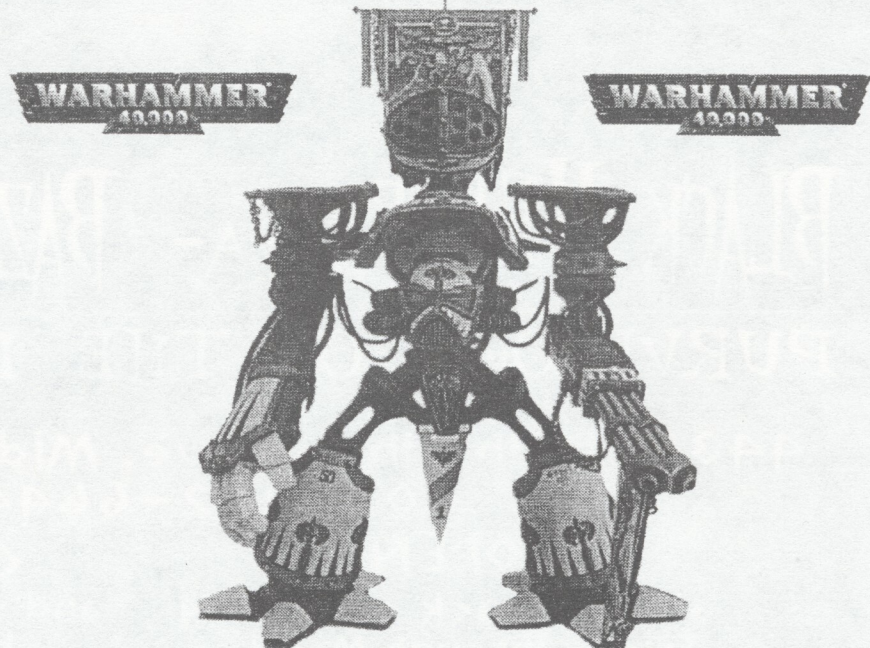
A. The process of programming begins by making a list of LOTS of ideas, more than we can possibly use during the course of one convention. Each is given an ID code so that we can keep track of it. By the time the convention is scheduled, only those ideas that keep to our theme AND are chosen by the participants actually get on the schedule (you can't have a panel discussion without panelists!) So, the "missing" codes are left out, and the ideas are saved for other conventions. Oh! Now you know!

Q. A couple of the panelists listed in the Program Book weren't on the panel. (Or a panelist took part who was not listed.) Why?

A. At the time the Program Book went to press, not all the panelists had made final choices or been scheduled. Sometimes, our participants have personal emergencies and must leave, others who thought they could not attend find that they can show up at the last minute. We did our best to be as accurate as possible, but we couldn't see into the future — if you know anyone who can, please ask them to contact us to volunteer for next year's convention!

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- Mechwarrior tournaments every Wednesday night
- Mage Knight every Saturday afternoon
- Yu-Gi-Oh every Sunday afternoon
- Dragonball Z every Sunday afternoon
- MagiNation tournaments starting soon
- Living Greyhawk held every month

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Programming Index

FAN - General Fandom

FAN 01: SE Tube Talk

Stay Tuned

Begins: Sa1000

Location: E

Spike on Angel? Starbuck is a girl? Join SFTV.org webmaster Lee Whiteside (who's also chairing this convention) for the latest news and rumors on genre television.

Participant: Lee Whiteside

FAN 02: At the Movies

Freebies & Previews with Barry Bard

Begins: Su1000

Location: BC

Barry Bard presents movie trailers for up and coming films and brings us all the free movie-related goodies we can carry away.

Participant: Barry Bard

FAN 03: Convention Closeout Panel

Constructive Hindsight

Begins: Su1600

Location: A

Did you like what happened at this convention? Come tell us what you want to see continued. Know something that could be done better? Come volunteer to help make it happen. The convention committee will be on hand, taking notes and names!

Participant: Lee Whiteside

FAN 06: Art Show Walk-Thru

with Guests of Honor

Begins: Fr2100

Location: Art Show

Join Art Show Director Ray Gish and our esteemed Guest of Honor David Mattingly as they walk through the Art Show, enjoying and interpreting the entries.

Page 20

Participant: David Mattingly

FAN 07: Good Day Connie Willis

Author Guest of Honor

Begins: Sa1100

Location: C

Come and be introduced to respected author and Guest of Honor Connie Willis.

Participant: Connie Willis

FAN 08: FarScape Stars Lani Tupu & David Franklin

Media Guest of Honor

Begins: Sa1300

Location: BC

Come meet Captains Crais and Braca, known in the twenty-first century as actors Lani Tupu and David Franklin, as they talk and answer questions.

Participants: Lani Tupu David Franklin

FAN 09: Good Morning David Mattingly

Artist Guest of Honor

Begins: Sa1000

Location: C

Artist Guest of Honor David Mattingly treats everyone to a discussion and presentation of his work.

Participant: David Mattingly

FAN 10: Good Evening Lani Tupu

Media Guest of Honor

Begins: Fr1600

Location: C

Welcome fan favorite media Guest of Honor Lani Tupu.

Participant: Lani Tupu

FAN 11: Meet the Pros

Begins: Fr1900

Location: Lobby

Come mingle at this reception for our professional guests and participants.

FAN 12: Filk Concert with Larry Warner

Presented by the Phoenix Filk Circle

Begins: Sa1200

Location: A

Our talented Guest of Honor Larry Warner will perform a complete set of his best work.

Participant: Larry Warner

FAN 15: Masquerade Participant Meeting

FAN16 Pre-Meeting

Begins: Sa1300

Location: D

Masqueraders will be advised of everything they need to know to be part of our Saturday Night Masquerade. Rules, expectations, helps and hints, dos and don'ts...

Participant: Randal Whitlock

FAN 17: Good Afternoon David Franklin

Media Guest of Honor

Begins: Fr1500

Location: C

Be introduced to special media Guest of Honor David Franklin.

Participant: David Franklin Participants: Mike Cassidy Larry Vela

FAN 19: IIFP's Sci Fi Jeopardy

Begins: Fr2230

Location: AB

Join The United Federation of Phoenix for Sci-Fi Jeopardy and test your knowledge on all things Sci-Fi. We've also got brownies and some great prizes thanks to Barry Bard.

Participant: Lee Whiteside

FAN 21: What's That Byte

Begins: Fr2030

Location: AB

Velavision presents their highly acclaimed contest based on the old, well known game show in which contestants compete in teams to identify sounds, music and dialog from common media sources.



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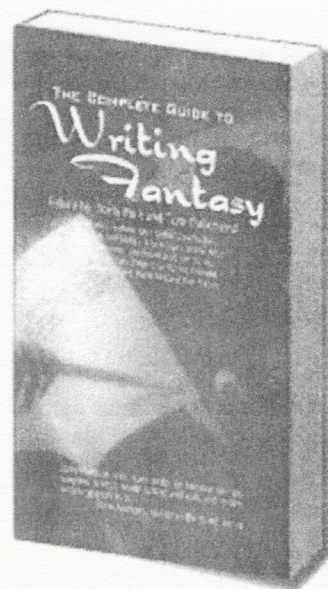
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Participants: Mike Cassidy Larry Vela

FAN 22: Regency Dancing

or Country Folk Dancing

Begins: Fr2030

Location: E

Dancing is a celebration of bodies and a fun way to spend Friday night. Costumes only improve the atmosphere. Alice and Marty Massoglia host this very entertaining and educational event.

Participants: Marty Massoglia Alice Massoglia

FAN 35: Tarot Workshop

Begins: Su1100

Location: A

Back by popular demand! Join our tarot experts as they divine the secrets of the ages.

Participants: Ken St. Andre Rachel Amberson Michael R. Mennenga

FAN 53: Convention Economics

The business side of running a convention

Begins: Su1000

Location: D

Have you ever wondered how much money it takes to run a convention? Where do they get the money? This panel will examine some of the business aspects of how conventions in Phoenix are funded and discuss other approaches.

Participant: Billy Bishop

FAN 54: The DubYa's

Prolific Pusters on the Loose

Begins: Sa1430

Location: E

What happens when two local prolific punsters (Randall Whitlock and Mike Willmoth) team up with our Author Guest of Honor Connie Willis?

Participants: Randal Whitlock Connie Willis Mike Willmoth

FAN 60: Collectors Tips and Tricks

Begins: Sa1730

Location: E

Collecting things is a human trait. Collecting things with an eye towards value appreciation is a skill. In this presentation, collector Barry Bard shares some of his collecting skill set and experiences.

Participant: Barry Bard

ATG -Autograph Listings

ATG 01: Autograph Signings

Begins: Sa1730

Location: Autograph Table

Get autographs from Guests of Honour Connie Willis and David Mattingly, plusreknown author Alan Dean Foster

Participants: Connie Willis David Mattingly Alan Dean Foster

ATG 02: Autograph Signings

Begins: Sa1000

Location: Autograph Table

Get autographs from Sonnie Cooper, Carol Hightshoe, and Janeen O'Kerry.

Participants: Sonni Cooper Janeen O'Kerry Carol Hightshoe

ATG 03: Autograph Signings

Begins: Sa1100

Location: Autograph Table

Get autographs from Kevin Andrew Murphy, Yvonne Navarro, and Weston Ochse.

Participants: Kevin Murphy Yvonne Navarro Weston Ochse

ATG 04: Autograph Signings

Begins: Sa1200

Location: Autograph Table

Get autographs from Michael A. Shea and Diana Vick.

