

LepreCon 15



LepreCon 15 Committee

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Treasure - Ray Gish

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Valerie Carmichael, Jeannie Lovell

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Masquerade - Terri Birmingham

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Dance - Margaret Grady

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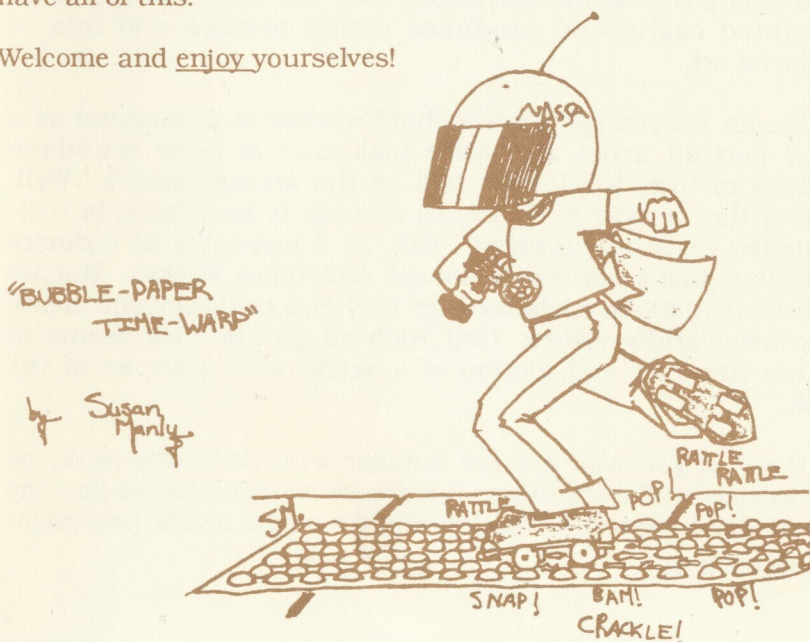
Seven months ago, after chairing CopperCon 8, I had decided to take a break from working on conventions. As a matter of fact, I swore I wouldn't chair another convention. However, life and fandom being what they are, I found myself volunteering to replace Randy Rau as Chairman of LepreCon 15. (Randy, while a wonderful human (?) being, has been heavily put upon by real world duties.) I suspect my roommate, Eric Hanson, of drugging my food. Yet here I am again putting on another convention for some of the most unconventional, fun-loving people I can ever recall associating with.

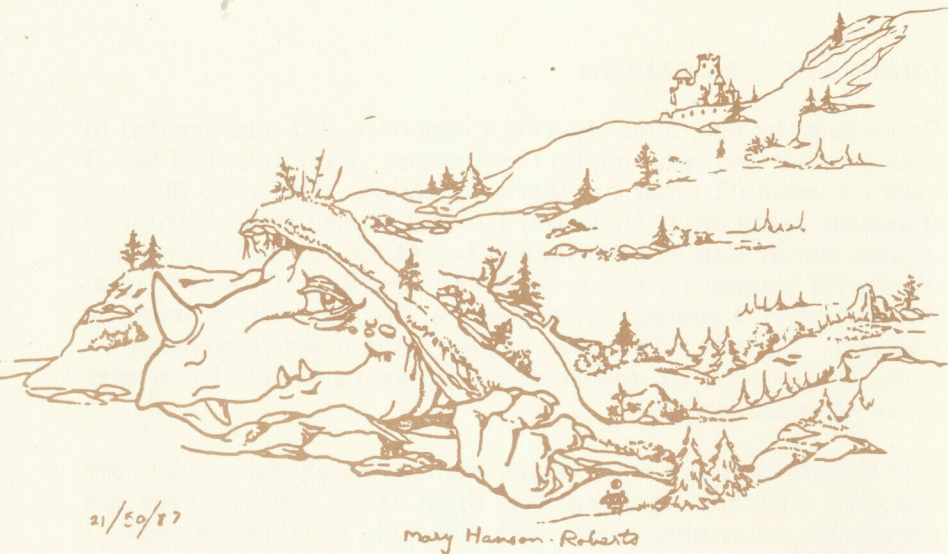
Our Guests of Honor were chosen well by Randy Rau. They are not only outstanding in each of their fields, but all three are personable, charming, witty, and enjoyable to converse with. I am confident that you will find their panels interesting and informative.

We all hope that you have come to LepreCon 15 to relax and enjoy learning more about science fiction/fantasy, horror, art, japanimation, and other people who are not really so different than you.

I would like to thank the Hyatt Regency, its employees, the LepreCon committee, our guests, our staff members, our volunteers and our attendees. Without all of you we could not have all of this.

Welcome and enjoy yourselves!





Artist Guest of Honor **RICHARD HESCOX** - by Terry Gish

Richard Hescox, LepreCon 15's Artist Guest of Honor, now fills his days turning out great cover art for fantasy and science fiction books, but once upon a time his life dealt with fantasy of a different kind.

