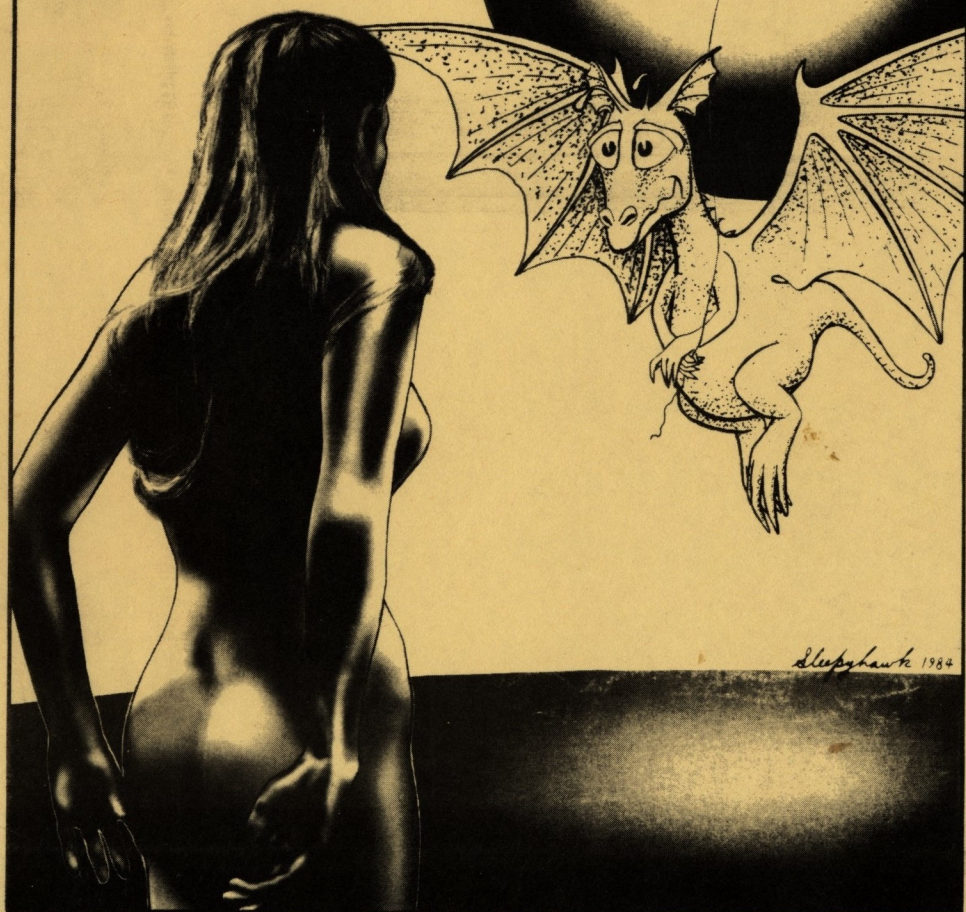
