

A black and white photograph of an astronaut in a space suit floating in space. The astronaut is holding a rectangular object with the letters 'A' and 'Z' on it. The background is a dark, starry sky with a bright, glowing nebula or comet tail in the lower right.

COPPERCON 9

"Science Is Golden"

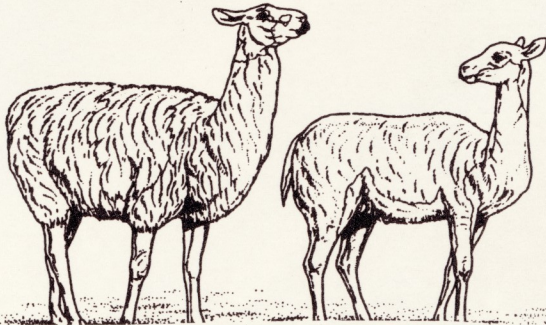
SEPTEMBER 7 - 10, 1989

Safari Hotel, Scottsdale

PRO GUEST OF HONOR: A.E. VAN VOGT
FAN GUESTS OF HONOR: JIM & DOREEN WEBBERT

COMMITTEE LIST (and significant others)

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BANKER - Randy Rye
HOTEL LIAISON - Bruce Farr
PROGRAMMING - Jean Goddin
PRO LIAISON - Eric Hanson
SINGING LLAMA CONDUCTOR - Terry Gilliam
DEALERS' ROOM - Dave Hiatt
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A.E. van Vogt - An Appreciation

by Bruce Farr

No wonder I like A(lfred) E(lton) van Vogt's writing so well - another fellow Canadian (Manitoba, in fact), who moved to the United States in the mid-1940's. His first novel, Slan, first appeared in Astounding SF in September, 1940 and was collected in book form by Arkham House in 1946.

In 1950 he became Managing Director of the Hubbard Dianetic Research Foundation of California (Los Angeles), later becoming owner of the Hubbard Dianetic Center in Los Angeles with his late wife, Edna Mayne Hull. Then he became president of the California Association of Dianetic Auditors.

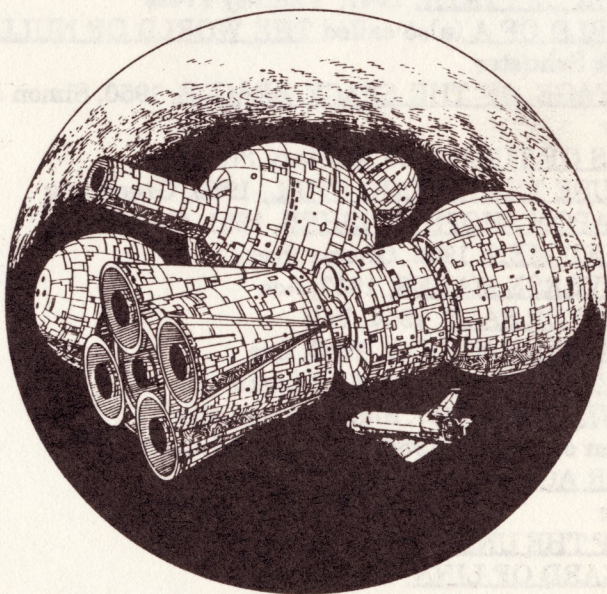
His recognitions include being Guest of Honor at the Fourth World Science Fiction Convention in 1946 and at the European Science Fiction Convention in 1978. Even though he hasn't been very prolific in recent years (after all, we're all entitled to a break sometime, aren't we?), his legacy to us is a rich and full collection of galactic-scale science fiction novels and short stories, several of which were written with E. Mayne Hull. The novels include (in original book publication date order):

- SLAN, 1946, Arkham House
- THE WEAPON MAKERS, 1947, Hadley
- THE BOOK OF PTATH, 1947, Fantasy Press
- THE WORLD OF A (also called THE WORLD OF NULL A), 1948, Simon & Schuster
- THE VOYAGE OF THE SPACE BEAGLE, 1950, Simon & Schuster
- MASTERS OF TIME, 1950, Fantasy Press
- THE HOUSE THAT STOOD STILL, 1950, Greenberg
- THE WEAPON SHOPS OF ISHER, 1951, Greenberg
- THE MIXED MEN, 1952, Gnome Press
- THE UNIVERSE MAKER, 1953, Ace
- PLANETS FOR SALE, 1954, Fell
- THE PAWNS OF NULL-A, 1956, Ace
- EMPIRE OF THE ATOM, 1957, Shasta
- THE MIND CAGE, 1957, Simon & Schuster
- TRIAD (an omnibus), 1959, Simon & Schuster
- THE WAR AGAINST THE RULL, 1959, Simon & Schuster
- SIEGE OF THE UNSEEN, 1959, Ace
- THE WIZARD OF LINN, 1962, Ace