Participants: Michael A. Shea Diana Vick

ATG 05: Autograph Signings

Begins: Sa1300

Location: Autograph Table

Get autographs from Adam Niswander and Mark Siegel.

Participants: Adam Niswander Mark Siegel

ATG 06: Autograph Signings

Begins: Sa1430

Location: Autograph Table

Get autographs from Tee Morris, Evo Terra, and Christopher Turco.

Participants: Tee Morris Evo Terra Christopher Turco

ATG 07: Autograph Signings

Begins: Sa1600

Location: Autograph Table

Get autographs from Ernest and Emily Hogan, plus Robert D. Miles.

Participants: Ernest Hogan Emily Hogan Robert D. Miles

ART - Artistry

ART 01: Genre Specific Design and Color

Begins: Sa1000

Location: B

W.J. Hodgson uses his art and other genre examples to teach the basic principles of design and color which artists, gallery owners, judges, et cetera use to find their way through art of all types.

Participant: W.J. Hodgson

ART 02: Applying Old Master and High Victorian Techniques in Genre Art

Everything Old Is New Again

Begins: Su1000

Location: E

W.J. Hodgson has a slide show demonstrating application of Old Master and High Victorian techniques to current art/illustrations.

Participant: W.J. Hodgson

ART 03: How to Draw Epic Fantasy

Begins: Su1100

Location: Demo

What makes art epic? Come find out in this workshop, which promises to show you how to draw characters like those in Lord of the Rings or Farscape. You'll leave with your very own epic art in hand!

Participants: D.L.Mullan James Reade

ART 04: Textile Art in Speculative Fiction

Begins: Sa1600

Location: Demo

This panel will explore beginning doll making, quilting, and other textile areas with sci-fiction and fantasy themes.

Participants: Allison Mitchell Gail Wolfenden-Steib Kit Townsend

ART 05: Digital Illustration Workshop

Begins: Sa1600

Location: A

Artist Guest of Honor David Mattingly encourages people to bring in some of their digital paintings so he can discuss some of the tricks and tools he uses digitally. If no one brings in work, he'll show one of his layered files (something you won't see anywhere else) and discuss why he did certain things. In order for everyone to have the most fun, David encourages bringing in your own work.

Participant: David Mattingly

ART 06: The Great Ideas I Didn't Get to Do

Begins: Sa1430

Location: A

Artist Guest of Honor David Mattingly will show rejected sketches from covers that he liked, sometimes more so than the idea that was chosen.

Participant: David Mattingly

ART 08: Latex Body Painting with Mark Greenawalt

Begins: Sa1200

Location: Demo

Come and watch Mark Greenawalt, professional body painter, as he creates his latest masterpiece.

Participant: Mark Greenawalt

ART 10: Literature and Art, are they the same sides of the artistic coin?

Begins: Sa1100

Location: B

Does one influence or inspire the other? Artists and authors ponder the question of literature and art over the ages.

Participants: D.L.Mullan James Reade Sonni Copper Ernest Hogan Emily Hogan Alan Dean Foster

ART 12: Air Brush Technique

A Demo by James Reade

Begins: Fr1730

Location: Demo

Artist James Read will demonstrate his airbrush techniques on t-shirts. Come watch and learn. The shirts will be made available for purchase at the CopperCon XXIII Charity Auction.

Participants: James Reade D. L. Mullan

ART 13: Tri-chem Demo

Begins: Sa1730

Location: Demo

Discover the world of Tri-Chem design! Tri-Chem allows the artist to create your very own designs on shirts, bags, and other textiles.

Participants: Carol Johnson Terry Slaker

ART 18: Stage Presentation 101

How to Walk the Walk and Pose the Pose

Begins: Sa1200

Location: C

Ever worry about what a Masquerade participant should know? Learn what to do and not to do from those who are in the know! (Same as MED08)

Participants: Larry Vela Kit Townsend Janeen O'Kerry Pat Broussard

ART 20: Designing Costumes on the Cheap Side

Costuming for the Economically Impaired

Begins: Su1300

Location: Demo

Don't have the money to make that costume you've been dreaming about? Join our panel of experts as they show you tricks and tips for designing a costume on little or no budget.

Participants: Loretta McKibben Kit Townsend Wayne Myers Larry Vela Jeneen O'Kerry

ART 25: Belly Dance Workshop

Begins: Sa1000

Location: Demo

We will go through the basics of belly dancing for those new to the dance. We will also go through some basic combination moves for those who may have had some dance. All levels welcome. Time permitting, we may try to learn a short choreographed routine. The emphasis will be on the dance for fun and exercise.

Participants: Paula Lary Louise Kleba

ART 26: Belly Dance Belt Costuming

Begins: Sa1100

Location: Demo

Using newspaper, each person will make and custom fit a pattern to make their own belly dance belt. We'll discuss designs, fitting how-tos, and ways of embellishing the finished belts.

Participant: Paula Lary

SCI - Science

SCI 02: Solar System Exploration Today

Begins: Sa1100

Location: D

What are we doing to explore our celestial neighborhood?

Participants: Loretta McKibben David Williams Mike Willmoth Veronica Zabala Bennie Grezlik

SCI 18: After the Shuttle, What Next?

Begins: Fr1730

Location: D

The Space Shuttle was designed and built over twenty years ago and is now obsolete. We need a method of access to space that is both reliable and cheap. What launch systems should we be seriously considering?

Participants: Loretta McKibben David Williams Louise Kleba Bennie Grezlik Veronica Zabala

SCI 27: NASA Space Science Update

Begins: Sa1000

Location: D

What's new with NASA? Discover what developments are occurring within the world's preeminent space program.

Participant: David Williams

SCI 28: International Space Station Update

Begins: Sa1200

Location: D

Join NASA flight crew representative Louise Kleba for her presentation on the most recent developments for the International Space Station.

Participant: Louise Kleba

GAM - Gaming

GAM 04: CopperCon 23 Collaborative d20 Dungeon

Begins: Su1000

Location: Ventanas

Using the Dungeons and Dragons 3.0 system, three different GMs will run a game using an anthology of dungeon rooms from convention participants at different times throughout the con. This anthology will then be made available via our website in PDF format after the convention.

Participant: Michael Jackson

GAM 04: CopperCon 23 Collaborative d20 Dungeon

Begins: Sa1430

Location: Ventanas

Using the Dungeons and Dragons 3.0 system, three different GMs will run a game using an anthology of dungeon rooms from convention participants at different times throughout the con. This anthology will then be made available via our website in PDF format after the convention.

Participant: Kevin A. Murphy

GAM 04: CopperCon 23 Collaborative d20 Dungeon

Begins: Fr1900

Location: Ventanas

Using the Dungeons and Dragons 3.0 system, three different GMs will run a game using an anthology of dungeon rooms from convention participants at different times throughout the con. This anthology will then be made available via our website in PDF format after the convention.

Participant: Rusty Neal

GAM 06: LARP Park

Making Fantasy a Reality

Begins: Fr1730

Location: D

David Perrine presents a proposal for a live action role-playing park in northern Arizona.

Participant: David Perrine

GAM 07: Changling: The Dreaming (LARP)

presented by Tithe of Souls Camarilla

Begins: Fr1900

Location: Pavillion

Once upon a time, Fairies lived with all the imagination and glamour they could dream of. As creativity of humans dwindled, the Fey had to choose human hosts to survive the serge of banality. Join

the fight to create and inspire creativity. (This is a Live Action Role Playing Game for five to thirty players.)

Participants: Jennifer Boyd Charmain Hopkins

GAM 08: Vampire: The Masquerade (LARP)

presented by 5th Saturday Productions

Begins: Sa1900

Location: Pavillion

The end of times are so close, you can taste it. Vampires sit back and politic while mortals rampage through the streets looting and killing. Has the usefulness of the Masquerade ended? Elders fight for their "traditions" while the neonates fight for their lives. The Sabbat have assembled a foot army marching across the desert. The enemy will be in Phoenix within the week. The Prince must make some hard choices. (This is a Live Action Role Playing Game with Adult themes for five to thirty players. There is no age limit, but parental consent is suggested.)

Participants: Lori Herrin Travis Neal

FFP - Family Oriented

FFP 03: Board Games

Begins: Fr2030

Location: Demo Room

Remember Hi-Ho Cherry-o? Parcheesi? And More! Come and just relax, play the games, sit around, and talk or read.

Participants: Wayne Myers Bruce Farr

FFP 04: LEGO Creations

Begins: Sa1430

Location: Reading Room

Come pick up some LEGO-brand building blocks and put together fantastic robots, alien architecture, or just have fun building things with our terrific staff and a stray participant or two.

Participants: Wayne Myers Ben Massoglia

FFP 07: Once Upon a Time

CopperCon 23's own Epic Fantasy

Begins: Su1430

Location: A

Many fairy tales share common elements. There is a quest or a journey. Things appear in sets of three. Characters get magical "tools" such as magic swords or shoes or carpets. The main character must overcome some sort of obstacle to become a better person before reaching her goal. Families are invited to spend some time with a couple of authors creating a modern fairy tale that includes these traditional elements.

Participants: Janeen O'Kerry Don Markstein

FFP 09: Family Face Painting

Begins: Sa1530

Location: Video Staging Room

Be face painted for fun, as part of a hall costume, or in preparation for the Masquerade.