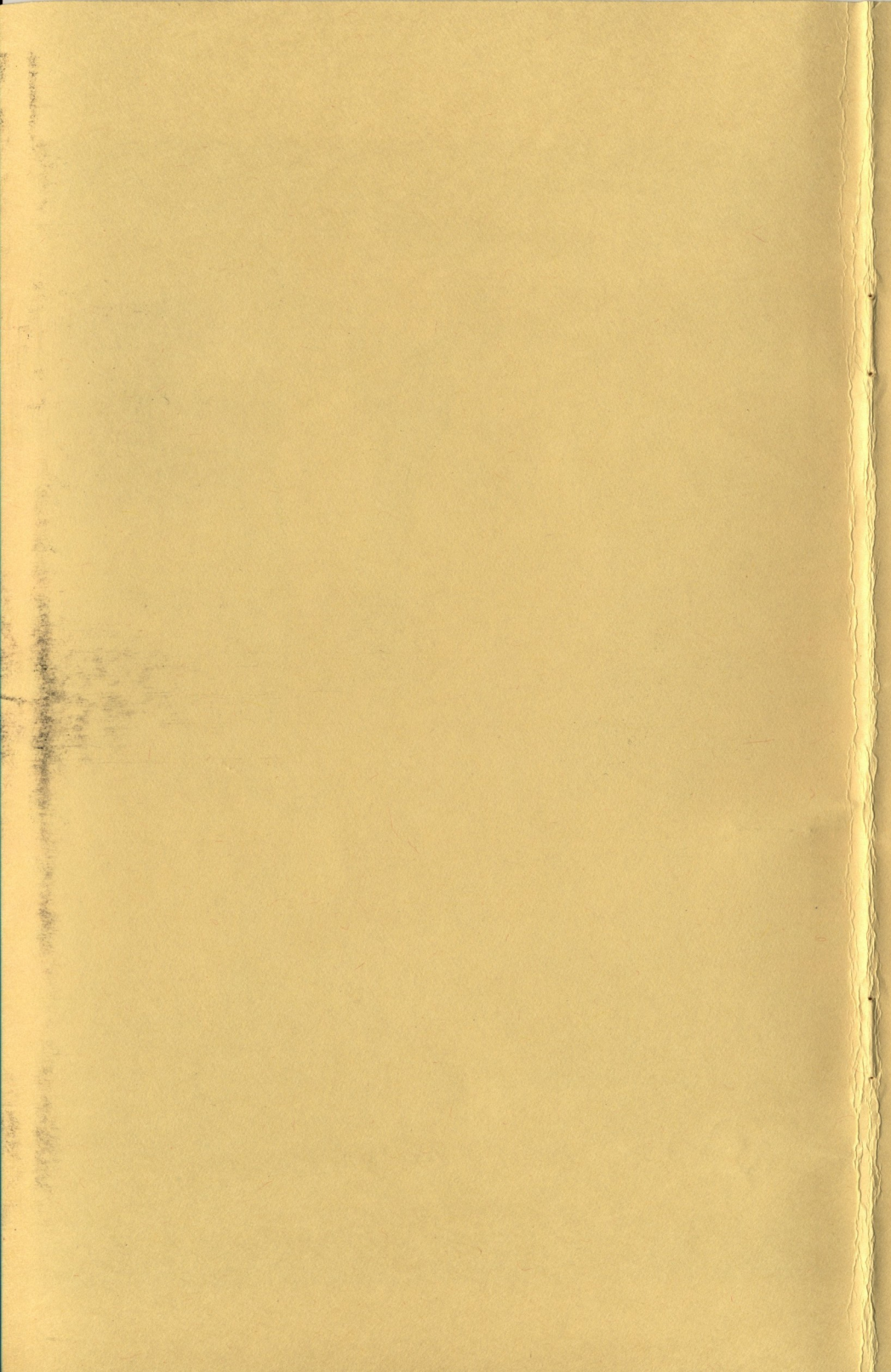