THE BEAST, 1963, Doubleday
ROGUE SHIP, 1965, Doubleday
THE WINGED MAN, 1967, Doubleday
THE SILKIE, 1969, Ace
QUEST OF THE FUTURE, 1970, Ace
CHILDREN OF TOMORROW, 1970, Ace
THE BATTLE OF FOREVER, 1971, Ace
THE DARKNESS ON DIAMONDIA, 1972, Ace
FUTURE GLITTER, 1973, Ace
THE SECRET GALACTICS, 1974, Prentice Hall
THE MAN WITH A THOUSAND NAMES, 1974, DAW
THE ANARCHISTIC COLOSSUS, 1977, Ace
SUPERMIND, 1977, DAW
RENAISSANCE, 1979, Pocket Books
COSMIC ENCOUNTER, 1980, Doubleday

His short story collections include Out of the Unknown, Masters of Time, Away and Beyond, Destination: Universe!, The Twisted Men, Monsters, The Far-Out Worlds of A.E. van Vogt, More Than Superhuman, The Proxy Intelligence and Other Mind Benders, M-33 in Andromeda, The Book of A.E. van Vogt, The Best of A.E. van Vogt, The Gryb, and Pendulum.

Slan and The World of Null A, probably his best known books, are good introductions into van Vogt's worlds. In his universe, all things become possible in both man and machine. Take a tour and see the future through A.E. van Vogt's eyes and mind!



A.E. van Vogt - An Appreciation

by Doug Cosper

A.E. vanVogt gave me the future. Memory tells me that it happened in second grade. Most memories of that time are now memories of memories of memories, but some stand out sharp and clear - the great breakthroughs that help to shape my being.

I had already learned to read by watching my mother as she read to me from comic books: Red Ryder, Uncle Scrooge, Donald Duck and many others which would be worth a lot of money if I still owned them. First grade sharpened my reading and as did second. My second grade teacher (name long since forgotten) made me aware of the public library. This was a lucky thing as I was growing bored with the books in the classroom.

I had already read my parents' books, as least the ones that interested me. But I had a problem with those too. The mysteries of Edgar Allen Poe were very good but not as exciting as when Mickey Mouse and Black Pete flew into space. Fortunately, my second grade teacher introduced me to the librarian and we were able to talk her into giving me free run of the whole library, not just the children's section.

The very first book that I picked out was Away and Beyond, a just published collection by A.E. vanVogt. This was what I had been looking for. Although I did not understand many of the stories, "Vault of the Beast" and "Asylum" gave me an excitement that I had been looking for. At the time I did not really understand the concept of Choosing by Author so it was very hit-and-miss that determined whether I got the good stuff or the dross. My second selection, The Big Eye by Max Ehrlich, still seems to me to be a waste of good paper and ink. But the sense of wonder given me by van Vogt carried me through and gave me the willingness to explore new things - something that to this day that keeps me growing.

Van, thank you very much for this gift which I cannot repay except by trying to pass on to others the things you have given me.

Jim & Doreen Webbert, Superphans by Bruce Farr

Phoenix Phandom is doing the unusual and is honoring one of its own. Well, acutally two of its own. This is sorta like getting a gold watch, only you don't have to retire afterwards. However, there's no pension that goes with it, either (damn!, they say).

Jim and Doreen are members of Second Fandom, the group that wasn't quite here in the Beginning - before sound, light, wiltone, and bheer. Most of us reading this are only eligible for Forty-Second Fandom... does that put time in perspective? Jim's fanacs go back to 1950 with the Worldcon in Portland, Oregon; Doreen was in SAPS (Spectator Amateur Press Association) from 1959 to 1976, and they were OE's (editors) of the APA for six years. Fanzines and APA's were the glue that held fandom together back then.

CAUTION: Handle Jim with care. Do not attempt to stand on end, keep away from extreme overheating, agitation, and don't you dare say silly things to him. If you see him turning red, stop whatever it is you were doing. Jim was a reserve policeman with the Seattle PD, spent 33 years in the Army Reserve (taught nuclear, biological, and chemical warfare), and is a gun and weapons specialist. Jim's also large enough to give you bad dreams - featuring him demonstrating his combat skills on one's rapidly deceasing body. He also shoots in competition, plays with model rockets, enjoys HO model railroading, and has an enormous library of books. Finally, Jim's a gentleman; humble and extremely polite to the ladies. By all means, I suggest that the womenfolk out there flirt with him - I've heard that he blushes up quite nicely.

If it's green, Doreen likes it. Within limits. Well, to be specific, if it's a frog simulacrum she'll collect it. Big'uns, lil'uns, glass, metal, useful (paperweights, for example), or silly. Besides collecting frogs, she and Jim also collected well-known SF personalities as friends, such as Bill Rotsler and the Heinleins.

Doreen has done programming for cons in recent years, including the 1987 NASFiC "CactusCon", and the 1988 Phoenix WesterCon; jobs silly enough that only people who are as nice and patient (and likes small, green things) would care to do. Please...thank her for it. But don't ask her to do it again. Well,

maybe it's okay to ask her to do it again. Well, maybe it's okay to ask as she DID agree to be a Co-Chair for the Phoenix 1993 Worldcon Bid.