His early working life was spent in a magic kingdom where he met a fairy princess, his wife Alice. They ran away together to an enchanted castle and produced young princes and lots of wonderful art.

You see, in his younger days Richard worked at Disneyland as a pastel portrait artist and Alice took care of more mundane financial matters (could this still be the arrangement?). Well, however they handle it, they both manage to keep busy in their enchanted castle in Pasadena. (OK, so it looks like an ordinary house, but that's how enchantment sometimes works.) But we know their castle is enchanted for how else could anyone create the other-worldly visions that Richard paints. He seems to capture the light and motion of a scene with a stroke of the brush.

For those of you who are not familiar with Richard's work, be sure to stop by the art show. But please be careful what you say around those paintings. With Richard's magic touch, you might turn into a frog.



COPPERCON 9

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I am interested in / would like to volunteer for

Author Guest of Honor Chelsea Quinn Yarbro
An Appreciation by Gerald Pearce

I first met M. le Comte de Saint-Germain one foggy autumn evening in Albany, California. He was still in manuscript at the time, playing his unconventional role in the social history of mid-Eighteenth Century Paris, and I found him immediately likable. The first thing in his favor was that, unlike most leading men, he was not half my age and twice my size; and beyond that he had style and class and the kind of entirely believable *savoir-faire* that is sometimes said to be only possible as the end product of centuries of good breeding. Of course he had a better claim to it: centuries of personal experience. And he didn't owe one damn thing to the cult and cliches of the movie vampire.

Chelsea Quinn Yarbro, his creator, took back the typed pages and smiled a twinkly-eyed smile of utter confidence and said, "Don't you just love him?"

My response was a pang of pure envy. How could any author be so drop-dead sure of anything? And though I've never had the nerve to come right out and ask her, I've always imagined that the answer has to be that she is a woman of enviable perception capable of recognizing a good thing when she sees it -- even when she has dreamed it up. And of course she was right. Saint-Germain was a success from his first appearance in Hotel Transylvania. Which is identified on the title page of the Signet edition as A Horror Novel. Of course the horror is not provided by the depravations of the undead in the time-honored manner of Lugosi, Kinski or Lee, but by the ordinary humans doing their ordinary all-too-human things to each other. Trust Quinn Yarbro to turn the horror genre on its head.

Trust her also, while you're at it, for good stories expertly told, whether fantasy or science fiction, often incorporating impressive historical research. She wears erudition as lightly as a coat of sunlight. Her areas of expertise range from history, music and gourmet cooking to the occult, raising horses, and cats. Expect the unexpected, like that ecstatic confection called "The Little Girl Dragon of Alabaster-on-Fenwick", in which cliches aren't avoided, they're invited to the party. It's an opera about an icky-sweet heroine under a spell, an overbearing queen, a king whose hobby is knitting, gardeners who won't cut the flowers because they're much too pretty, and of course an enchanted prince, a super-grumpy witch, an absent-minded wizard, a hereditary torturer, and some others - book, lyrics and tuneful witty music by

Chelsea Quinn Yarbro.

Raymond Chandler remarks somewhere that writers have just as much ego as actors but not the charm. He never knew Quinn. Even Homer nods, they say, so it must be too much to suppose that there may not be days when the Yarbro creative output flags, but in almost twenty years I haven't known her gift for literate conversation to falter, much less fail. I remember a dinner party at the late Fred Gottfried's a few years ago when a guest helping himself to mashed potatoes stopped and stared at this year's LepreCon Pro Guest of Honor and muttered, "Is that how writers talk? My God! - you're talking paragraphs."

Which perception should explain, at least in part, why those of us who are her fans would doubtless still be her fans if she never wrote another word.



Fan Guest of Honor Sue Thing - by Bruce Farr

Regarding Tucson fan Sue Thing, the SCA calls her "Vicountess Mistress Clea de Hunedoara," Eric calls her his wife and playThing, I call her "a gorgeous, young Thing" (which she unexplainedly tolerates - but don't YOU try it), Cthulu calls her "mom"... and we all think of her as "cheap TV" (and Sue, this is what your friends say!).

Let's start with the "cheap TV" shot. The best antidote to sleep yet discovered is finding the (conversational) "on" button for Sue. A discussion that interests her takes most of an evening and is guaranteed to give you more than a few giggles and insights into ourselves and fellow fans. In fact, the insights may often take the form of a roast from Sue - but it's always an interesting way to die. An alleged friend of hers says that she has a Persian cat-like manner with everyThing - she can't keep her paws off and she likes to bat them around. Well, it DOES explain her having the higher-than-fannish-standard number of cats around.

For example, Sue had been a Program Participant on a panel at the last CopperCon about flirting. Some time after the panel we were discussing women's costumes and Sue remarked that some rather unsubtle outfits consisted of nothing more than two bandaids and a cork (as The Who said, "You know where to put the cork."). At another time she commented about some people who'd earned her disdain and she remarked, "Even a potato has a certain low cunning." My advice is not to get into a battle of wits with Sue or you might find yourself disarmed and staked to a hill of fire ants. And wondering how you got there.