# LEPRECON-10



*Sleepyhawk 1984*



# **LEPRECON 10**

**A Convention of Science Fiction,  
Fantasy, Art & Fans**

*April 20-22*

**Artist Guest of Honor**

**REAL MUSGRAVE**

**Special Guest of Honor**

**C.J. CHERRYH**

**Fan Guest of Honor**

**SLEEPYHAWK SIMILA**



**Committee**



Coorinator: Pati Cook  
Banker: Mark Christensen  
Security: Clif Baird  
Con Suite: Greg and Molly Hildebrand  
Con Office: Hilde Hildebrand  
Memberships and Registration: Bruce Farr  
Art Show: Ray Gish  
Publications: Larry Dillie  
Dealers: Dave Hiatt  
Programming: Kandy Fong  
Masquerade: Tasha Cady  
Video: Shane Shellenbarger  
Films: Wayne West  
Computer Room: Mark Shaheen  
Wargamming: Mike Duckett  
Baby Sitting: Marsha Duckett  
Gofers: Naomi Karney



## FROM THE CHAIR

Welcome to Leprecon 10. Its good to see everyone here and the ConCom has done its best to bring you an enjoyable convention. While being an art oriented convention we have made a effort to include programming for many other groups.

In order to try and make future Leprecons what you want them to be, please fill out one of the questionnaires found at registration. We will do a special door prize drawing from valid returned questionnaires on Sunday afternoon. If you have any questions or need help all our committee people are wearing pink badges.

Our guest of honor is one of Phoenix's most loved artists - on that many people have expressed a desire to meet - read the Donaldson interview about Real Musgrave it is well worth it. C.J. Cherryh, one Special guest is really special, and Sleepyhawk is a true fan who is also an artist, see his airbrush demo on Saturday (yes he really can speak).

Have fun this weekend, greet old friends, make new ones, talk to our guests, buy a membership for next year's convention, and please - volunteer to help.

## *Volunteers*

A convention is only as strong as its volunteers. Thats why we need YOU to help. If you wish to volunteer, contact the main convention office.

Thanks in advance to all of you who help. And an extra thanks to all of who wrote in advance.

## Memberships and Registration

A stitch in time saves nine; forewarned is etc.; the sky is falling!; well, all I'm trying to do is warn you of a few things so that it will possibly save you some time and money.

If you lose your badge, the fee for replacing it is your buying a new membership. The reason for it is that the person who picks up your badge has just gotten in for free, compliments of yourself! Save yourself the hassle and don't lose your badge. If you find a lost badge, please return it to the Registration Desk or to the Convention's Office.

If you want to change a name on your badge it will cost you \$1.00, unless it's the convention's fault that it's wrong.

## Security

Our security team for Leprecon 10 wish you a happy convention. We are enforcing two important rules of conduct this year.

First, no one may carry or wear any real gun, any realistic gun, any projectile shooting toy or weapon or spiked apparel. Exceptions to this rule may be made for the masquerade, on a case by case basis, by the people in charge of the Masquerade and Security.

Second, no one may take any food or beverage out of the Con Suite. This is part of our hotel contract.

Again this year, the security team will punch a hole in the membership badge of anyone who receives a first warning. Anyone who needs a second warning or commits a sufficiently grave offense may have their membership revoked without refund.

# Art Show

Welcome to the Leprecon 10 Art Show. This years edition features some of the best art the S F/fantasy genre offers including Real Musgrave, Alica Austin, and other artists. Leprecon art shows have been a real highlight for most members. Please come and enjoy the show and vote for your favorite pieces for our art show awards. Awards will be given in Best S/F, Best Fantasy, Best 3D, Best Black & White, Best Color, and Most Popular(also Best of Show by the artists.). Art auction is scheduled for Sunday. Please check in the art show or in your pocket program for details.

## *Dealer's Room*

The dealer's room will be open for business at noon on Friday, until 7:30 p.m., 10 a.m. until 30 minutes before the masquerade on Saturday, and 10 a.m. until 4 p.m. on Sunday.

Please Note: There will be NO SMOKING in the dealer's room.

Thank You

## *Children's Programming*

This year Leprecon's children membership will include the use our children's programming area. We will have arts and crafts, filking; and other activities for the children of all ages.

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SCIENCE FICTION  
MOVIES in 1984





# REAL MUSGRAVE

The Fantastic Art of Real Musgrave  
AN INTERVIEW WITH STEPHEN R. DONALDSON  
conducted by Stephanie Donaldson

---

In an effort to pin the elusive and even vague Stephen R. Donaldson down, I caught him between showers and refused to let him out of the bathroom until he answered my questions.

STEPHANIE: So tell me, Mr. Donaldson. Why are you a fan of Real Musgrave?

MR. DONALDSON: That's easy. Would you hand me that towel? Real Musgrave is the only man in the world nice enough to be married to Muff. Between the two of them, they possess at least 75% of all the charm in Dallas. I won't even mention--

STEPHANIE: Excuse me. That isn't exactly--

MR. DONALDSON: How handsome Real is, or the fact that Muff is gorgeous. Just because they're BPs doesn't mean they're lovable. No, what makes them such terrific people is a combination of factors. I've still got soap in my ears. For example, they're warm, friendly, and generous. On top of that--

STEPHANIE: I said, that isn't exactly what I--

MR. DONALDSON: they don't put anybody down. They treat all us lesser mortals as equals. They're really quite kind about it. In fact, I get the impression they actually like us lesser mortals.