Doreen is also a librarian for a Commodore club, corresponding secretary for an Atari club, knits, crochets, and raised two kids, Cynthia and David, in fandom. Well, that's four out of six, anyway. If you really want to be nice to Doreen, give her a frog - preferably nonliving and nonorganic. Hugs are definitely in order for Doreen as well.

Besides years of fanzine participation, con attending, and activity in Phoenix cons (they helped on the first LepreCon and did hotel selection and liaison for the second LepreCon), they both were on the committee for Seattle Worldcon in 1961. In fact, they were married in March of that year. Doreen did the auctions, Jim did membership/registration, and they jointly helped to administer the Hugos. They've also been honored as Fan GoH's at KublaKhan 10 in Nashville and TusCon 15 in Tucson. We ask you to join us in welcoming them to CopperCon 9 and are pleased to have them as our Fan GoH's!



"Frog Bethinking Existence" -

HOTEL INFO

by Bruce Farr

Part of my job is to make sure that your experience in dealing with the hotel is problem-free. The convention does that by keeping you and the hotel informed pre-con and working out any potential difficulties. Ideally, I'll have no problems at CopperCon 9 and will be able to dive into my own private pool of lime jello and blow bubbles until September 11, right?

Naw, it'll never happen, you say? Sad but true. You and I both know that the hotel, through satanic intervention, will try to do something to you. What then? Call me...I'm there to give you help.

I will be working out of room #311 (the Convention Office) and can be paged, phoned, or hunted down by them. Now down to the facts:

RENT A ROOM AT THE SAFARI! Why, you ask? Well, because they're most likely still available. The rental of hotel rooms is how the hotel makes money and why they put up with sf conventions in the first place. Besides, you'll save yourself the long drive home, have somewhere to party/entertain friends, and be able to store all your Dealers' Room purchases (other than in a 150 degree car).

HOTEL ROOM RATES are \$38 per night (plus tax) for up to four per room. Please...that's four, not fourteen. Rates are effective for up to two days post-convention.

CHECK-IN AND OUT TIMES are 3pm for check-in and 2pm for check-out. This late check-out time is effective from Thursday, Sept. 7 through Monday, Sept. 11.

RESERVATIONS are only held until 6pm without a payment in advance to hold the room for late arrival.

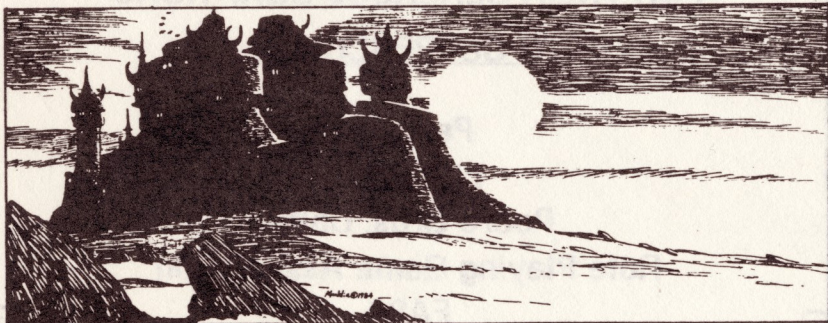
IF THE HOTEL TELLS YOU THAT THEY ARE OUT OF SLEEPING ROOMS, please let me know. They aren't always correct. In 1986 they lost track of 20 rooms. Easily done by a new front-desk staff.

IF YOU DAMAGE YOUR ROOM you'll be hunted down like the dog you are. The convention and hotel will extract sufficient funds to repair the damage. Also, if payment is not made to the hotel you may be refused future convention membership.

PARTIES are to be located in rooms 163-189, with the exception of a few groups who have been assigned to rooms 301-305. Please check with the Convention Office/Bruce Farr if you plan to have a party and let them know the name of the group and the hours. Unauthorized parties may be closed by the convention and the hotel. However, small gatherings that keep their room door shut during the party are also allowed as long as they keep the noise down.

NON-MEMBERS STAYING OVERNIGHT IN YOUR ROOM could result in your having to pay the full "rack-rate". These room rates are only available to convention members. For this purpose attending Dealers are considered as members. For exceptions, please contact the Hotel Liaison.

HAVE A GREAT TIME!!