Participant: John Wheeler

MED - Media

MED 01: SF Tube Talk

Stay Tuned

Begins: Sa1000

Location: E

Spike on Angel? Starbuck is a girl? Join SFTV.org webmaster Lee Whiteside (who's also chairing this convention) for the latest news and rumors on genre television. (Same as FAN01)

Participant: Lee Whiteside

MED 02: At the Movies

Freebies & Previews with Barry Bard

Begins: Su1000

Location: BC

Barry Bard presents movie trailers for up and coming films and brings us all the free movie-related goodies we can carry away. (Same as FAN02)

September 2003

Participant: Barry Bard

MED 03: Farscape Live Commentary

Begins: Th2030

Location: C

Lani Tupu (Pilot and Crais) and David Franklin (Braca) perform live commentary to a Farscape episode for our registered guests.

Participants: Lani Tupu David Franklin

MED 08: Stage Presentation 101

How to Walk the Walk and Pose the Pose

Begins: Sa1200

Location: C

Ever worry about what a Masquerade participant should know? Learn what to do and not to do from those who are in the know! (Same as ART18)

Participants: Larry Vela Kit Townsend Jeneen O'Kerry Pat Broussard

MED 11: FINDING THE FUTURE: A Science Fiction Conversation

Begins: Su1200

Location: A

This is a special presentation by Joseph Formichella.

Participant: Joseph Formichella

MED 12: Dragonpage.com SF Internet Radio Show Introduction

Begins: Sa1300

Location: Reading Room

Hosts Michael Mennenga and Evo Terra give a presentation about the show.

Participants: Michael R. Menenga Evo Terra

MED 13: Dragonpage.com SF Internet Radio Show Review

Begins: Su1300

Location: Reading Room

Enjoy highlights from past radio interviews replayed for your listening pleasure.

CopperCon 23

Participants: Michael R. Menenga Evo Terra

MED 16: The Trek Liberation Front

Is the Star Trek Franchise on Life Support?

Begins: Sa1600

Location: D

Has the Star Trek franchise reached its low point? Is Nemesis the last Trek movie ever? Can a new direction save Enterprise? Does anyone still care? Can fans make a difference? Find out what our panelists think.

Participants: David Williams Larry Warner Carol Hightshoe Sonni Cooper Christopher Turco

MED 19: Caribou Moving Pictures presents Planet of the Killer Robots

Begins: Fr2030

Location: C

Caribou Moving Pictures will show this locally produced eighty-minute feature. Following the movie, stick around as the folks at CMP discuss the film, their other projects, and the local motion picture industry.

Participants: Tim Bryant Ralph Score Tim Tharalson Stan Robinson

SOC 04: Flirting panel

What's Love Got to Do with It?

Begins: Fr2330

Location: D

Flirting is an age-old skill that is required for the propagation of the species. Panelists pass on their skills to any interested parties.

Participants: Bruce Farr Ben Massoglia Diana Vick Randall Whitlock

SOC 07: Sex Toys of the Future

Begins: Sa2330

Location: E

Bennie Grezlik hosts this midnight panel, which begins with a twenty-minute presentation of historic sex toys, followed by a rather freewheeling round robin between the panel and the audience.

SOC 08: The SafeSpace Project

What's Really Happening On Planet Earth

Begins: Su1200

Location: E

Author Robert D. Miles will discuss his new science fiction book Safespace. Safespace is based on his personal extraterrestrial experience. A virtual Internet community called the Safespace Project is also being planned. Dreamers and innovators are wanted to share their ideas and implement their visions on how to create a better world. If you have the spirit of adventure and are willing to work, come sail with us. Contact Safespace at www.safespaceproject.com

Participant: Robert D. Miles

SOC 09: Roundtable: Near Death Experience

Begins: Sa1000

Location: A

This is a roundtable discussion about near-death experience. What is near death experience? Is it real or hallucination? Is faith a prerequisite for having one?

Participants: Bennie Grezlik Connie Willis Wolf Forrest Catherine Wells Loretta McKibben

SOC 10: The Role of Fiction in Society

Begins: Su1000

Location: A

Is fiction merely a means of escapism, or does fiction bear a responsibility to society and its members? What kind of responsibilities has fiction been given in the past and present, and were they or are they now reasonable? What responsibilities—if any—is most fiction currently shirking? (Same as WRI10)

Participants: Jacqueline Lichtenberg Janeen O'Kerry Sonni Cooper Sue Martin Evo Terra Michael A. Shea

WRI 01: Designing Cultures

Begins: Su1100

Location: D

culture for your characters? What works? What does not? Discover design tips with writers new and old.

Participants: Sonni Cooper Kevin A. Murphy Jacqueline Lichtenberg Yvonne Coats Pat Broussard Don Markstein

WRI 02: Here there Be Dragon Moon Press!!!

Begins: Su1000

Location: Reading Room

Meet Tee Morris and Michael R. Mennenga, two authors from Dragon Moon Press, an independent press based out of Calgary, Alberta, Canada, and quickly becoming a name on the con circuit and a new press on bookstores' bookshelves. Michael and Tee will introduce CopperCon to Dragon Moon Press; discuss their titles and other titles, and their experiences working with independent presses. The authors will also give insight on how to approach the press with their own submissions.

Participants: Tee Morris Michael R. Menenga

WRI 06: Designing Theologies

Begins: Fr1730

Location: A

What is the best way to create fictional religions for your characters? What works? What does not? Obtain design tips with writers new and old.

Participants: Sunni Cooper Ken St. Andre Carol Hightshoe Mark Siegal Adam Niswander Michelle M. Welch

WRI 07: Dark Fantasy—Why Is It Not Written Any More?

Enough of Dragons, Elves, and Unicorns!

Begins: Su1430

Location: D

Why is dark fantasy continuing to get less and less dark? How can this trend be reversed? Can it?

Participants: Michael A. Shea Kevin A. Murphy Yvonne Coats Christopher Turco Adam Niswander Michael R. Menenga

WRI 08: Funny or Scary? The link between Humor and Horror.

Begins: Su1200

Location: D

Humor. Horror. The two have been linked ever since people started laughing as a defense mechanism. How has their parallel development over the centuries influenced literature? What is it that links them exactly, and how can that be used to our advantage?

Participants: Kevin A. Murphy Jacqueline Lichtenberg Weston Osche Scott Vertis Adam Niswander Don Markstein

WRI 09: What Makes It an Epic?

Begins: Fr2030

Location: D

What makes a series epic vs. what makes a single book an epic? Do all epics share something in common?

Participants: Catherine Book Sue Martin Randal Whitlock

WRI 10: The Role of Fiction in Society

Begins: Fr2200

Location: D

Is fiction merely a means of escapism, or does fiction bear a responsibility to society and its members? What kind of responsibilities has fiction been given in the past and present, and were they or are they now reasonable? What responsibilities—if any—is most fiction currently shirking? (Same as SOC10)

Participants: Mark Siegel Scott Vertis Christopher Turco David Perrine Joseph Formichella

WRI 13: Round Robin Story

Spontaneous Collaborative Literature

Begins: Sa1300

Location: E

Join in the creation of a spontaneous story for all to enjoy!

Participants: Kate Daniel Rachel Amberson Scott Virtes Ernest Hogan Emily Hogan Sue Martin

WRI 15: Heroes vs. Villains

Begins: Sa1200

Location: E

What are the qualities and challenges of each type of character? Is there really much difference? Do villains have more fun? Can a villain do good? Can a hero be bad?

Participants: Catherine Wells Yvonne Coats Yvonne Navarro C. F. Yancovich James Reade Ken St. Andre

WRI 17: Writers' Workshop: Handling Point-Of-View in Fiction

Begins: Sa1600

Location: E

Janeen O'Kerry will host this workshop for 10-15 writers and aspiring writers.

Participant: Janeen O'Kerry

WRI 19: Writer's Workshop: Making a Reading Work

Begins: Sa1000

Location: Reading Room

Tee Morris developed this workshop in the wake of several bad experiences with authors and readings. While many new authors have failed to bring in an audience for their readings, he has — on an average — consistently presented his work to audiences. In addition, his readings have always ended with books and money exchanging hands. In this workshop, he brings his experience in Prose-style readings and stage performances to fellow authors who "hate giving readings". Why do readings work for some and not for others? What are some of the "danger signs" to look for? How can you face the disappointment when the time for your reading arrives...and no one shows up? This workshop gives advice in HOW to give readings, promoting your readings at various cons and events, and provide "contingency

plans" for when good readings go bad. He also covers the importance of readings and how to find the best stopping point in your chapter selection or Prologue that will compel your audience to buy your book. And just for fun: a crash course in dialects and character voices.

Participant: Tee Morris

WRI 21: The New Author and Marketing Yourself

Begins: Sa2030

Location: E

The new author shows up to an event, a fresh face standing among the pros. What can you do to make your presence known without alienating your peers? Where is the point known as "too far"? How can you market yourself on a shoestring budget? What are some other options if I've got money to invest? What about advertising? This is a panel that can easily become a workshop for the new author, the up-and-coming author, and the authors of tomorrow wanting to break into the business.

Participants: Tee Morris Ernest Hogan Emily Hogan Michelle M. Welch Pat Broussard Mark Siegel

RDG 01: A Reading

By Connie Willis

Begins: Th1900

Location: A

Connie Willis will have a special surprise reading.

Participant: Connie Willis

RDG 02: A Reading

by Yvonne Coats

Begins: Sa2200

Location: Reading Room

Yvonne Coats will read from two to four short fiction pieces.

Participant: Yvonne Coats

RDG - Readings

RDG 04: A Reading

by Wolf Forrest

Begins: Sa2030

Location: Reading Room

Wolf Forrest will read from Veracruz Control.