STEPHANIE: MR. DONALDSON!

MR. DONALDSON: Please. How do you expect me to shave when you're making all that noise?

STEPHANIE: You're not listening to me.

MR. DONALDSON: Of course I'm listening to you. This is a small bathroom. I can hardly avoid listening to you. If I were listening to you any harder, I'd cut myself.

STEPHANIE: With an electric razor?

MR. DONALDSON: It's been done.

STEPHANIE: Oh, boy. Anyway, I didn't mean, why are you a fan of Real Musgrave personally? I meant, why are you a fan of Real Musgrave's work?

MR. DONALDSON: His work?

STEPHANIE: Yes. That's what this interview is all about. Real's work. Look, you missed a spot there. You're supposed to tell me what you think of Real's work.

MR. DONALDSON: Did I? What work is that?

STEPHANIE: His prints, dear. His paintings! Do you have to use that aftershave? Just because Muff gave it to you doesn't make it sacred. His ART. We've got it all over the house.

MR. DONALDSON: Oh. That.

STEPHANIE: Yes, that. You've always told me you enjoy it. What I want you to do is tell me why.

MR. DONALDSON: Why what?

STEPHANIE: Pay attention. Read my lips. Why are you a fan of Real Musgrave's work. Why do you like Real Musgrave's work?

MR. DONALDSON: Oh. That.

STEPHANIE: There has to be some reason why you like it. For instance, do you like it because of Real's exquisite attention to detail? Do you like the way he organizes space? Are you attracted to his whimsy-- to his slightly loopy sense of humor?

MR. DONALDSON: Yes.

STEPHANIE: Yes, what?

MR. DONLADSON: Yes, if you'd give me more room I could put on my pants.

STEPHANIE: No, will not give you more room so you can put on your pants. I'm not going to let you out of this bathroom until you answer my question.

MR. DONALDSON: Which question was that?

STEPHANIE: Give me strength. WHY ARE YOU A FAN OF REAL'S WORK? You've got three of his prints hanging over your desk. OK, granted you're a visual moron, but there must be SOME reason you've got them there. Do you have a particular fondness for pocket dragons or wizard teddies? Do you find them helpful in getting small tasks done around your office? I know "Eager Meerscham" takes care of your pipes for you. Have you trained the "Born to Write" dragon to do your books for you? Do you dream about airships when you're supposed to be writing? Do the wit and insight of Real's names for his creations appeal to you?

MR. DONALDSON: No.

STEPHANIE: No?

MR. DONALDSON: No.

STEPHANIE: But Real is the most versatile and enjoyable artist I know! Nobody else does anything to compare with his work. He's even invented his own runes so he can sneak secret jokes and messages into his pieces. Do you seriously mean to tell me that NONE OF THAT is why you like Real Musgrave's work?

MR. DONALDSON: That's right.

STEPHANIE: What's right?

MR. DONADSON: None of that is why I like Real's work.

STEPHANIE: All right. I give up. I absolutely give up. I'll even let you out of the bathroom. Just tell me. In words of one syllable or less, so you'll be able to understand them. WHY do you like Real's work?

MR. DONALDSON: Because he doesn't draw pocket dragons or teddies or wizards or satyrs. He doesn't draw jokes. He doesn't even draw whimsy. He draws love.

STEPHANIE: Your shirt's on backward.

---

All Real Musgrave artwork is copyrighted

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C. J.

## CHERRYH

an appreciation by **Rick Cook**

C. J. Cherryh won my heart at the 1982 Westercon with a passing remark.

The subject of the conversation had turned to her Faded Sun trilogy and she was explaining to several of us the significance of sho'ai, the knife-throwing game played by the mri, the fierce warrior race who are the books' central characters. The players stood or sat in a circle and threw and caught razor sharp knives in complex patterns in time to a chant. As she talked it was obvious that the entire game was far more intricately realized than anything directly presented in the book.

"Does anyone ever throw off-rhythm?" I asked idly.

"Yes," she shot back, "but it's a joke."