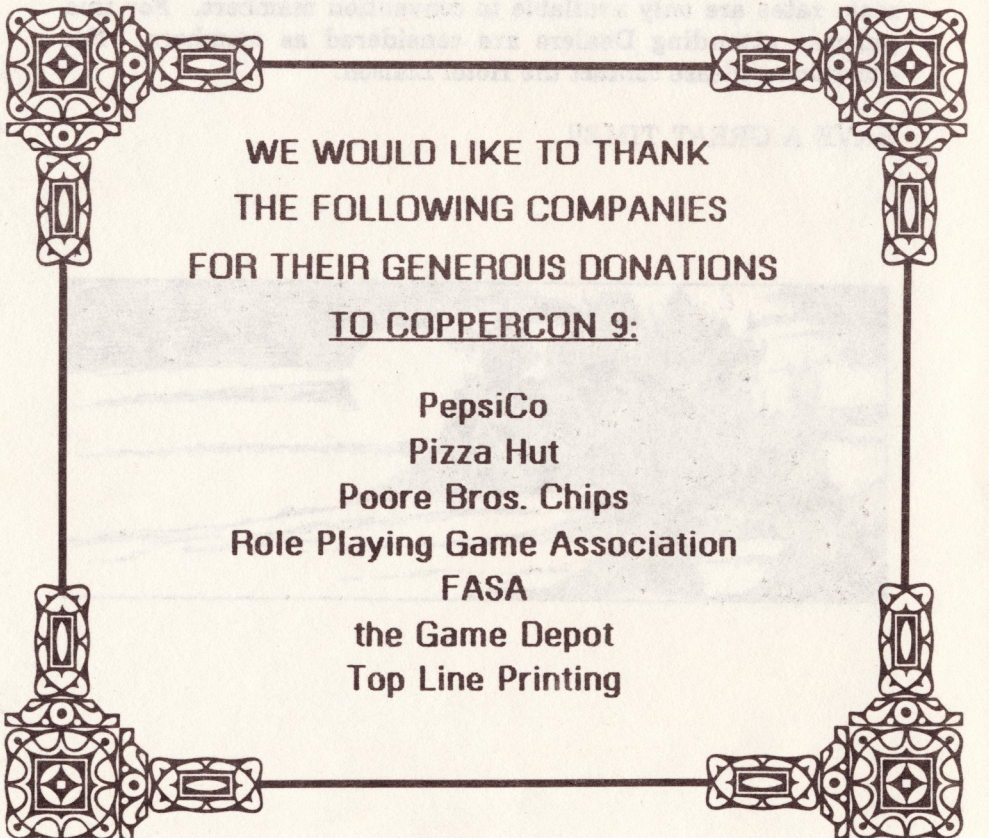
COMPUTER ROOM

by Dan Smith

Currently we are planning to have a Falcon tournament with prizes supplied by Spectrum HoloByte, the company that makes Falcon. They are going to supply posters and possibly some games to be used as prizes.

Also, we are having an Adult Night on Friday, and possibly Saturday (if any adults still can be located). This will be several games NOT for kids and some examples of state-of-the-art graphics digitizing. PARENTS PLEASE NOTE: unless you talk to me, your children under 18 will be asked to leave when this starts.

And a good time will be had by all!



WE WOULD LIKE TO THANK
THE FOLLOWING COMPANIES
FOR THEIR GENEROUS DONATIONS
TO COPPERCON 9:

PepsiCo
Pizza Hut
Poore Bros. Chips
Role Playing Game Association
FASA
the Game Depot
Top Line Printing

SECURITY

by Jake Finnan

Are You Having A Good Time?

If you are, please allow everyone else to, as well. To make everyone's time at CopperCon enjoyable, please follow these guidelines:

- 1) NO projectile weapons of any kind are allowed.
- 2) All weapons must have a scabbard or holster, and be secured into it in a manner which prevents its easy removal.
- 3) Weapons must remain within the scabbard or holster when you are in public areas.
- 4) Please obtain permission from the Masquerade Director for use of weapons on the stage.
- 5) All open parties must be registered with ConOps personnel.
- 6) Treat hotel property with respect. The hotel will take action against persons involved in vandalism.
- 7) Treat fellow attendees with courtesy.
- 8) Volunteer to help with the convention if possible. You'll be surprised how much fun lending a hand can be, and you'll help make the convention a success.

If you follow these guidelines, you'll have a good time, I'll have a good time, and the convention will be enjoyable for all!

ART SHOW

by Ray Gish

CopperCon 9 will offer Phoenix fans the best of science fiction/fantasy art, and we'll be located in the Convention Center (see map in your Pocket Program). Artists like Alan Gutierrez, Real Musgrave, Armand Cabrera and all your other favorites - plus the usual sprinkling of new artists - will be displaying their works.

The Art Show will be open Friday noon 'til 9pm; Saturday 10am 'til 6pm; and Sunday 'til noon.

The Art Auction will begin at 1pm on Sunday. Pieces with two or more bids will go to auction, and other pieces may also at the Art Show Director's discretion. Buyers pick-up will be after the Auction on Sunday.

DANCE

by Carey Holzman & Ravi Hanumaiah

It's 10:00pm on Friday or Saturday night at the Con. The Dealers' Room is closed and virtually all Con activities are shut down until tomorrow.