Vicountess Mistress Clea often dresses in black with Afghani styling including lots of silver jewelry and gorgeous headpieces and a funny silver hat (from her days as Princess). For the latest SCA war at Estrella Park, Eric made her a suit of Turkish armor with beautiful, intricate silver inlay. She even went to the extent of borrowing a horse for the occasion and a friend made her an Arabic standard. Eric (whose hobby is metal working, and by profession is an engineer at Hughes) must have spent hundreds of hours fabricating that armor, and every minute invested shows to good advantage.

Yes, Cthulu had a mom and it's a girl named Sue. Her penchant for horror shows in her choice of movies (I've listened to her discuss the visual and written genre with Robert Bloch, and heard him at the end give homage to Sue's remarkable

knowledge), the friends she keeps (hello to David Schow, Skip Spectre, et al -- careful Sue... I've heard it alleged that you're a "splatterpunk groupie", an allegation I'll only repeat in print and while many miles away), and herbal knowledge (she researches deadly herbs like Monk's Hood). Hmmm.... come to think of it, I think we'll pass on dinner with you and Eric at the next TusCon.

Do ask Sue about her fun-filled days with UNICON in Baltimore before Eric stuffed her in a sack and carried her off to Tucson. The year she chaired the convention it grew to over double its normal size at 2000-plus, giving meaning to the phrase "abandon con." We think that the current wave of "punk fans" followed her out here from Baltimore, their being unable to do without having Sue in their lives. Since coming to Arizona eight years ago Sue's been active in conducting the TusCon convention (which is now in its sixteenth year) as usually the Chair or heading publications.

Suzie Q presently works in a GP's front office, but then there's her Russian exploits to prove that Things weren't always so sedate. Some years ago she was a representative for the U.S. in pushing modern American kitchens in a trade show that traveled about the USSR. My favorite story is about the kid-locating device. The trade reps would explain that it would track your kids up to a certain range (say 1/2-mile). Then would come the question, "What about if they went futher away than that?" She'd answer, "Then it'd blow them up." Apparently the Russians didn't always crack a smile - I guess it lost something in the translation or else they took it seriously.

We're just awfully darned honoured to have Sue as our Fan Guest of Honor and welcome this opportunity to ~~roll with you in a tub of lime~~ ~~Jell-o~~ give you this tribute. Seriously folks, we thank Sue for all the effort she has put into fandom and believe that we're all the richer for her being around. We hope to see much more of her in the years to come



PROGRAMMING - Mike Willmoth

LepreCon has a varied program on tap this year. For those of you with interests in art and writing (in other words, everyone) we will be featuring slide shows, seminars, workshops, and panels on everything from where ideas really come from to how to market your work.

Our programming runs the list from How Conventions are run (ie, SMOF's and their ilk), to the wonders of massage(how to give, receive or merely watch).

Phil Fondacaro, who played in such movie favorites such as *Return of the Jedi*, *Troll* and *Willow*, will be on hand to talk about how Hollywood works from behind the scenes. Also come listen to Robby Kiger of *Monster Squad* fame as he puts a new meaning to the legend.

Once again by popular demand (?) we will have panels on flirting, the men are on Friday night and the women get to rebuttle on Saturday. This year we promise that we will be serious, no dancers (darn) in the middle of the show.

On Saturday in the Regency Ballroom we will be presenting promos on the following: **Star Trek V**, the making of **Batman**, **Indiana Jones 2**, and **Baron Munchhouse**. Stop by to see something special.

Programming will be located in the Borien and Russell rooms on the second floor. A pocket program with exact schedules and items is available with your registration items. Any changes will be shown on the schedules posted outside the individual rooms.

We hope that you enjoy this years LepreCon. If you have any ideas for next year, stop by and talk to us. We are always happy to hear your ideas. Enjoy!



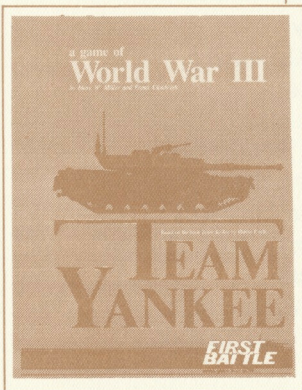
LepreCon 15 Program Participants

Armand Cabrera
Dave Cooper
Doug Cosper
Khigb Dhiagh
Frank Ellersieck
Alan Gutierrez
Eric Hanson
James Kosky
Martin King
Joseph McKersie
Cary Riall
Jeanne Saint-Amor
Kevin Standlee
Sam Stubbs
John Theisen
Kit Townsend
Doreen Webbert
Debora Wykle