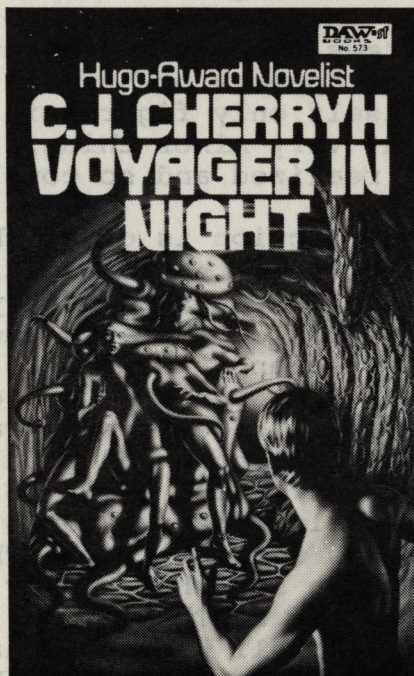
Just like that. An immediate, straight-forward answer as if she was an anthropologist who had observed an alien culture by living among them instead of a writer who had imagined them.

The thing, of course, is that it's exactly the sort of thing the mri WOULD do and it WOULD be a joke to them. It fits so completely into the picture of them the trilogy draws that it's perfectly obvious. That detail appears nowhere in the books. The game itself only figures in a couple of scenes. A very minor thing, but oh so perfectly realized and so completely consistent.

Science fiction is often characterized as "literature of the imagination." That, with all due respects to a very few writers, is hogwash. The outstanding characteristic of science fiction is PAUCITY of imagination. We see the same old characters and same old devices, dragged forth, reworked only slightly and peddled anew in book after book. But every so often someone like Carolyn Cherryh comes forward and truly displays imagination. Then by comparison we can see what tawdry trash we've subsisted on for so long.

John Campbell used to challenge his writers to "show me an alien that doesn't think like a man, but thinks as well as a man." That's a challenge C.J. Cherryh tackles in every book. Usually she succeeds. Her aliens are as strange and diverse a group as you could ever hope to encounter. And every last one of them is clearly, completely and beautifully realized. They aren't humans in funny suits and their cultures are neither satires nor parodies of our own. They are ALIEN and their cultures and languages grow out of their world views, which grow out of their biology just as a human culture does.

**A stunning new novel from  
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## **VOYAGER IN NIGHT**

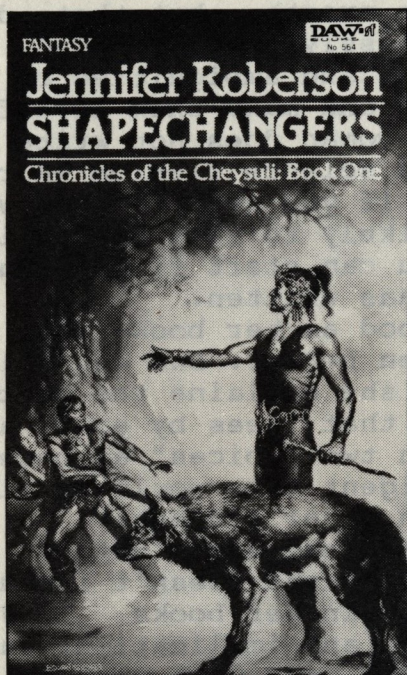
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They aren't friendly, but they aren't slaving monsters either. The clashes and conflicts as human and alien cultures rub against each other mean that such relations cannot be smooth, but that doesn't make them mindlessly hostile. C.J. can envision the strains and ambiguities of those relationships and make them live for the reader. This woman does not write space opera, she writes science fiction -- real science fiction. If you want to know what problems we are likely to face in dealing with aliens, you can start finding out by reading what she has written.

As good as her books are, C.J. in person is even better. She can hold you spellbound as she explains the psychology of a creature that sees by sonar and communicates with two "voices" at once. Or what an intelligent lion would be like. Or any of a dozen other subjects.

In fact her explanations are so good it's a pity she doesn't include them as appendixes in her books. C.J. works by indirection and implication, she never hits you over the head with what is happening or why. Sometimes too much so. In a lot of cases her books would benefit from including all that material that never made it into print. And it would be fascinating reading.