So What Are You Gonna Do?
You're Gonna PARTY!
But Where?
THE DANCE

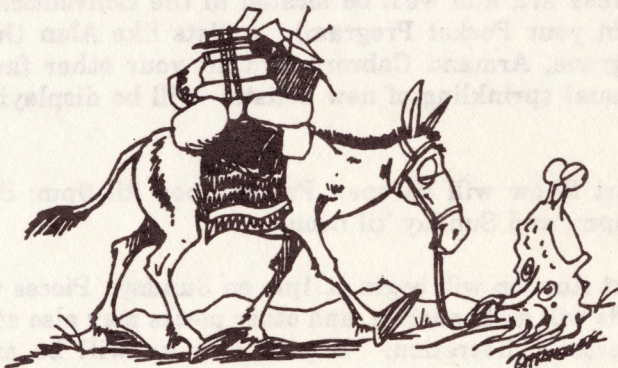
Loud music, a hotel cash bar (for those of you over 21), lots of people - **WHAT MORE COULD YOU ASK?**

What? Yeah! The place will be packed with women! (trust me) And where there are women, there are sure to be men, so you women have nothing to worry about...except the men. Wait a minute....

What kind of music? You tell me! I have everything from Paula Abdul to Bobby Brown, AC/DC to Def Leppard and the Beatles to the Beach Boys. I've got it all! In fact, if you think I might not have it, bring it with you (album, CD, or ORIGINAL cassette).

I will be playing **REQUESTS ONLY**, and any dedications you may have. Ravi and myself like to think we are very friendly individuals and would like nothing more than for you to come talk to us. If you have a question, a complaint, a suggestion or compliment, we'd love to hear it! We are here for **YOU!**

So stop in and say "Hello!" and enjoy the music! Let's make this the one to remember and compare the others to!

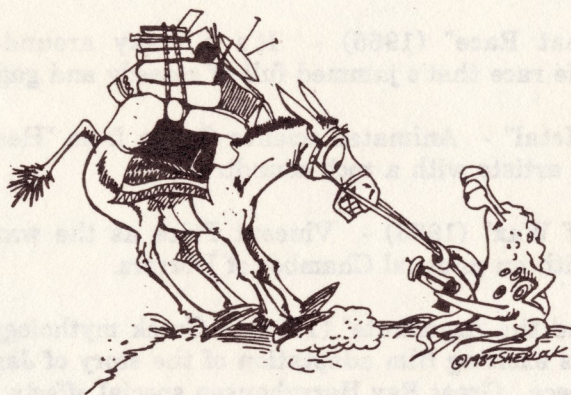


VOLUNTEERS

by Matt Fredericks

This convention is run completely by volunteers -- and we need your help! When you have a few minutes to spare stop by the Volunteers Desk in the lobby of the Convention Center or just pitch in.

Any kind of help is appreciated, even if you just spend a minute or two straightening chairs or picking up trash. And remember, volunteers receive benefits: a ticket to the Staff Lounge for a free meal for each 3 documented hours of work, and a free membership to next year's convention for 12 or more documented hours of work. Oh, and needless to say, our undying gratitude....



PROGRAMMING

by Jean Goddin

If the gods smile on us and things work out, then somewhere at con we will be connected to Bix, allowing us to communicate with technical and scientific specialists around the country.

For those interested in the artistic community we will have Alan Gutierrez and he has agreed to do a slide show. Professionals from the scientific community will be discussing many different space subjects from asteroids to black holes and the cosmos in general. For those with a lot of energy and appreciation for the graceful arts of the East we are planning a special class in basic belly-dancing techniques (guys are welcome, too).

For a specific schedule of events, please consult the Pocket Program.

VIDEO ROOM

by Jim Cryer

Here are synopses of some of the films we'll be showing this year:

"Doctor Dolittle" (1967) - Dr. Dolittle would rather talk with the animals than people... his office is filled with animals from whom he has learned 498 languages.

"The Fox and the Hound" - An innocent childhood friendship between two natural enemies leads to comic complications and dramatic conflict in later life.

"The Great Race" (1965) - It's a crazy around-the-world automobile race that's jammed full of comedy and gags.

"Heavy Metal" - Animated science fiction from "Heavy Metal" Magazine artists with a rock soundtrack.

"House of Wax" (1953) - Vincent Price as the wax museum curator with an unusual Chamber of Horrors.

"Jason and the Argonauts" (1963) - Greek mythology comes to life in this exciting film adaptation of the story of Jason's quest for the fleece. Great Ray Harryhausen special effects.

"Mysterious Island" (1975) - Jules Verne's story of Captain Nemo's underwater adventures.

"7th Voyage of Sinbad" (1978) - Sinbad must obtain the egg of a roc in order to return the princess to her normal size after she was shrunk by an evil magician.

"Sinbad and the Eye of the Tiger" (1977) - Sinbad goes on a dangerous journey where he encounters saber-toothed tigers and other dreadful beasts.

"The Laughing Dead" - Somtow's new movie was shown at the last Cannes Film Festival! It's described as a splatter punk film.

TUSCON

OCT
6-8
1989

"Sweet"

SIXTEENTH!