Participant: Wolf Forrest

RDG 05: A Reading

by Carol Hightshoe

Begins: Fr2200

Location: Reading Room

Carol Hightshoe will read from Fantasy.

Participant: Carol Hightshoe

RDG 06: A Reading

by Donald D. Markstein

Begins: Sa1200

Location: Reading Room

Donald D. Markstein will read an Uncle Scrooge comic book story.

Participant: Donald D. Markstein

RDG 07: A Reading

by Loretta McKibben

Begins: Su1200

Location: Reading Room

Loretta McKibben will read from Space Women, Fact and Fiction, a work in progress.

Participant: Loretta McKibben

RDG 08: A Reading

by Robert D. Miles

Begins: Fr2030

Location: Reading Room

Robert D. Miles will read from his new book, Safespace.

Participant: Robert D. Miles

RDG 09: A Reading

by Tee Morris

Begins: Sa1100

Location: Reading Room

Tee Morris will read from Morevi.

Participant: Tee Morris

RDG 10: A Reading

by Kevin Murphy

Begins: Fr1600

Location: Reading Room

Kevin Murphy will read from The Dream of Anne of Gandersmythe, a mock-epic in progress.

Participant: Kevin Murphy

RDG 11: A Reading

by Yvonne Navarro

Begins: Fr1730

Location: Reading Room

Yvonne Navarro will read an excerpt from one of her works.

Participant: Yvonne Navarro

RDG 12: A Reading

by Adam Niswander

Begins: Sa1600

Location: Reading Room

Adam Niswander will read from his short story collection, Blurring the Edges of Dream.

Participant: Adam Niswander

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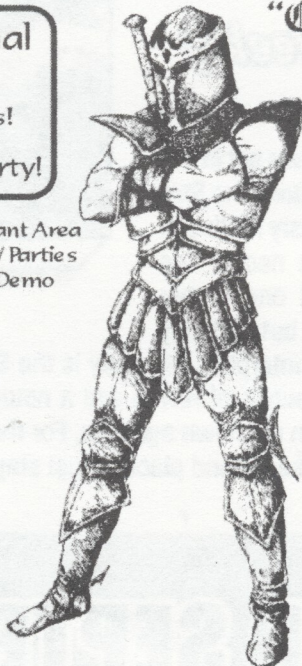
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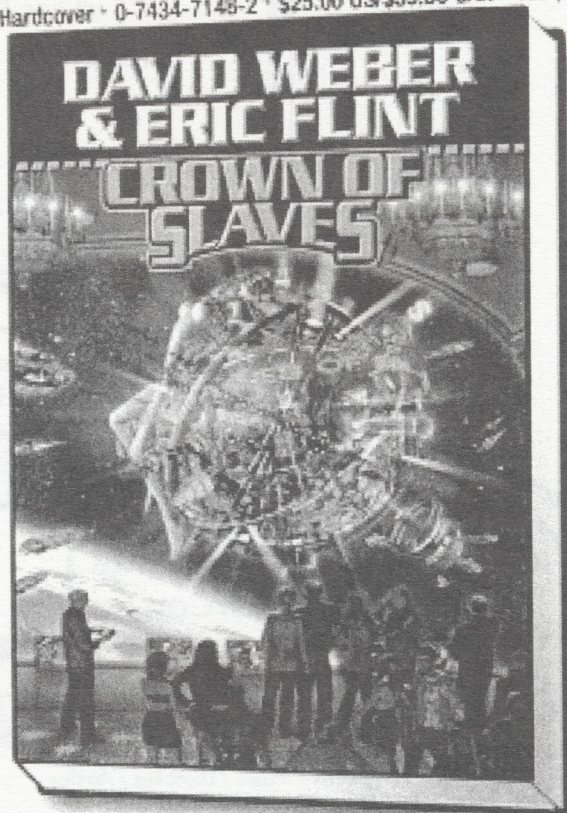
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Program Participants

Rachel Amberson

Rachel Amberson is a Phoenix-based tarot reader, role player, and mother. She has had many requests at local conventions to give one-on-one readings, and will do so throughout the convention. Among her other credits, she has portrayed Professor Trelawney for Hogwarts Live Action.

Barry Bard

Normally ebullient and enthusiastic, Barry Bard is silent about his accomplishments and contributions to fandom in Arizona and around the world. He brings us overflowing freebee tables, movie previews, and much more. If (who are we kidding when) you stop by his dealer's table he always seems to have just what you are looking for. We hope he knows just how much he is appreciated by local fandom!

Billy Bishop

Billy Bishop is an attorney licensed to practice in the State of Arizona. In addition to being a member of the Velavision team, is also known in Phoenix area fandom for his involvement in playing, running, and writing role-playing games and his involvement with local convention programming.

Catherine Book

Catherine Book keeps active in local fan circles through book discussion groups and her excellent work as Charity Auction director for local conventions.

Pat Broussard

Pat Broussard is an aspiring writer who has attended every single CopperCon with the exception of one year (because her daughter was getting married).

Tim Bryant

Tim Bryant is the heart of Caribou Moving Pictures. His works include *A Human's Tale*, *Hunger and Greed*, *Waystation Detours*, *The Lift*, and *Planet of the Killer Robots*.

Mike Cassidy

Mike has been attending conventions since the first one he attended at the Del

Webb tower in the middle of Phoenix in 1976. He is a former Marine (OORAH !!!) who rebuilds carburetors blindfolded, builds computers with out using instruction manuals and makes scale models with such excruciating detail that most people cry out "You MUST be CRAZY!". Mike currently spends most of his days maintaining and repairing equipment that tests little pieces of silicon impregnated with various kinds of metal oxides for a major multinational company. He has been seen recently at the Velavision corporate office at "The Big Building Plaza" in Dyptheria, AZ in high-level talks with the Velavision board of directors.

Yvonne Coats

Yvonne Coats is originally from Dubois, Wyoming, a town where the wintering big-horn sheep outnumber the humans about ten to one. She now lives in Albuquerque, New Mexico, a city with more people than the entire state of Wyoming ... but a lot less snow. She shares space with her handsome mathematician husband Mike Collins and their bad-but-beloved cat Magpie. Her stories have appeared in *Marion Zimmer Bradley's Fantasy Magazine* and *The Penguin/Roc anthology Treachery & Treason*. She was short listed for the first James White Award in 2000. Baen will publish her next story in *Turn the Other Chick* in 2004.

Sonni Cooper

<http://sonniart.com>

Sonni Cooper was William Shatner's publicist for two years - handling his fan liaison. She is a successful artist, with her work on show at the Galleria de Artistas Gallery in Scottsdale among others. Sonni is the author of *Black Fire* which was on the Science Fiction best seller list. She is also an anthropologist, and likes to design cultures. Sonni is a member of Screen Actor's Guild. Most of her screen work was in Westerns, however you'll spot her in *Invasion of the Body Snatchers!*

Kate Daniel

<http://www.dm.net/~katedaniel/>

Kate Daniel has written eight books (all but one published), sold short stories to assorted anthologies and magazines, and has several new projects in the works. She is the managing editor of *Wordwright*, an

online critique service. She travels the world from her southern Arizona home, shared with Bill and two cats. Via her imagination, Kate travels others worlds of words, her own and others. Wanderlust can take many forms.

Bruce Farr

Bruce Farr collects books, art, convention committee positions, tax knowledge, and whatever else is not nailed down. He has worked on over 100 conventions in the last 20 years, Chaired NASFiC, World Fantasy Con and others. He has edited SF fan magazines and is an accountant/CPA. He is the proud husband to Lea Farr, and father to Kira and Heather.

Joseph Formichella

Joseph Formichella is co-Director/Producer/Editor at Anomalous Entertainment, LLC for "Finding the Future: A Science Fiction Conversation", a feature-length documentary shot mostly at Chicon in 2000. In addition, Joseph Formichella has also written and produced an ultra-low budget feature called WHISPERS. It's a sort of Blair Witch Project meets MTV's Real World. Mr. Formichella has been a screenwriter for about 15 years and has taught screenwriting at Scottsdale Community College since 1998. Joseph Formichella was a contributing editor for *Computer Buyer Magazine*, and has built and networked his own home computer network.

Wolf Forrest

Wolf has been a contributor to such diverse publications as *Cinefantastique*, *Midnight Marquee*, *The Asheville Citizen*, and the *Washington Post*. He has been a featured artist at *Denvention 2* and *Balticon*. He edited a tabloid-sized fantasy fanzine called *St. Toad's Journal* which received an entry in the *International Science Fiction Yearbook* of 1979. Wolf has also worked with James Reade on several comic books and parodies. He has assembled a collection of his stories called "Never in Paradise". Having been interested in films since he was seven, Wolf boasts an extensive film collection.

Alan Dean Foster

Alan Dean Foster's writing career began when August Derleth bought a long Lovecraftian letter of Foster's in 1968 and much to Foster's surprise, published it as a short story in Derleth's bi-annual magazine *The Arkham Collector*. Foster's work

to date includes many genres of science-fiction, fantasy, horror, non-fiction, and he has produced the novel versions of many films, including such well-known productions as Star Wars, the first three Alien films, and Alien Nation. Though restricted (for now) to the exploration of one world, Foster's love of the far-away and exotic has led him to travel extensively. He has taught screenwriting, literature, and film history at UCLA and Los Angeles City College as well as having lectured at universities and conferences around the USA and in Europe. He now resides in Prescott in a house built of brick salvaged from a turn-of-the-century miners' brothel, along with assorted dogs, cats, fish, several hundred houseplants, visiting javelina, porcupines, eagles, red-tailed hawks, skunks, coyotes, bobcats, and the ensorcelled chair of the nefarious Dr. John Dee. Foster is presently at work on several new novels and media projects.