But if you can't read it, you have the opportunity to do something better. Talk to her about it. Or listen to her talk about it. Unless you're absolutely, incurably in love with the sound of your own voice it comes down to the same thing.

---

Notice: The Leprecon, INC. Annual meeting will be held Saturday, June 16 at 1 p.m. at the Readerie. Nominations (written) for the Board of Directors will close at this meeting. Up for election is Dave Hiatt's seat and one additional board seat. With the addition of Patti Cook to the board this will bring the board up to its full complement of five members.



# SLEEPYHAWK

an appreciation by **Curt Stubbs**

Some things come easy, some hard. This appreciation of Sleepyhawk comes very hard. In point of fact, it's the hardest appreciation I've ever written. But not because there is so little about the man to appreciate. Far from it.

When I was asked to write about him I started going through the time we've spent together. We've not been bosom buddies or spent hard times together surviving the slings and arrows of outrageous fortune. Nor have we ever really worked together on a concom or even a mundane job. What we have had is conversations. Not long conversations. Not short conversations. Just flow-of-time, loss-of-consciousness conversations. I've never quite been able to figure out why when I talk with him I lose track of time, but I do nonetheless.

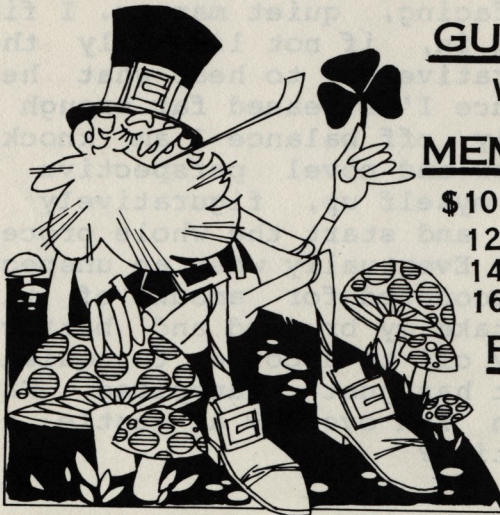
A certain part of it is of course due to his self-effacing, quiet manner. I find myself leaning in, if not literally then certainly figuratively, to hear what he's saying. Then once I've leaned far enough to be sufficiently off balance I am knocked flat by the new and novel perspective he offers. I pick myself up, figuratively if not literally, and start the whole process all over again. Eventually when an unspecified and unaccounted for amount of time has passed I take my bruised and battered psyche-cum-body off to a corner to quietly mull over what has just transpired. Have you ever been run over by a gentle and loving perspective?

I realize we are honoring Sleepyhawk for his work done in fandom, but quite frankly I prefer to honor Sleepyhawk the man as opposed to Sleepyhawk the fan. Usually at conventions I am in full panic mode and fully aware of what Sleepyhawk the fan does. Oh, I've seen him quietly hauling in and setting lights and equipment up, then taking it all down when all except a few heavy duty partiers are left. And I've seen him, at the few meetings of the Tucson club I've been to, show up early with supplies and then leave only to reappear when the party is in full swing and gently influence those who make the effort to hear what he has to say. However, I remain obdurate. I wouldn't care if he were to edit a multi-Hugo-winning fanzine, chair the most wildly successful WorldCon ever and be close personal friends with the ghost of H. P. Lovecraft: Sleepyhawk is one fan I would always judge by who he is, rather than by what he does. Try talking to him - I think you'll find him fascinating, erudite, creative, and just in general OOTNO (one of the nice ones).

# LEPRECON 11

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## Computer Room

We will have 3-6 computers on at all times. We will be featuring games, games, and more games. Open to all.

All computers are Commodore 64's.

## *Masquerade* ♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦

The masquerade is scheduled for Saturday night. We would like to encourage everyone to enter. It's fun to watch the Masquerade, true, but it's even more fun to be in it. Saturday night is the time to show off your flashiest costume, so why not do it on stage?

There will be a preliminary, NON-costume run-through late Saturday afternoon for contestants to familiarize themselves with the staging area. We will be using Rotsler's Rules of Masquerade listed below.