P.O. Box 26822 Tucson, AZ 85726

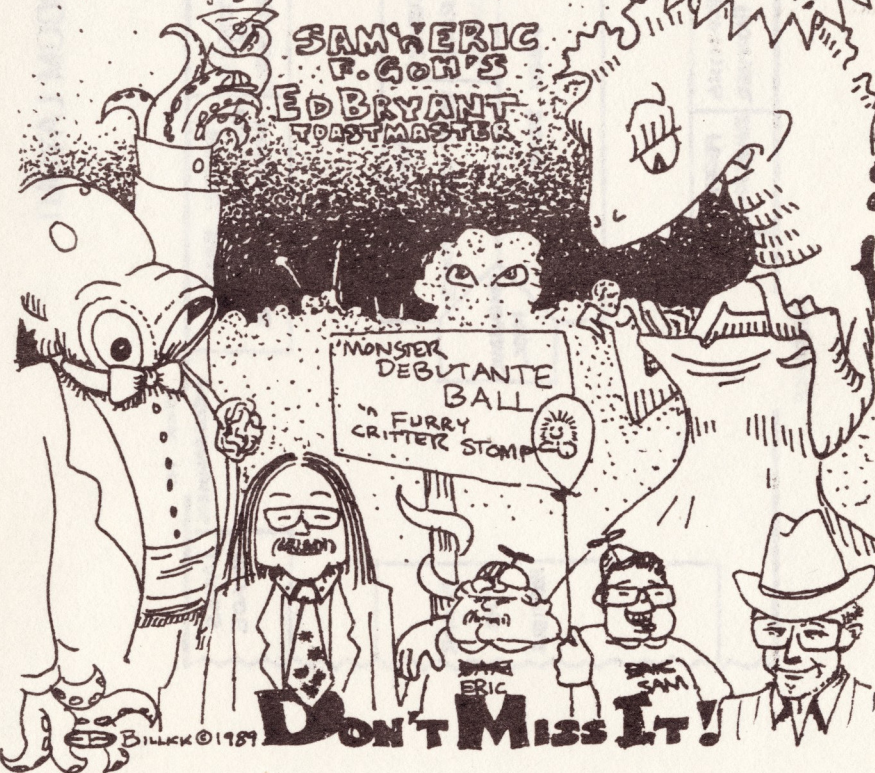
ART
SHOW
FILMS
DEALERS
PANELS
CON-
SUITE



CATCH OUR
ROOM PARTY
SAT. NIGHT!

JACK WILLIAMSON
GUEST OF HONOR

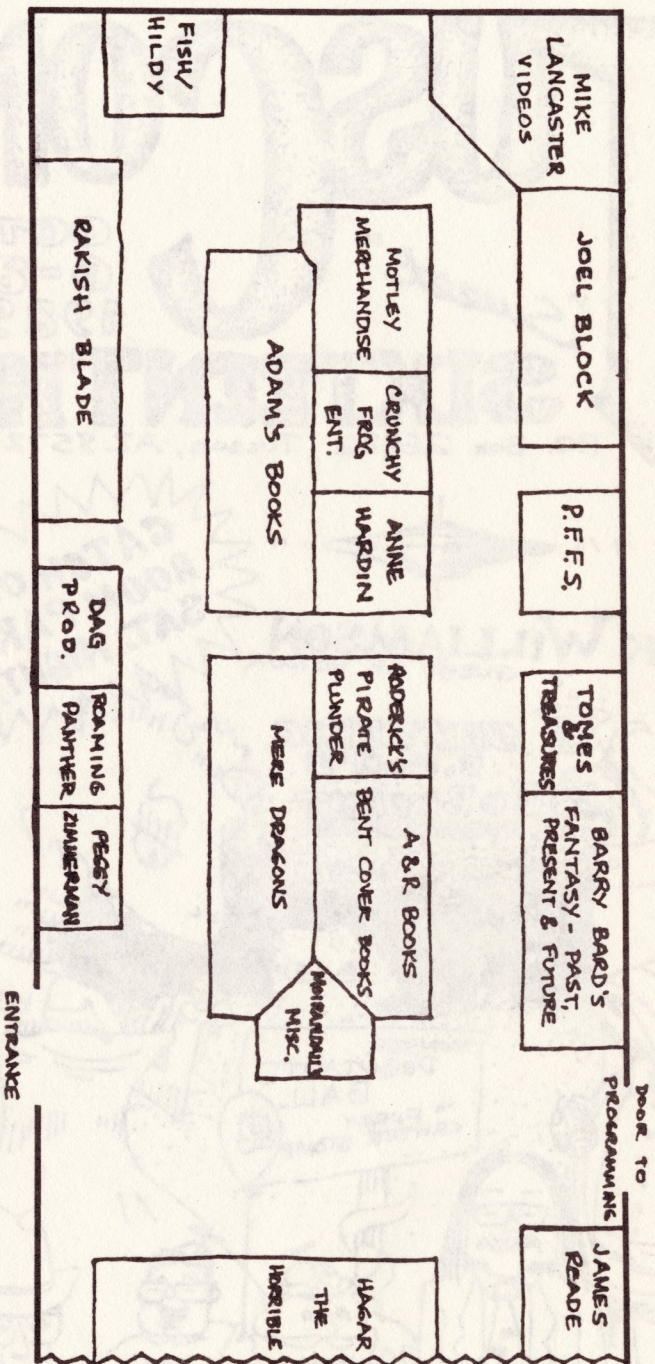
SAMERIC
F. CON'S
ED BRYANT
TOASTMASTER



BILLER © 1989

DON'T MISS IT!