Mark Greenawalt

<http://www.futureclassx.com>

Mark Greenawalt is an award-winning artist who has evolved to painting on living canvases. From liquid latex swimsuits to

airbrushed murals, Greenawalt blurs the boundaries between art and photography as an accomplished body painter. His final images are more than documentation snapshots of what he painted. They are more like professionally composed photographs of beautiful models whose surroundings compliment their painted skin. The photograph, after all, is the final product once the body painting has long since washed away. Mark's work has been featured in numerous magazines, on television, and at live demonstrations for various art groups. Born and raised in Pennsylvania, he now makes his home in Phoenix, Arizona.

Greg Benford

Gregory Benford is a science fiction author and physicist who teaches at the University of California, Irvine. He has published many novels including Timescape, Foundation's Fear, Cosm, The Martian Race, and Eater. Benford has been nominated for four Hugo Awards (for two short stories and two novellas) and 12 Nebula Awards (in all categories). He won the Nebula for his novel *Timescape* and the novelette "If the Stars Are Gods" (with Gordon Eklund).

Jerry Goodtz

Jerry Goodtz published his first story nationally in 1978. His works include the short stories *The Anthropic Cosmologist*, *Slouching Towards Bethlehem*, and *The Wigglers*. His most recent story *Bubba-Rap* will be published at the end of 2003.

Bennie Grezlik

Currently seeking a publisher for his completed Search For Earth trilogy, Bennie Grezlik's credits include *The Anthropic Cosmologist* (short story-GateWay SF Magazine, 2002), *The Wigglers* ("More Stories That Won't Make Your Parents Hurl" anthology, Yard Dog Press, 2003), *Slouching Towards Bethlehem* (short story-Black Petals Magazine, 2002) and 22 years as a technical writer/trainer in the electric power industry. He has been secretary of the Houston Writer's League. Bennie has also taught classes on the operation, maintenance, and repair of power control equipment all over North America and as far afield as China. When not writing or teaching, Bennie tinkers with electronic projects such as treasure detectors.

Carol Hightshoe

<http://www.klyssia.com>

Carol Hightshoe is a member of the SFWA, Broad Universe, the Pikes Peak Writers. Her work includes *Midnight Song* - a romantic fantasy appearing in *Creature Fantastic Anthology*. She keeps involved in Star Trek fandom, especially as a member of the Klingon fan group IKV Honored Warrior. Carol also slings her dice as a player of D&D.

William Hodgson

<http://www.wjhodgson.com>

W.J. Hodgson has completed well over 200 illustration assignments, including over 300 illustrations. These have ranged from cut-away schematics for a book on NASA hardware to posters (ballet and opera, ren faires, etc.) to magazine and book covers (the latter mostly romance novel covers) to covers for board games (from genre (e.g. Redemption) to way out there, like "I Love Lucy") to CCG's, etc. Along the way, he has gathered over 200 awards. He just added a fifth gallery to those who represent his work. That's what takes most of his time now, along with being Mr. Mom to their three kids while his wife,

Sherrie, works her way through veterinary college. He actually started as a writer, and he has about 160 national writing credits, mostly non-fiction for major magazine markets, though with the occasional fantasy or SF story, including one best-of appearance, and now some screenplay work. They live on a small acreage in Piedmont, Oklahoma, with a small herd of wiener dogs (is there any other kind) and assorted other creatures.

Emily Hogan

<http://none>

Emily Hogan has been a published author for sixteen years — writing under three pseudonyms. Her short fiction has appeared in Asimov's SF, the full spectrum Anthology, and Aboriginal SF, whose readers voted her a Boomerang Award. She enjoys studying many different fields including history, neurology, psychology, and mythology. As Emily Devenport, her novels include: *Shade*, *Larissa*, *Scorpienne*, *Eggheads*, *The Kronos Condition*, and *Godheads*. As Maggy Thomas, she wrote the novel *Broken Time* which was nominated for the Phillip K. Dick Award. As Lee Hogan, she has written the novels *Belarus* and *Enemies*.

Ernest Hogan

Author and artist, Ernest Hogan has done stories, articles, reviews, cartoons, illustrations, and covers in a number of science fiction magazines. The reputation as the international underground cult author of *Cortez On Jupiter* and *High Aztech* has caused a frenzy of critical acclaim for Ernest Hogan's latest novel *Smoking Mirror Blues*. (What? You haven't read it yet? Get in touch with the folks at Wordcraft of Oregon right away!) His fiction has appeared in *Amazing Stories*, *Last Wave*, *New Pathways*, *Pulphouse*, *Semiotext(E)*, *Penthouse Hot Talk*, *Proud Flesh*, *The Red Dog Journal*, *Science Fiction Age*, *Analog*, and *Spider*. Look for "Pallocrat," a short film based on his story "The Frankenstein Penis" on DVD in *Hellchild: The World Of Nick Lyon*. Most recently, "Burrito Meltdown," his light-hearted romp about Chicano bioterrorism appeared in the anthology *Angel Body And Other Magic For The Soul* (order that from Wordcraft while you're at it). Soon in a bookstore near you "Coyote Goes Hollywood" — in which an ancient trickster spirit plugs into the modern media — will be featured in *Witpunk*, an anthology from *Four Walls Eight Windows*.

Michael Jackson

Michael Jackson is best known to the gaming community of Arizona fandom for his involvement with the Frank Luke Air Corps (Dawn Patrol group) and for his Shadowfist CCG tournaments. His playtesting credits go as far back as FASA's Battletech and the Feng Shui RPG. He can also be found helping out with convention programming and running various role-playing games for his friends. His game reviews have appeared on AZ Gamers dot INFO and in Connotations.

Louise Kleba

Louise is rarely encountered without an accompanying "TARDIS", i.e. books from a broad spectrum of subjects mostly read while flying domestically and internationally. She collects memories, more books, flight suits (some with fascinating histories and origins), space, and Babylon 5 memorabilia. At other times Louise enjoys beadwork, watching action movies (SF/drama), dancing (ballroom to belly dance), and writing letters as time permits. Louise has a BS in Electrical Engineering Technology from the Milwaukee School of Engineering and a MS in Technical Management from Embry-Riddle Aeronautical University. In her professional life she's a Space Shuttle VITT-Flight crew representative. Louise began working for McDonnell-Douglas (now Boeing) at the KSC in April 1990 after working as a radar field test engineer for Martin Marietta (now Lockheed). In September 1995 she joined the Flight Crew Operations Directorate as a representative of the flight crews in the Vehicle Integration Test Office. Louise continues to make her home in Cape Canaveral, FL. Her most recent support missions were the inaugural flights of the Italian MPLMs (Multipurpose Logistics Modules) and the Canadarm2 for the International space station.

Jim Klemaszewski

Jim Klemaszewski has been involved in education, religion and science since 1988. His current research is focused on gaining an understanding of planetary surface processes and the geological histories of Jupiter's icy Galilean satellites. Jim has been part of the Solid State Imaging (SSI) team of NASA's Galileo mission since 1996. He is responsible for the imaging plan development for has partici-

pated in orbit and mission planning for Galileo's mission extensions. As the former Director of Educational Services at the Arizona Science Center, Jim was involved in a variety of educational activities, including teacher-training workshops. He has since started his own education/outreach company (Academic Research Lab) through which he partners with NASA/JPL, Project Universe, and the World Hope Foundation. Jim has been teaching at the undergraduate level for over ten years, and is an Assistant Professor at Grand Canyon University in the Colleges of Science, Liberal Arts, Business and Professional Studies, and Christian Studies. Jim is also the Projects Coordinator and Grant Administrator at the Canyon Institute for Advanced Studies, and the Chairman of the Greater Phoenix Science and Religion Society.

Paula Lary

Along with belly dance dancing and costuming, Paula Lary does stained glass, photography, and general costuming. She is the Secretary of the Southwest Costumer's Guild chapter of the International Costumer's Guild. She has started to write stories about her cat family (she has ten indoor cats at the present, including an almost four-month old Siamese mix who was rescued from her attic when he was just three weeks old), to play several musical instruments, and to try to work a way to make all this pay to supplement the pay from her new job.

Jacqueline Lichtenberg

<http://www.simegen.com/jl/>

With eighteen SF novels, fourteen SF short stories, and Star Trek Lives! plus over six years of the SF/F review column in The Monthly Aspectarian, Jacqueline Lichtenberg, the founder of Star Trek Welcommittee, is still Trekking with her unique combination of science fiction and non-horror Occult writing. Jacqueline is co-founder of Sime-Gen Inc. with Jean Lorrh, and together they have launched the WorldCrafters Guild, the free online school of Professional Writing. Jacqueline has a new release available at CopperCon, Sime-Gen: The Unity Trilogy — set a thousand years into Earth's future after a mysterious mutation changes humanity drastically. Plus, she might have two other books just out, if the publisher makes it in time.

Tom Marcinko

<http://blogs.salon.com/0002637/>

Tom Marcinko is a freelance writer and editor who has published stories on Ellen Datlow's www.eventhorizon.com, Interzone, <i>100 Vicious Vampires</i>, Science Fiction Age, </i>and elsewhere. He has

also published non-fiction in various film magazines, including <i>Creative Screenwriting</i> and <i>Asian Cult Cinema</i>. </i> He is finishing up his first speculative fiction novel as you read this. He is also experimenting with blogging as a way of exchanging, keeping track of, and/or venting ideas.