Several prizes will be awarded and there will be separate children's division, as well as one for novices. Impromptu costumes are encouraged and we may have some props and supplies as well as a theatrical makeup kit available Saturday afternoon. (If you have anything you would be willing to contribute, we would appreciate it -- we will try to make sure they are returned in good shape.)

Hall costumes are encouraged throughout the weekend - special ribbons will be awarded by special judges during the convention. And for those who do not do a Masquerade costume, you can show off your hall costume during the intermission at the Masquerade.

# ROTSLER'S RULES FOR MASQUERADES

1. There should be a weight limit for the purchase of leotards.
2. Every contestant should first see himself/herself from the rear.
3. Learn to manage your props, accessories and music.
4. Select costumes and characters suited to your personality and/or body type.
5. No name tags on costumes.
6. Thy shoes shall match thy costume.
7. Parts of your costume should not be edible or smell. Parts of your costume should not fall off accidentally, brush off against other contestants, or be left lying around on the stage.  
*Kathleen Sky's Corollary:* Multiply any discomfort you have wearing the costume by the number of hours you are going to be in it.
8. Consider carefully before going nude or semi-nude. What looks good in the bedroom or bath may not be spectacular on stage.
9. Numbers alone do not make a coherent group.  
*Bjo Trimble's Corollary:* A group is only as good as its weakest costume.
10. No fire, explosives, loud noises or dangerous weapons without full and proper clearance from the masquerade committee.  
*Marji Eller's Corollary:* Effect is everything.
11. Carry a repair kit with appropriate tools and materials.
12. Whether prince or pauper act like it. Stay in character.
13. Speak distinctly, but not at length . . . or at all. Learn to use the microphone don't.
14. Do not lecture your audience. This is show biz. You are not there to make long statements about your particular passions, but to entertain yourself and others, to show off, to exhibit a character and/or a costume, not to convert, harangue, or bore.
15. When in doubt, keep your mouth shut.
16. Remember, some people can grow a beard and some cannot.
17. Hand in a legible entry card, even to the point of writing out phonetically any difficult or unusual words. Do not assume either the narrator, the judges or the audience know all these words.
18. If you have the slightest doubt that your costume — based on a cover, a story description or media origin — might be unfamiliar to the judges, do not hesitate to supply them with visual materials or a copy of the passage in the text.
19. Give the judges sufficient time to examine your costume from all angles, giving special time to any particularly interesting aspect or design or construction.
20. If you have something for the narrator to read, keep it brief, eliminate as much as possible all unpronounceable, incomprehensible made-up names and terms. Do not duplicate on microphone what the narrator has already said.
21. If you are thinking of doing something you intend to be amusing, try it out on honest friends.  
*Craig Miller's Corollary:* Short is better than long; funny is better than non-funny; short and funny is best.
22. If you are going to try a costume cliché, you must either do it better than ever before, or have a good variation, preferably comic.
23. Presentation can make a mediocre costume and break a good one.
24. Keep all presentations short. Action is better than words.
25. Do not commit the one unforgivable sin: *Do not be boring.*
26. Rehearse! REHEARSE! REHEARSE!

*Len Wein's Law:* Those who think these rules do not apply to them are wrong.

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their printer.

# TV. CHARIOT

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# The Con Suite

The Con Suite will open Friday evening after the cash bar closes and be open until whenever!!!! Saturday we will open to general membership about 4:00 p.m. and be open all evening except for during the masquerade. Sunday will start partying after the art auction and go until everyone is a deaddog.

All alcoholic beverages will be bartended, and I.D. will be required if requested!!!!  
NO ALCOHOL WILL BE SERVED TO ANYONE UNDER THE AGE OF 19!!!!  
NO DRINKS OR FOOD WILL BE ALLOWED OUT OF THE CON SUITE AREA!!!!

We hope you have an enjoyable convention and we hope to live up to Curt's great tradition of an excellent Con Suite.

Note: There will probably be some special programming in the Con Suite. Check the pocket program for details.