Rick Cook
Sonni Cooper
Elizabeth T. Danforth
Marjii Ellers
Phil Fondacaro
Richard Hescox
Robby Kiger
Marj Kosky
Shadrick Konrardy
Bob Pechman
Dr. Warren Rice
Michael A. Stackpole
Alexazandra Starr
Somtow Sucheritkul
Sue (Dragon Lady) Thing
Jim Webbert
Gail Wolfenden-Steib
Chelsea Quinn Yarbro



THE ABSOLUTE BEST



CUSTOMER SATISFACTION

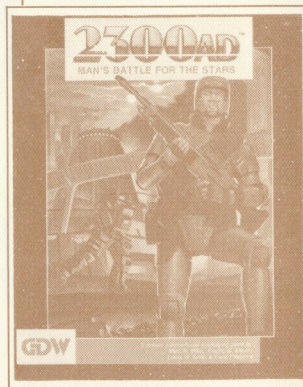
Every GDW game box carries a customer response card like this one. Its purpose is to gather customer names and addresses so we can send out game catalogs.

But the most important part is the bottom—the comment line. After being processed, every card and every comment is read by our customer service department. Complaints and problems are resolved. Information requests are filled. Then the card is routed to the game designer involved so that each designer can get a feel for what the customers want and think. Our designers have their fingers on the pulse of their customers—they deal with the people who buy the games, and they know what the buyers want.

That's why GDW games are consistently well received by buyers, retailers, and distributors in the game sales chain.

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Our 15th Year



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12/5/87

Mary Hanson Roberts

ART SHOW - Ray Gish

The LepreCon 15 Art Show will offer fans the best of science fiction and fantasy art. We will be in the Phoenix Ballroom (2nd floor) with open hours of :

Friday : 12:00noon - 9:00pm
 Saturday : 10:00am - 6:00pm
 Sunday : 10:00am - 12:00noon

We are very pleased that lots of our old friends have been able to return to us this year. Due to their help we can offer the creative works of Alicia Austin, Alan Gutierrez, Mary Hanson Roberts, David Cherry, Armand Cabrera, George Barr and Real Musgrave to name just a few. We are quite proud of the Art Show this year - stop on in and meet some old friends.

There is a special art show tour scheduled for Friday night from 9 to 10pm. It will be conducted by our Artist Guest of Honor Richard Hescoc, with Armand Cabrera assisting. Attendance is limited, so sign up early in the Art Show.

The ever-popular auction will be held in the Borein Room on Sunday, starting at 1:00pm. Pieces with two or more bids, or at the discretion of the art show director, will go to the auction. So come on out and watch the antics of our own Jim Webbert as auctioneer, striving to get the best for the artist.

Artists in attendance may pick up their work starting at 12:30pm on Sunday. Buyer pick-up will be after the auction Sunday. Pieces may be purchased by cash or check with proper ID.

Come on in and see what the Art Show has to offer, but beware of the frogs.

JAPANIMATION - Tom Perry

We'd like to invite you to drop by the Japanese Animation room. It's a great place to relax and sit down after spending hours on your feet. You can also see some of the world's finest animation.

Some people wonder why we show "cartoons" at an SF convention. Japanese animation is not just for kids, it is intended for people of all ages. Many of the Japanese animation videos that we will be showing are excellent science fiction/fantasy. There is a great deal of action, interesting characters, good music scores, and frequently thought-provoking ideas of possible futures. The overall quality of the stories is much higher than we are used to seeing on American TV. It is not unusual for the Japanese to adapt a literary work into animated form. For example, they are currently adapting Robert Heinlein's *Starship Troopers* as an animated series.

The art styles from Japanese animation are becoming more accepted by 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, among others. The English language translations of Japanese comics such as *Akira*, *Grey*, *Mai* and *Xenon* are having an increasing impact on American comics.

Japanese animation has also had a major impact on many of the games that we play. Many of the Nintendo games are based directly upon an animated series. The same is true of many arcade games. If you are 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.

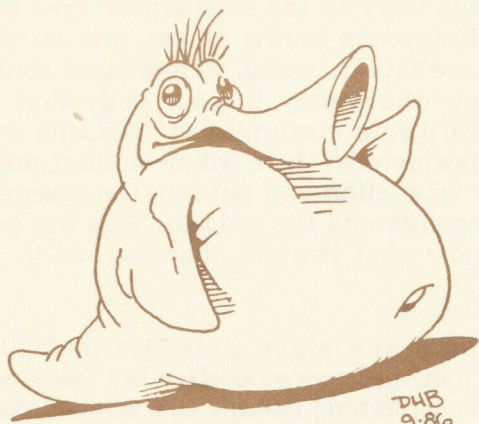
There is also a growing fascination of Japan and the Japanese people among Americans. Japanese animation is an enjoyable way to learn about Japanese culture.

This year, for the first time, a significant number of our videos will be subtitled to increase your viewing pleasure. Now you can not only watch the beautiful animation, you can understand why the characters are acting as they do.

For parents with children: as long as your child is reasonably well-behaved, we don't mind if you leave your child in the animation room while you go see some other part of the con.