Don Markstein

<http://www.toonopedia.com>

Donald D. Markstein has been absorbing knowledge about comics and animation for just about half a century now. Don makes his living as a writer and editor. In 1981, Don and his wife, GiGi Dane, founded Apatoons, a cooperative publication which has, in the years since, featured the work of some of animation's top commentators. He writes Walt Disney comic books - citing his very favorite writer and artist, Carl Barks, as a major influence, of course. Naturally, he's done Donald and Mickey, but his favorite work is on one of the less well-known of the Disney guys, Bucky Bug. Don has also written Eek! the Cat, Mighty Morphin Power Rangers, and other characters in comic book form. In 1999, he started writing Don Markstein's Toonopedia™, a project he expects to work on for the rest of his life.

Sue Martin

Sue Martin reviewed speculative fiction for the LA Times for about fifteen years. She also wrote about speculative fiction-related subjects for the newspaper's entertainment section. (The biggest highlight being her interview of George Lucas on the occasion of the 10th anniversary of Star Wars.) Sue actually had two pieces of fiction published there as well, and is now working on a cheap fantasy romance. She was a professional ballet photographer and had her work published in newspapers, magazines, and books. She remains an avid reader of just about anything and maintains membership within the SCA.

Alice Massoglia

A 17 year veteran on the speculative fiction book selling front, Alice has also worked at staff or committee level for approximately a dozen regional or larger speculative fiction conventions, and about the same number of local speculative fiction conventions. She is a part of the group putting on Regency Dance events both locally and at other conventions and is a member of one

of the Baker Street Irregulars. Although living in Los Angeles, Alice considers herself to be part of Arizona fandom.

Ben Massoglia

Part of the Massoglia book-selling clan, Ben has been part of Phoenix fandom from an early age. His current interests include collectible card games, computer games, RPG's, LARP's, and speculative fiction literature.

Marty Massoglia

A fan and purveyor of fine speculative fiction books for the last 17 years, Marty can usually be found at the dealer's table. He is also well known for teaching regency, country, and ballroom dancing at local conventions.

Kitty McDonald-Neal

<http://www.azGamers.INFO>

Kitty McDonald-Neal is an integral part of this convention's programming team. Kitty is known to fandom mostly for her involvement in convention programming and for her decade-long Vampire: The Masquerade chronicle. Her other interests include genealogy, cooking, camping, hiking, gaming, and some costuming. Kitty is webmaster for Velavision.com; RipRoarinComics.com and azGamers.INFO, among others. She lives in Tempe with husband Rusty and has 2 grown kids plus two grandchildren.

Loretta McKibben

<http://grs.lpl.arizona.edu/~loretta>

Loretta McKibben does public outreach for solar system exploration as a NASA/JPL Solar System Ambassador (for the state of Oklahoma until a few months ago... now as an Arizona Ambassador). She has been on panels at Worldcons (ConJose 2002, Chicon 2000), as well as Westercons and Leprecons of old in the

1980's, probably some Coppercons in the 1980's, and cons in Oklahoma.

Michael Mennenga

<http://dragonpage.com>

Michael Mennenga's novels include the Fantasy/Romance Novel "Mistress of the Dragon" and the young adult series "The Valley of the Dragons". He is also host of

his own Internet radio talk show called "The Dragon Page" (www.dragonpage.com). Along with his co-host Evo Terra, they broadcast worldwide on Book Crazy Radio (www.bookcrazy.net) and in syndication - with listeners as far away as Australia, Europe, and even Russia. The show features interviews with speculative fiction authors, publishers, and artists - such as, Piers Anthony, R.A. Salvatore, Tracy Hickman, Terry Brooks, and Peter Coyote - and they discuss many other related speculative fiction topics, news, and events. Michael and his wife Lorrie are currently residents of Phoenix, Arizona. He is a member of The Arizona Authors Association, Toastmasters International, and is a Book Crazy Author.

Robert Miles

<http://www.safespaceproject.com>

Robert Miles is a television and motion picture writer and producer with thirty years experience. He has written and published numerous articles, and non-fiction stories. An avid adventurer, Robert designed and built four sailing vessels, cruised to Hawaii, Baja Mexico, and Honduras. Safespace is a manifestation of his personal extraterrestrial experience.

Allison Mitchell

Allison Mitchell is a textile artist, and has experience in quilting, general sewing and doll making. You may have seen her dolls in the art shows-she makes the dragons. While she has no experience with the costumer's guild, she has made her own costumes for SCA events and has experience with the sewing aspects therein.

Fernando Molinari

Fernando Molinari is an artist and illustrator from Buenos Aires, Argentina. His work encompasses science fiction, fantasy, horror, commercial art, and a special Jazz Art Gallery that has seen major exhibition in Argentina. Born in Buenos Aires, Argen

tina, on the 19th of November 1963, Fernando is a self taught professional. He acts as an illustrator, plastic artist, and professor of graphic and plastic arts. He has carried out diverse covers and special works for such companies as the editorial Planet, Atlantis, Continent, Emecé, Alfaguara, Aguilar, magazine Conozca más, agency Casares Flock, theater Metropolitan, etc. His exhibitions are sometimes accompanied by television and graphic presentations that show the development of his technique and backstage work.

Tee Morris

<http://www.morevi.com>

Tee has been writing adventures in far-off lands and far-off worlds since the fifth grade. Inspired by the numerous volumes under the Choose Your Own Adventure titles and then later by Terry Brooks' Shannara series, Tee began writing short stories of his own. Tee's first novel is the historical fantasy Morevi: The Chronicles of Rafe and Askana, co-authored with Lisa Lee from Dragon Moon Press. He has also contributed to The Complete Guide to Writing Fantasy, edited by Darin Park and Tom Dullemond, which was just published by Dragon Moon Press. His work-in-progress, Billibub Baddings and the Case of the Singing Sword, has already received distinction, placing second in a "First Chapter of a Novel" contest which was hosted by author Mary Deal (www.marydeal.com).

Dawn L. Mullan

<http://home.graffiti.net/dlmullan>

A native of the Southwest, Dawn L. Mullan fondly remembers writing stories and poetry as well as drawing unique abstractions from an early age. Later, combining these two art forms with technology, Dawn is the web engineer, graphic designer, and webmaster of several professional and personal websites spanning many years. Currently, Dawn exhibits her artistic endeavors in Charity Auctions and Art Shows while speaking on panels of various subjects. Dawn is also a Staff Writer for ConNotations.

Kevin Murphy

<http://www.sff.net/people/Kevin.A.Murphy>

Kevin Andrew Murphy writes and sells science fiction, fantasy and horror novels, short stories, poems, plays and any other form he finds. His most recent publications are the SF novel *Fathom: The World Below* (a novelization of Michael Turner's comic series), the fantasy novel *Drum into Silence* (a posthumous collaboration with the late Jo Clayton, concluding her *Drums of Chaos* trilogy), and an SF novella "With a Flourish and a Flair" in *Wild Cards: Deuces Down* (edited by George R.R. Martin). Upcoming in the horror field are *Penny Dreadful*, a mage novel for *White Wolf's World of Darkness*, and "Gingerbread Recipe #13," a cautionary tale for children in *Vox13's* anthology *Hastur, Pussycat! Kill! Kill!* Kevin also writes games and is currently doing a role-playing adaptation of *Wild Cards* for the *Theatrix* system. He's also just broken into mainstream respectability with a poem, "BAD FAIRIES," in the print edition of Sam Hamill's anthology *Poets Against the War* (from Nation Books).

Wayne Myers

<http://tflas.tk>

Wayne is a game designer that has been involved with Phoenix area fandom for many years. His works include the highly popular *Pokémon Live Action* and more recently *Hogwarts Live Action*. Wayne's purpose is to create games that are fun for all ages and all levels of experience. He has served as game director, program staff, and volunteer for past conventions. By day he provides Tech Support and in the night works on his more creative ideas. Wayne looks toward the "Heart of the Cards" in his friend Paul Donald Peter Tanton who helps to make sure everything that is started comes to a fantastic finish.

Yvonne Navarro

<http://www.yvonnenavarro.com>

After nearly twenty years of pining for it, Yvonne Navarro is a new transplant to Arizona. She's been writing since 1982 and has published thirteen novels (the latest of which is *Buffy the Vampire Slayer: Tempted Champions*) and over seventy-five short stories. She's won several awards for her writing here and there, including the Bram Stoker Award. She's currently working on a number of projects that range from more *Buffy* stuff to a children's book collaboration in which she will help write and illustrate. In addition to maintaining an extensive web site at www.yvonnenavarro.com, she's also the

owner of a little online bookstore at www.dustystacks.com. The Overlook Connection Press has just released the long-awaited limited edition hardback of her first novel, the apocalyptic vampire saga *The Hound Hunters* was due in October 1994, but never made it into print after appearing only as an advance reading copy/uncorrected proof. He has since completed a fourth Shaman novel in the series called *The War of the Whisperers*. Adam is also the author of *The Sand Dwellers*, a stand-alone mythos novel published in 1998 by Fedogan & Bremer, and *The Repository, A Novel of Magik and the Occult*, published by Meisha Merlin Publishing in 1999. His short fiction has appeared in numerous publications, including *100 Vicious Little Vampire Stories*, *100 Wicked Little Witch Stories*, *100 Astounding Little Alien Stories*, *Horrors: 365 Scary Stories*, *The Asylum - Volume II: The Violent Ward*, and *Dead But Dreaming*. Some of his stories were recently featured on the website *HorrorMasters*. His short fiction has also appeared in numerous online magazines including *Bloody Muse* and *SFGoth: Errata*. Adam is former President of the Central Arizona Speculative Fiction Society (CASFS) (fourteen terms), has served on the CASFS Board, and is a member of both SFWA and HWA. Adam lives in Phoenix with two cats, *Fafhrd* and *The Gray Mouser*.