DEALERS' ROOM LAYOUT



DEALERS' ROOM

by Dave Hiatt

Welcome to CopperCon 9. We have another super Dealers' Room for you this year, stocked with all manner of interesting merchandise. Our hours will be: Friday noon-7pm, Saturday 10am-7pm, and Sunday 10am-3pm. On hand to cheerfully wheel-and-deal will be:

Mike Lancaster with hi-quality previously viewed videos

Joel Block's Movie Memorabilia

Phoenix Fantasy Film Society with books and buttons

Tomes and Treasures

Barry Bard's usual eclectic assortment of books and...

Motley Merchandise with weapons and unique gewgaws

Crunchy Frog Enterprises with unusual gaming merchandise

Anne Hardin with toys and costume props

Roderick's Pirate Plunder and hand-painted miniatures

A+R Books

Bent Cover Books

Adam's Books

Mere Dragons with weapons, buttons, t-shirts & more

Moirandall's Miscellaneous buttons & costume paraphernalia

Leslie Fish with filking tapes

M.R. (Hildy) Hildebrand with jewelry

Rakish Blade's weapons and costume jewelry

DAG Productions

Roaming Panther's gaming supplies

Hagar's books and Helga's comics

Peggy Zimmerman's Incredible Silver Jewelry

and a special treat, custom air-brushed t-shirts and unique comics from James Reade, artist extraordinaire

So bring lots of money and support these fine folks!

On a more serious note - I feel it may be necessary to mention to those few with light fingers that these dealers are businessmen (and women) who do not take kindly to being ripped off. If you are caught lifting anything you will be removed from the convention and the dealer will have the option of calling the police. We want everyone to have an enjoyable and productive convention. Thanks.

MASQUERADE

by Don Birmingham

The Masquerade Costume Competition will be held Saturday night at 8pm in the Convention Center. Everyone is invited to see the parade of costumes and the wonderful talent that we have here in the Valley.

For those interested in participating in the Masquerade, you can sign up in Convention Operations (aka "ConOps"), Suite 311, until 1pm on Saturday. At that time you must attend a MANDATORY meeting at 1pm in Program Room #1 (see your hotel map in the Pocket Program) - you can enter through the Dealers' Room. If you wish to participate in the Masquerade you must be at the meeting! (Special arrangements can be made for special circumstances - see me.)

Last, but not least, we will be using prejudging to eliminate those boring mid-Masquerade pauses!

Hope to see everyone there!!



REGISTRATION by Greg & Molly Hildebrand

Our hours will be 7-10pm on Thursday, 9am-9pm on Friday, 9:30am-6pm on Saturday, and 10am-noon on Sunday.

Once you have your badge, hang on to it! Pretend it's gold. A replacement will cost you whatever the rate is for the balance of the Con.

CONSUIITE

by Pati Cook & Kay Clay

Is that a smile I see? Great - you must be in or heading toward the CopperCon ConSuite - the Greatest Show at CopperCon (okay, so we exaggerate a bit). At least the ConSuite should be the greatest place to meet friends, grab a drink, sit, talk, relax. We hope to have fairly reasonable hours - opening about 9am, and closing during the dinner hour for cleanup & evening prep (also closed during the Meet-the-Pros on Fri. and the Masquerade on Saturday). We will reopen after these events, and do a final closing whenever.

We may have some surprises - people are working on them. There will be lots of liquids and light munchies. Hopefully there will be some bulletin boards available where messages can be left for friends.

Friday Night wear your jeans, love-beads, tie-dyes and remember "peace, brother" for our "REMEMBER WHEN - 20 Years (or so) Ago" 60's party. Saturday will see a reprise of the "Cheese and Stuff" from LepreCon. Sunday - watch for the Dead Dog Party - there will be signs to direct you to it.

We want you to enjoy yourself but there are a couple of things to remember - All Food and Drink (especially the cups, etc.) Must Stay in the ConSuite! Your Badge Must Be Visible to Enter (And Stay In) The ConSuite.

So - come by, have some popcorn, something to drink, sit and relax and visit with people. See you there!

OPERATIONS

by Terri Birmingham

Welcome to CopperCon 9! ConOps is here to help. We are located in Suite 311 and are open 24 hours a day during the Con. If you need any kind of assistance, any question answered, or to check for a lost item in our Lost & Found Box please drop by! Enjoy the convention!

GAMING

by Dave Munter

Greetings from Gaming!

If you like to play or run fantasy/sci-fi Role Playing Games, War Games, Spy Games or almost any kind of game, then by all means drop by! We'll have our own private area located above the hotel's main lobby in the Embassy Room.