However, please remember that our program 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.

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



Gaming - Don Harrington

Welcome to Games & Diversions at the Hyatt! We are located in the Cowboy Artists Room on the second floor. Be sure and drop by during the convention to play a game, win prizes in a tournament, peruse the entries in the miniatures painting competition, buy and sell games at the used game auction, enter our door prize drawing, or just say hi to our friendly and enthusiastic staff.

Thanks to all the people who helped to make Games & Diversions a success at LepreCon 15, especially the following companies who contributed prizes and merchandise: Avalon Hill Game Company, Crunchy Frog Enterprises, Fantasy Games Unlimited, FASA and Mike Stackpole, the Game Depot, Game Designer's Workshop, Mayfair Games, Palladium Books, the Role-Playing Gamers Association from TSR, Steve Jackson Games, and West End Games.

MASQUERADE - Terri Burmingham

This year's Masquerade honors the two most important aspects of a Masquerade; the costume and the stage presentation. Each one compliments the other, but at times each one could almost stand alone. Therefore the major awards reflect that philosophy.

First and foremost is the costume. That's what this show is all about. It gives the participant a chance to be someone else, show off his/her sewing and/or construction abilities, and become famous for about fifteen minutes. Sometimes in the past the costume aspect has been ignored. There you are, an entrant, who has slaved over your masterpiece. It's crafted well. It looks good. It brings tears to the seamstress' eyes (Pati Cook drools with envy). But you're boring as sin, and on stage that fact is magnified. So what's a boring, well-dressed soul to do? It used to be that you would pray to your deity that someone would notice how sharp your costume was. Not this time. Prior to the start of the Masquerade, there will be a short pre-judging so that we may know what effort you put into the ensemble. This is only open to contestants and the judges. This will be the time to let the judges know what you did, how you did it, and how long it took.

But what about the stage presentation? I enjoy a good presentation just like everyone else; but because someone in a sheet or fur or something skimpy can act well doesn't mean they should get best of show. [(That's just my opinion, but I am running this show.)(Terri also presents a great 30th birthday party, ed)]. Therefore, a second major award has been created, Best Stage Presentation. Costuming is still a major part of this award and it will reflect that.

Now that I have explained why I am doing what I am doing, on to the piddley stuff. If you are a contestant you must be at the contestant's meeting in the Regency A Ballroom (first floor) on Saturday at 12:00 noon. No ifs, ands, or buts. I will accept a member from your group to represent you, but it is up to that person to get the info back to you. After the meeting, the stage area will be available for practice work.

I will go into more detail at the meeting on rules, set-up and other junk. I will be available in the atrium, near the Convention Registration desk during the morning on Saturday with pre-registration packets for all contestants. You may register up until meeting time, but I suggest that you hunt me down and get a

packet before the meeting so that you know what's going on and can prepare.

Last but not least I want to acknowledge all those unsung heroes, regular volunteers, and lunatics that have helped me make this a fun experience. (I really mean that, it has been fun!!!!) A special thanks to the Oreogang for all your support, you all have been truly marvelous. And thank you, Don.....I love you.



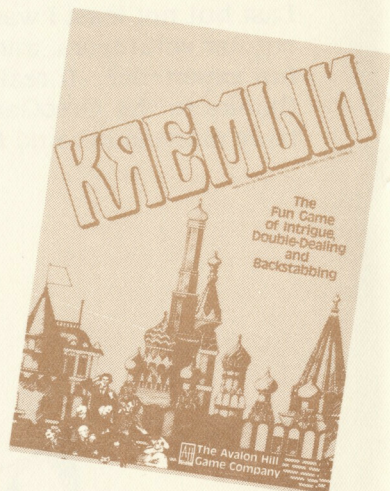
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Video - John Williams

Welcome to the LepreCon 15 Video Room. We have a widely varied program scheduled for your enjoyment this year. We hope that you enjoy what we have found on the dusty back shelves out in Hollywood.

The video room is located in the Sundance Room this year. We are on the first floor of the hotel, towards the north end of the hotel. If you can see the hotel registration desk, you are at the south end. Our schedule is printed in the Pocket Program, but sometimes changes are necessary so the exact schedule of movies and times will be posted outside of the Sundance Room. And now for a listing of what we have found:

The Andromeda Strain: Organism infects satellite, satellite falls to Earth, people die from the organism. Great at-the-edge-of-your-seat action.

It Came from Beneath the Sea: Ray Harryhausen (Clash of the Titans) spins a wonderful story about a giant squid who attacks San Francisco (and a great end).

Elvira, Mistress of the Dark: See her busting out all over.

Fail Safe: The movie that Dr. Strangelove was based on.

Creature from the Black Lagoon: Guess what's coming to dinner.

Gorgo: English professors capture a baby monster and mother's not happy.

The Rocky Horror Picture Show: A strong con favorite, audience participation is requested.

Heavy Metal: The other story of how the world was saved.