Kevin O'Connor

<http://www.AZ501st.com>

Kevin O'Connor is best known as TD0013 of the 501st Dune Sea Garrison. The Garrison, in its *Sniper Detachment* days, won Best of Show at *CopperCon XXI's* *Masquerade*. Besides *Star Wars* costuming, Kevin builds props and costumes for *YK Productions*, including their upcoming *Villikon Chronicles*. He is also a founding member of the new company "DOK Armor".

Weston Ochse

<http://www.westonochse.com>

During the day, Weston Ochse is a U.S. Army Interrogator. He has published nearly 100 short stories in the professional and small press markets. Most recently, they've been accepted to the anthologies *The Children of Cthulhu* (Del Rey), *The Anthology of Absinthe* (Random House), and *In Laymon's Terms* (Cemetery Dance). He co-authored a collection with David Whitman called *Scary*

Rednecks and Other Inbred Horrors. This collection received exceptional reviews and recognition, to include recommendations for the Bram Stoker Award and the Years Best Fantasy and Horror. Until they folded in July of 2002, *Scary Rednecks* was *Darktales Publications* best selling book. A sequel collection called *Appalachian Galapagos: A Scary Rednecks Collection* was published in Hardback in early 2003 by *Medium Rare Books* with an introduction written by Edward Lee. A movie is currently being made of the short story that appeared in *Scary Rednecks* called "Catfish Gods." Filming begins in October.

Janeen O'Kerry

<http://www.okerry.net>

Janeen Deboard is a writer whose nom de plume is Janeen O'Kerry. Her books are all published by *Leisure Books* (Dorchester Publishing). Her credits include *Sister of the Moon* and *Spirit of the Mist*. Look for them in the Romance genre in spite of their time travel/magic elements.

David Perrine

www.discountdragon.com

David Perrine is an entrepreneur who is planning to build a live-action role-playing theme park northeast of the Valley. He is also promoting a ballot initiative to establish a space program in Arizona. He has sold fantasy and speculative fiction art of his own creation as well as clothing, weapons, and various other crafts.

James Reade

<http://www.riproarincomics.com>

James Reade is an experienced commercial artist and is the founder and a participating artist of *RipRoar'n Comics*. He had the vision that people might want comic books that are one of a kind, made by hand, works of art. After spending his time painting everything from caricatures to t-shirts to amusement parks he decided to create comic books to entertain—only because the formula for mainstream comics became so slick and predictable that they weren't fun anymore. Credits include *Doctor What*, *Torg*, *Marked by the Beast*, *Blood and Sunder*, *The Eternal Soldier*, *Big Bertha*, *The Side Hill Muckets*, and *Trolley Man*. Check out his *RipRoar'n Comics* web page for many samples of his art.

Cary Riall

Cary Riall is an embedded avionics and control software system designer. He is known to local fandom as the ever-faithful master of ceremonies for the Masquerade and Meet the Pros events at many area conventions, and as newscaster for several VelaVision newscasts. His other interests include costuming, near-future technology, medieval technology, and gaming.

Stan Robinson

<http://www.geocities.com/stanrobinson2002/index.html>

Stan Robinson has eighteen years of film, video, and live-show production experience. He has been an assistant director in film production, an associate director, and a stage manager in video and live production. He is co-founder and a past president of the Black Filmmakers Association of Central Florida. He now works with the folks at Caribou Moving Pictures.

Ralph Score

Ralph Score is as member of the Caribou Moving Pictures team.

Michael Shea

<http://www.michaelsheaauthor.com>

Michael A. Shea is a published writer of horror and science fiction and magic realism. His credits include *Niff the Lean*, *The A'Rak*, *The Mines of Behemoth*, *The Color Out of Time*, *A Quest for Simbilis*, *Polyphemus* (collection), *In Yana*, *The Touch of Undying*, *The Incomplete Niff* and twenty-six other stories and novellas. He studies medieval and early

modern European history with an emphasis on the eighteenth century. Michael has a special love of Augustan Prose, e.g. Swift, Johnson, Gibbon; and a passion for Shakespeare, and romantic poetry.

Mark Siegel

Mark Siegel was an early speculative fiction scholar (with a PhD in English) who has published articles on speculative fiction film, television, and literature in academic journals, including *Science Fiction Studies* and *Extrapolation*. He is a veteran of the publishing world, including being former owner/founder of Blue Sky Press. Mark is also one of the local writers pub-

lished by Mike McCollum's 3M Press. Mark's writing credits include the dark fantasy novel *Echo & Narcissus* (Aardwolf Press 2002); a true murder book (*Rocky Point*), and a dozen non-fiction titles including books on Hugo Gernsback, Tom Robbins, Tom Pynchon, and James Tiptree, Jr. He has also written twenty-five short stories in places such as *Writers of the Future*, *Ideomancer*, and *Chiaroscuro*.

Ken St. Andre

<http://www.geocities.com/kenstandre>

Ken St. Andre - is a well-known Phoenix fan and writer of games and game-related short stories who helped organize the first LepreCon 29 years ago and has made at least a token appearance every year since. He was once foolish enough to chair LepreCon 9 whose motto was "bodges—we don't need no stinking bodges!" Con members wore buttons. He is an active member of the Academy of Gaming Critics and SFWA, largely on the strength of his game design work for *Wasteland*, *Stormbringer*, and *Tunnels and Trolls* (which is not dead!). In fact, he is raising enthusiasm for *Tunnels and Trolls* and building up a nest egg for future T&T publishing projects. He has sold several short stories—find them if you can.

Paul Tanton

<http://crusadercitadel.tk>

Paul Donald Peter Tanton keeps active in local fan circles by assisting in various capacities for local conventions, participating in local gaming, and attending local movie premieres. He is a member of Tricuspa Figment Live Action Systems, Phoenix Fan Force, Phoenix Chuy's Fan Club, and heads up the CopperCon XXIII Program Team. Paul has won several local awards including AZ Gamers dot INFO's Caption Contest, James Reade's Artist Model Competition, and VelaVision's MacGyver Challenge. He also was the Runner-Up for LepreCon XXVIII's Short Story Contest.

Evo Terra

<http://dragonpage.com>

Along with co-host Michael R. Mennenga, Evo hosts "The Dragon Page - Literary Concepts in Fantasy and Science Fiction", a weekly syndicated radio talk show which broadcasts worldwide on Book Crazy Radio (www.bookcrazy.net) and in syndication — with listeners as far away as Aus-

tralia, Europe, and even Russia. Their show is varied enough to include fantasy illustrators, game designers, and the occasional movie star. If it starts with a book, then they can talk about it!

Tim Tharalson

Tim Tharalson is as member of the Caribou Moving Pictures team.

Kit Townsend

Kit Townsend is a 1987 graduate of Clarion West Writer's Workshop. She was co-founder of a writer's group for semi-professional writers and a founding member of eWorld's Science Fiction, Fantasy, and Horror Forum. Formerly a regular RPG player, she still spends a lot of time creating new characters, worlds, and adventures — although these creations go into fiction now days. Costuming is another creative outlet for her, with costumes ranging from no-sew designs to historical to equestrian costumes for mounted parade groups. In the real world, she worked for thirteen years as the SF/F/H buyer for Books, Etc., an independently owned general bookstore in Tempe. She now is the chief "computer fixer-upper" and library assistant at McClintock High School in Tempe. She also professionally breeds Appaloosa sport horses, and trains everything from sucklings to adult horses in a variety of disciplines, with special concentration on hunter and dressage. She has three dogs (but fosters one out), two cats, and is responsible for almost two dozen horses (most of which are for sale) on a ranch near Gila Bend, Arizona.

Christopher Turco

Christopher Turco was born on a cold day when bellbottom pants were still in fashion, and he's never forgiven himself for it. He has pursued a variety of artistic interests but has always been drawn most powerfully to writing. The Second World books are his first project; he plans to write unrelated books and further his work on the stage when time allows. His hobbies on the side include his attempts to train a semi-domesticated house spider named Stretch to become a kung-fu assault arachnid whirligig O doom. (We never said he was sane).

Larry Vela

<http://www.velavision.com>

Larry Vela is a custom painter first known for his work on motorcycles, planes, and

trucks, then people and anything that doesn't run away. His keen interest in movie production and all of the arts that are connected with it — such as the creation of costumes and props, filming, directing, editing, and animation — have led Larry and his associates to form The Velavision Video Group. Velavision is best known for producing LepreCon's at-con video newsreels and CopperCon's at-con newsletters. Larry's notable flat art works include Illusion, Cassiopeia, Roadwarrior, and Athena.

Diana Vick

Diana Vick is a multi-talented artist residing in Seattle WA. Her artwork graces over a hundred and fifty cards for collectible card games including Shadowfist, Magic: The Gathering, Legend of the Five Rings, and The Seventh Sea. During her stint as art director for MU Press, she helped create many new titles as well as illustrated and co-wrote numerous stories. Her other work includes inking in Strikeforce: Morituri, cleanup on storyboards for animation such as Gargoyles and The Mask, and several clipart CD-ROMs.