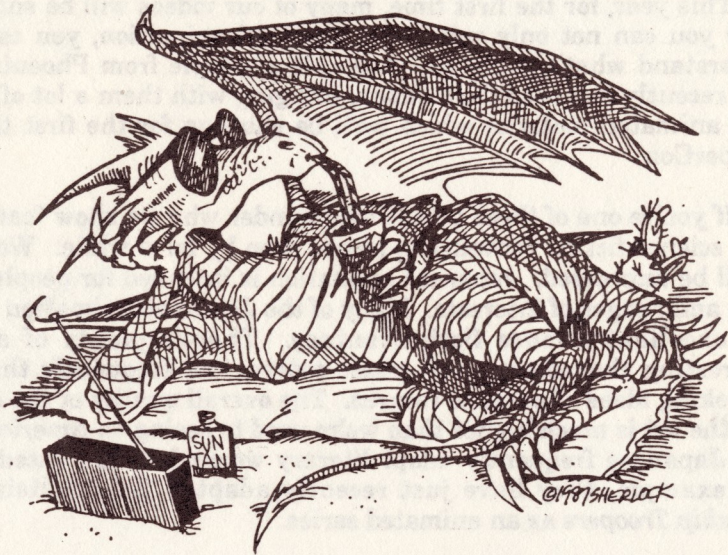
We have several fun and exciting things planned, including AD&D tournaments sponsored by RPGA, and a regimental size scenario for **BattleTech** featuring over 200 miniatures on a 6'x16' 3-D battlefield, organized by the Legion of the Phoenix. There will also be a **Paranoia** tournament and lots of open gaming.

Prizes have been donated to the Convention by RPGA, FASA, and the Game Depot. Many other surprises are still in the planning stages at press time. Look for the Used Game Auction on Sunday!



LEPRECON 16

TAKING FLIGHTS OF FANCY
APRIL 13 - 16, 1990



RICK COOK - AUTHOR GUEST OF HONOR

OTHER GUESTS TO BE ANNOUNCED

WE'VE MOVED TO THE
SHERATON PHOENIX

Special Membership Rate
of \$12 for CopperCon 9

**Come see what we have to offer at the
LepreCon 16 party**

For more information write:
P.O. Box 26665, Tempe AZ 85282

JAPANIMATION

by Tom Perry

We'd like to invite you to drop by the Japanese Animation room. It's a great place to relax and it's conveniently close to the Con Suite. You can also see some of the world's finest animation.

This year, for the first time, many of our videos will be subtitled. Now you can not only watch the beautiful animation, you can also understand what's going on. A couple of people from Phoenix have just recently returned from Japan, bringing with them a lot of brand new animated material which we'll be showing for the first time at CopperCon.

If you're one of those people who wonder why we show "cartoons" at a science fiction convention, please drop by for a while. We think you'll be impressed. Japanese animation is intended for people of all ages and ranges of interests. Many of the Japanese animation videos are excellent science fiction/fantasy. There's plenty of action, interesting characters, good music scores, and frequently thought-provoking ideas of possible futures. The overall quality of the stories and the art is much higher than we're used to seeing on American TV. The Japanese frequently adapt literary works into animated form. For example, they have just recently adapted Robert Heinlein's *Starship Troopers* as an animated series.

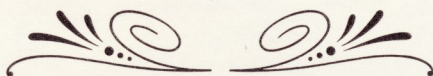
There's also a growing fascination of Japan and the Japanese people amongst Americans. Japanese animation is an enjoyable way to learn about Japanese culture.

The art styles from Japanese animation are strongly influencing many science fiction/fantasy artists in America. Japanese comic art styles have long influenced some of the most popular American comic artists - Frank Miller and Wendy Pini, amongst others. The English language translations of Japanese comics such as *Akira*, *Lum*, *Mai* and *Fist of NorthStar* are having an increasing impact on American comics.

Japanese animation is also reflected in the games we play. Many of the Nintendo games are based directly upon an animated series. The same is true of many Arcade games. If you're a gamer, you'll probably recognize the basis for a number of popular games that you play: Games such as *Battletech*, *Robotech*, *Mekton*, and *Teenagers from Outer Space* are all heavily based on material from Japanese animation.

But above all else, the best reason for watching Japanese animation is that it's FUN. So drop on by and see what the excitement is all about.

For parents with young children -- As long as your children are reasonably well-behaved, we don't mind if you leave them in the animation room while you go see some other part of the con. However, please remember that our program material has been selected to appeal to an audience of young adults and as such includes scenes with violence and/or sex that you may not find suitable for your child. This is particularly true of programs which are scheduled during the later hours in the evening. Many of these programs would have an 'R' rating in the theater. If you have any questions about the content of any particular item on our program, just ask the person who is currently in charge of the room.



ARTIST CONTRIBUTIONS

We'd like to thank the following artists
for their generous contributions:

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Ken Macklin

Real Musgrave

Pegasus

Joshua Quagmire

Sherlock

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