Frankenstein: The original version, and still the best.

Bride of Frankenstein: This is the type of girl that your mother used to warn you about.

Son of Frankenstein: What else can be said.

Young Frankenstein: A wonderful story that picks up where the

original left off.

The Outer Limits: Several episodes of the series will be shown.

The following two movies are from the Cheesy Movie Catalog, sure to be your favorites. Movies are hosted Velveta, Mistress of a Lark.

Return of the Killer Tomatoes: Just when you thought it was safe to eat a salad.

Return of Capt. Invincible: An aging superhero is needed again to save the world. A great musical romp.



"Maiden's Magic"

... We Knew You'd Be Here!

How'd we know? Simple – You like science fiction and fantasy. Well, so do we! In fact, they're the basis for most of our games. And, you're a discriminating person of intelligence and taste (you're here, aren't you?). Besides, your postman has been sending us regular reports on you since 1981!

Steve Jackson Games is pleased to help support this convention by providing prizes for gaming tournaments. Check your program book for details.

Among our games are:

Car Wars – The classic game of car combat where the right of way belongs to the biggest guns!

GURPS, the Generic Universal RolePlaying System – With one set of rules, you can adventure in any world you choose – past, present or future! All the rules are in the **GURPS Basic Set**. Then add your favorite worldbooks, sourcebooks and adventures.

Guilty Party – Murder mystery games with our famous attention to quality. Can you deduce the Guilty Party?

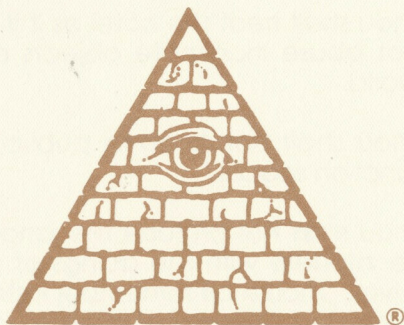
Illuminati – The award-winning game of world conquest by power, stealth and guile. It's a conspiracy!

Ogre – This hobby classic pits a 21st-century army against a single cybernetic tank.

The Awful Green Things From Outer Space – A strange little game for two players – the crew of the spaceship *Znutar* and their foes, The Awful Green Things.

For the best in gaming, look for the Eye in the Pyramid . . . your assurance that Everything Is Under Control!

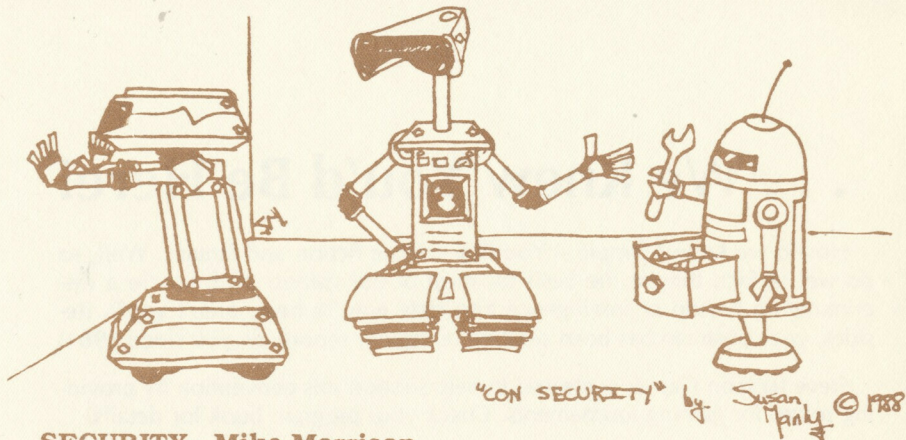
Send a long SASE for our free catalog and visit our computer bulletin board – (512) 447-4449.



STEVE JACKSON GAMES

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SECURITY - Mike Morrison

I am the chief, thy security. Thou shalt have no other blankets before me.

Thou shalt not wear real or realistic firearms or weapons that shoot or project anything. (Yea verily, this includes the mystical energy of light.)

Thou shalt not wear spiked apparel.

Thou shalt have a "hard protective" case that will protect anyone from the point and edge of thy knife or thy sword. Exceptions to this may only be granted by the approval of Terri Birmingham and only for the duration of the masquerade.

Thou shalt treat the hotel as if it were your own home. Thou shalt not abuse inanimate objects as they are the innocents of the world.

Thou shalt not sleep in public areas and never in convention function space.

Thou shalt not profane the language of common sense, nor shall ye interfere with the doings of your neighbors or your neighbors' wives. Thou shalt remember instead that all around you have their rights and ye may not impose upon them as they may not impose upon thee.