Scott Virtes

<http://tales.scvs.com>

Scott Virtes has written 'Year of the Twist' (a prose collection), 'The Other Secret House' (a poetry collection), 'Master and Commander' (a film with Russell Crowe), and 80+ stories and 250+ poems in small press magazines since 1986. He is a former editor of Alpha Adventures and AlphaDrive magazines.

Karen Wallo

Karen Wallo, proprietor of Art from the Inner Self, has been featured in various galleries. Her credits include Dimensions, Song of the Spheres, and Olympus Mons. Karen professes that she channels her art from deep levels of being and does not look at anything as she creates because it all comes from the soul.

Michelle M. Welch

<http://www.sff.net/people/mmwelch>

Michelle M. Welch offers CopperCon attendees a useful viewpoint on the experience of a new writer. Her first novel is to be published in October 2003. The project grew out of almost fifteen years of work,

and it is the fifth novel manuscript she wrote. Prior to writing novels, she wrote short stories in a magical-realism style. She also has a background in music and has played various instruments with several musical groups.

Catherine Wells

<http://sff.net/people/catherine-wells>

Catherine is the author of several novels, including her 1997 Mother Grimm which was a finalist for the Philip K. Dick Award. She enjoys filking and is also a playwright with numerous production credits. She has also done extensive research on the real King Macbeth, who she says got a bum rap from English historians. Recently she has turned to short stories with pieces published in Realms of Fantasy, Analog, and the anthology Redshift: Extreme Visions of Speculative Fiction. Her whimsical short story "Sysop" will appear in an upcoming issue of Fantastic Stories.

John Wheeler

<http://members.aol.com/eocenepainting/me.htm>

John is a newly practicing face and body painter whose credits include Tempe Snow Day 2001, The Phoenix Children's Hospital Grand Opening Celebration (April 2002), Creation Con, Gallifrey One, the Harris Elementary School Carnival, and LepreCon and CopperCon Masquerades. For samples of his work, check out his web page at <http://members.aol.com/eocenepainting/me.htm>. John will be doing demos as well as have a room set up for getting yourself painted.

Lee Whiteside

<http://www.sftv.org>

Lee Whiteside is our local SFTV guru with the long running SF Tube Talk column in ConNotations, The Magrathea/SFTV Web Page (www.sftv.org), and associated mailing lists. Besides being Chairperson of CopperCon 23, Lee is a software Engineer/Lan Administrator in his spare time.

Randall Whitlock

<http://www.moirandalls.com>

Randall Whitlock is a registered geologist with a background in meteorites, Arizona geology, and environmental assessments. He also operates "MoiRandall's," a cus-

tom costume and desktop clothing pattern publishing business (including the "Randwulf's" line of historical/fantasy sewing patterns), and edits the "Costume Closet" column in ConNotations and Cactus Needles, the newsletter of the Southwest Costumers Guild. Currently president of the Southwest Costumers Guild, fandom knows him for the costumes he builds for convention Masquerades and occasional service as Masquerade director. Randall claims to suffer from chronic Paronomasia—the compulsion to make the worst pun possible at the worst possible time.

David Williams

David A. Williams, Ph.D., is currently serving as a Postdoctoral Research Associate in the Department of Geological Sciences at Arizona State University, Tempe. He has served as a Visiting Assistant Professor at ASU, teaching Geology 101 and a graduate seminar in Planetary Volcanology during the 2001-2002 academic year. David is currently performing research in volcanology and planetary geology, with a focus on remote sensing and computer modeling studies. His research has included computer modeling of seismic wave propagation through planetary interiors, visible and near-infrared spectroscopy of lunar mare soils, and computer modeling of the thermal, fluid dynamic, and geochemical evolution of low-viscosity lava flows in a variety of planetary environments. He is currently an affiliate member of the Solid-State Imaging Team of NASA's Galileo Mission to Jupiter and has been involved in mission planning, image processing, and data analysis of the Jovian satellites Io, Europa, Ganymede, and Callisto. He is also involved in education/public outreach activities including giving talks to school and civic groups and developing Galileo-related educational exercises and slide sets. David received his Bachelor of Science in Astronomy & Astrophysics (with minors in Mathematics and Geology) from Indiana University in 1989 and his Master of Science in Geology from Arizona State University in 1992. He received his Ph.D. in Geology from the University of Alabama in August 1998. He was a three-time Graduate Council Research Fellow and received the award for Outstanding Research by a Doctoral Student from the University of Alabama Graduate School in 1998. His dissertation research focused on computer modeling of the emplacement of high-temperature, low-viscosity komatiite lava flows in the Earth's Precambrian, and included field study of komatiite

lava channels and flows in Canada, Western Australia, and South Africa. He has published many papers in scientific journals on subjects related to volcanology and planetary geology. David is a former president of the United Federation of Phoenix, the second longest continuously running Star Trek and general science fiction fan club in the country. He is an avid fan of Star Trek, Star Wars, and several other science fiction television shows and movies.

Mike Willmoth

Mike is an integral part of the programming team for this convention. He enjoys helping organize and run conventions. He will be chairing the World Horror 2004 and World Fantasy 2004 Conventions. His hobbies include amateur astronomy and ham radio operation. Punster extraordinaire, he can cripple at 20 paces.

Gail Wolfenden-Steib

Gail Wolfenden-Steib is ranked as a master costumer, achieved by moving up the ranks of speculative fiction convention costuming prior to becoming a professional. She has constructed costumes in the speculative fiction, media, and horror genres, and her awards include Best of Show Costume Con Historical Masquerade for Masque du Rio (Louis XIV as the Sun King), Most Beautiful at Confransisco for Nightwing: Tribute to the Knight, and most recently one at the Nascif in Anaheim for a joint creation with Larry Vela.

C.F. Yankovich

Catherine Yankovich has had her art published in Analog, MZB Magazine, and Ad Astra. She has assorted short stories published in Connotations and The Martian Wave and multiple articles to be published

in America's Flyways. *The Star of Macedonia* is the title of her novel in progress. In her spare time she likes to read and analyze literature (related to learning how to write better).

Veronica Ann Zabala

<http://europa.la.asu.edu>

Veronica Ann Zabala, a student at ASU's Planetary Geology Department, is a recipient of the NASA Space Grant. She is involved with all aspects of investigation of aeolian dynamics of the planet Mars and how these affect the surface structure. Her research will aid in the choice of future landing sites on the Red Planet for both robotic and manned missions.

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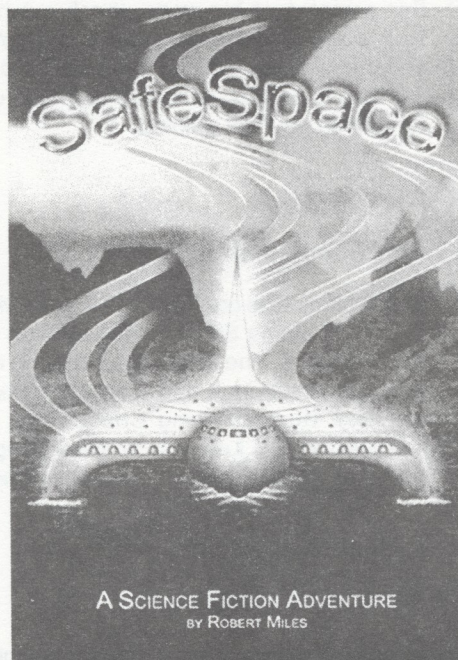
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Thank you!

We would like to Thank all our Program Participants for making this year's CopperCon absolutely fantastic.

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Organizations

Central Arizona Speculative Fiction Society, Inc. (CASFS)

Non-profit corporation that supports CopperCons, HexaCons and the occasional, regional cons, as well as publishes *ConNotations*. Meets at 8pm on the last Friday of each month January through September and the second Friday in October, November, and December. Meetings are held at the JB's Restaurant, 2560 W. Indian School Road in Phoenix, AZ.

Write CASFS at PO Box 62613, Phoenix, AZ 85082-2613. Email info@casfs.org. WWW <http://www.casfs.org>.

Phoenix Japanimation Society

Local Chapter of Japanimation/general animation oriented fans - meets monthly.

Call Tom Perry at (602) 996-2196, or write 3241 E. Altadena, Phoenix, AZ 85028.

Lerpecon Inc.

Puts on the annual art-oriented science fiction convention known as LepreCon. Meetings are quarterly on the second Saturday of February, May, August, and November (Dates may change without notice., please visit the website for meeting times and locations.)

Information contact, Leprecon, PO Box 26665, Tempe, AZ 85285. Phone (480) 945-6890. Email info@leprecon.org. WWW <http://www.leprecon.org>.

The Southwest Costumer's Guild

The Southwest Costumer's Guild is a loose organization of persons interested in all facets of historical, cultural, science fiction, fantasy, and humor costuming. SWCG is Arizona's chapter of the International Costume Guild.

Write to PO Box 39504, Phoenix, AZ 85069. Email randwhit@aol.com. WWW <http://members.aol.com/souwesgld/guild.html>

T.H.E.M.

T.H.E.M. is Arizona State University's science fiction and fantasy club. Weekly meetings are held in the Memorial Union, Thursdays at 5:30pm.

For more information, search them out with the new semester starting at ASU. Email them@asu.edu. WWW <http://www.asu.edu/studentprgms/orgs/them>.

Disclaimer

Please note that members are guests on hotel grounds and of the convention.

Badges are the ownership of the convention and may be revoked at any time at the discretion of the convention.

Please read all signs and policies. These items are for your protection and enjoyment of the convention.

We hope you return next year!

www.hexacon.org

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