## *Programming*

The programming department would like to thank the following people for their help:

Susan Sackett  
Leslie Fish  
KathE & Stephen Walker  
Alicia Austin  
Jinx Beers  
Michael & Lynne Anne Goodwin  
The Phoenix Filkers  
Felix the Cat  
Jeff (Snake) Macedo  
Alan Dean Foster  
our featured guests Real Musgrave, C.J. Cherryh, & Sleepyhawk Simila and our gofers.

A special thank you to the United Federation of Phoenix and TRANSIT sf magazine for their sponsorship of Susan Sackett's appearance.

Visit the Arizona Museum of Science and Technology for 'hands-on' fun with science. See flyer enclosed for more details.

Filking evenings in the upper lobby area or as listed in pocket program.

Easter Egg hunt for children 10 & under-Sunday in upper lobby area. Meet 9 a.m. in upper lobby.

## *Baby Sitting*

Children's memberships include a reasonable amount of babysitting. Please, don't abuse this service and if possible help our volunteers out for awhile.

Thanks

### BABY SITTING RULES

1. Parent must not leave their children more then 3 hours at a time with at least a 1/2 hour break.
2. Children will be taken on a excursion around the hotel by the baby sitting staff.
3. Clothes must be left for younger children.
4. Parents must take their children to meals.
5. The baby sitting room closes at 5 p.m..
6. We reserve the right to discipline your child.



## FILM ROOM

The Abominable Dr. Phibes - Starring Vincent Price, the Master of Horror. A 1971 film. Dr. Phibes, tormented by revenge, sends the ten plagues of Egypt against ten people.

The Asphyx - Discover the secret to immortality - all you have to do is capture your asphyx, a mythological Greek being that foretells death. 'Tis easier said than done.

Bunny Lake is Missing - With Sir Laurence Olivier and the Zombies. Produced and directed by Otto Preminger. A mystery about a little girl, Bunny Lake, who is missing - or is she? Sir Laurence, playing a Scotland Yard investigator, searches for the girl, only to find that she may have never existed in the first place.

Casino Royale - an all star cast with Peter Sellers, Ursula Andress, David Niven, Woody Allen, Orson Wells, William Holden, Charles Boyer, and more. A spoof of James Bond with seven people playing Bond. Unusual, to say the least.

Dick Tracy Meets Gruesome - An old Dick Tracy movie with Ralph Byrd as Tracy and Boris Karloff as Gruesome!

The Dunwich Horror - A cinema adaptation of H.P. Lovecraft's famous tale.

Godzilla vs. the Bionic Monster - What can be said about a Godzilla movie? It has some of the best special effects of all the Godzilla pictures.

The Golden Voyage of Sinbad - starring John Phillip Law and Tom Baker - that's right, The Doctor made a Sinbad movie! See Harryhausen at his best.

Invasion of the Body Snatchers - This is the original 1956 release that became a horror classic.

Jason and the Argonauts - The second of our Harryhausen movies, features excellent special effects, but you all know that.

The Legend of the Lone Ranger - This is a Lone Ranger classic starring Clayton Moore and Jay Silverheels in the leading roles. See how the legend of the Lone Ranger developed into the well-loved series.

Love Happy - This was the last film in which all three of the Marx Brothers, Groucho, Chico, and Harpo, appeared together. 'Twas written by Harpo. Life Magazine said, "The finest chase in thirty years of movie making." Released in 1950.

The Mouse that Roared - Peter Sellers, in a smashing triple role, leads the Grand duchy of Fenwick on its invasion of New York City. Filled with wit, satire, and other subversive weapons.

What's Up, Tiger Lilly - Little can be said about the second Woody Allen movie to grace our line up. This was, once upon a time, a serious Japanese detective/ spy thriller. Woody Allen redubbed the entire soundtrack in English and mixed in a soundtrack recorded by Lovin' Spoonful. Witness the quest for the Ultimate Egg Salad recipe. As Mr. Allen explains, "'Gone With the Wind' was a Japanese movie; they just dubbed in Southern voices."

We will also have several shorts, including: two reels of color Star Trek bloopers, The Making of Doc Savage, a Psycho trailer, and (with luck) several previews of upcoming releases.