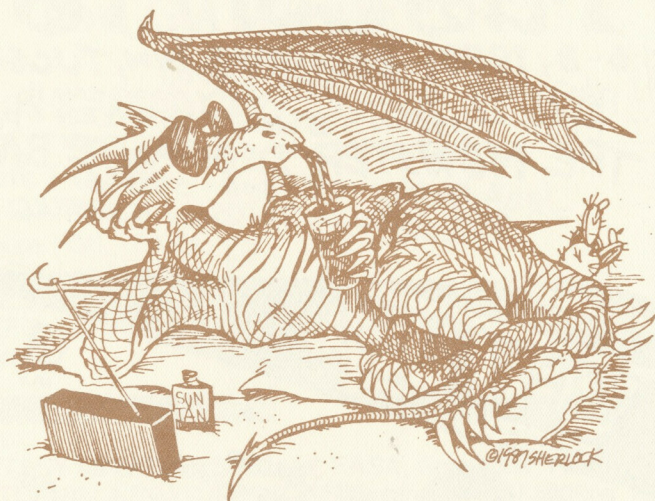
Thou shalt not drink alcohol if thou are underage. Thou shalt not bring breakable containers onto the hotel floors or the pool deck.

Thou shalt remember that the hallways are actually walkways, and thou shalt not run.

Thou shalt remember that memberships pulled for cause, as stated by the head of security, will not be refunded. The convention will retain the right to remove any individual that cannot work within the confines of common courtesy and common sense.

Thou shalt remember the convention and keep it fun. For it was conceived that a weekend shall be set aside every year for this convention and thou shalt do thy best to insure that we are still able to have one next year.

Thou shalt enjoy this weekend and partake in all the delights it provides. The weekend was set aside for the enjoyment of all and to all a good night.



Volunteers - Matt Fredricks


This convention is run entirely by volunteers. Good help (sometimes even Bad help....) is hard to find. If you would like to help, please check with Matt out by the Registration table or in the Operations office. There are lots of areas that need help, so come join the fun. There are always extra goodies reserved for volunteers, sometimes even memberships to LepreCon 16.

Anyone under 18 should have parental permission in writing to work.



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DEALERS ROOM - Cliff Baird

Dealers include: Mere Dragons, Jim Groat, Endless Universe, Rakish Blade, Amber Unicorn, DAG Productions, Adam's Books, M.R. Hildebrand, Phoenix Fantasy Films, Pern Imports, Magic Stone, Dave Bill's Casting Co., Bent Cover, Roving Panther, and the Arizona Paperback Exchange.

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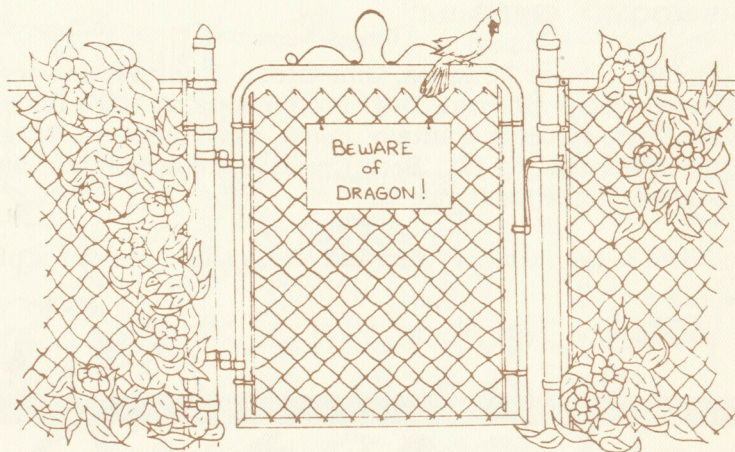
Also: FANTASY MINIATURES (Citadel, FASA, Grenadier, Ral Partha)

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MAGAZINES, REFERENCE BOOKS, PAINT, DICE, plus much more!

COMPUTER ROOM - Share Data

The Computer Room is being hosted by Share Data this year. They are located in the Russell A room, on the second floor. Stop on by and see what is new in the way of computer gaming.



"woof" © 1986 Diana G. Gallagher

Dance - Margaret Grady

Remember those great dances at NASFiC?
Tired of the things they've been calling dances lately?

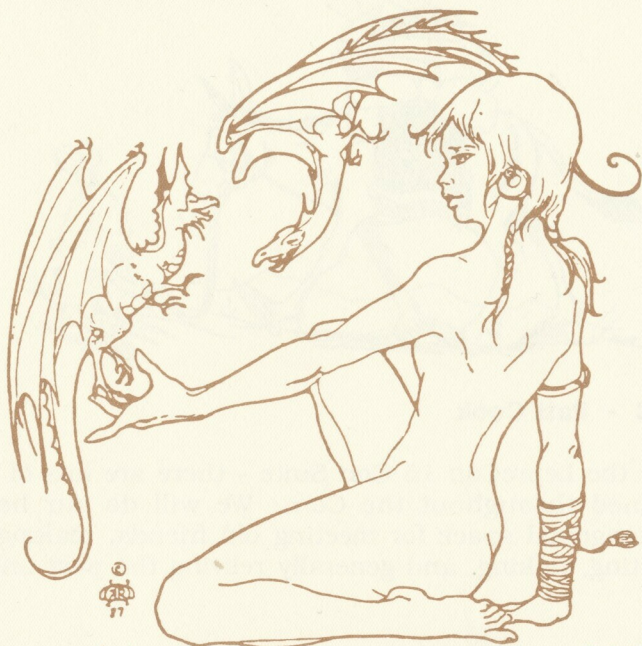
Well, things are gonna change! It's high time we returned to danceable music. Bring all your friends - have a great time! The dances will be held in the Regency Ballroom, first floor, next to the Dealers Room so we'll be easy to find. ALSO, if there is something special you would like to dance to, just bring it down with you on cassette tape. We'll also do requests and dedications.

The Friday night dance will kick in right after the Meet the Guests Party, in the room directly behind it. Wear your favorite science-fiction creation and dance to great songs from sf movies (as well as other favorites).

Join us again Saturday night for the Monster Mash, to begin shortly after the Masquerade is over. So polish your fangs and dust off your bolts - and join us for another great night of dancing fools, er, ghouls.

By the way, we will have the hotel sponsor a cash bar at both dances, so if you're over 21 and would like a libation, bring some bucks.

And, in the immoral words of Bill and Ted, BE EXCELLENT, DUDES!



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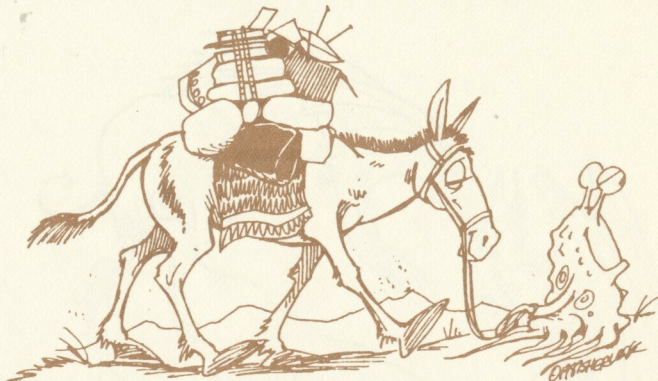
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CON SUITE - Pati Cook

Welcome to the LepreCon 15 Con Suite - there are lots of great times planned throughout the Con. We will do our best to provide a congenial space for meeting old friends, making new friends, resting, talking, and generally reliving the past and the future.

The Con Suite is located in rooms 326 and 327 on the pool deck. We will be open during the day as a place for you to get away from the hustle of the convention. We are planning on drinks and small nibbles during the day. We have a special surprise planned for each night, the Guests of Honor will chose the menu. Stop by and see what they have suggested.

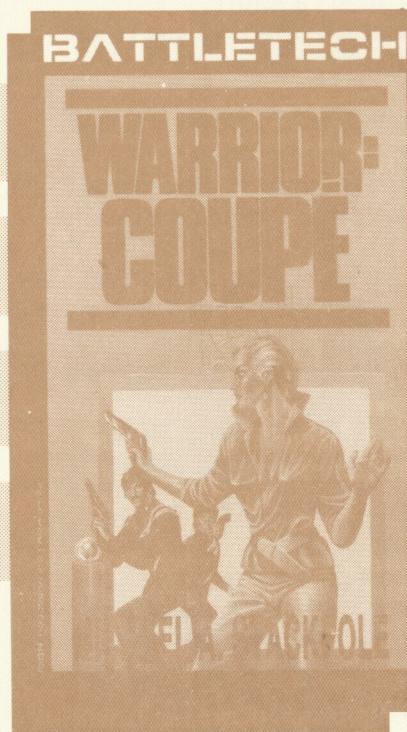
Also we have several groups from around the valley who will be hosting the suite during different hours. This is a great way to get to know them and for them to talk about what they are. On Friday night TERRA will be your host. Terra is a general SF/F group that meets out in the west valley. Sunday afternoon, your hosts are Igen Wyre, a fan club based on the Anne McCaffrey *Pern* series and the fine folks who have been bringing us all of this wonderful Japanimation.

The Dead Dog Party is hosted Sunday night by the Captain and crew of the Privateer ship, *Dream Sailor*. The crew includes Captain Cyrl Konrardavich (Shadrick Konrardy), Quartermaster Teraesa de Chere bat Weiss (Zetta Konrardy), Sargeant at Arms Drake Avenforge (Dale Kennedy), Sailmaster Terran Mac Brin Terry Brian), Navigator Bartholemew Baracus (Tom Smith), Cannonmaster Roberto L'Arand (Rob Marsden), Healer Illena Cuidara (Sandy Caywood), and Galleymaster Beldazar (Steve Willgrubs). Music and atmosphere will be provided for all the Dead Parrots, so come on out dressed as your favorite scurvy dog.

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**MEET AUTHOR MICHAEL A. STACKPOLE
AT THE CON THIS WEEKEND!**

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FEN - uhl - g - THI - luh - meen

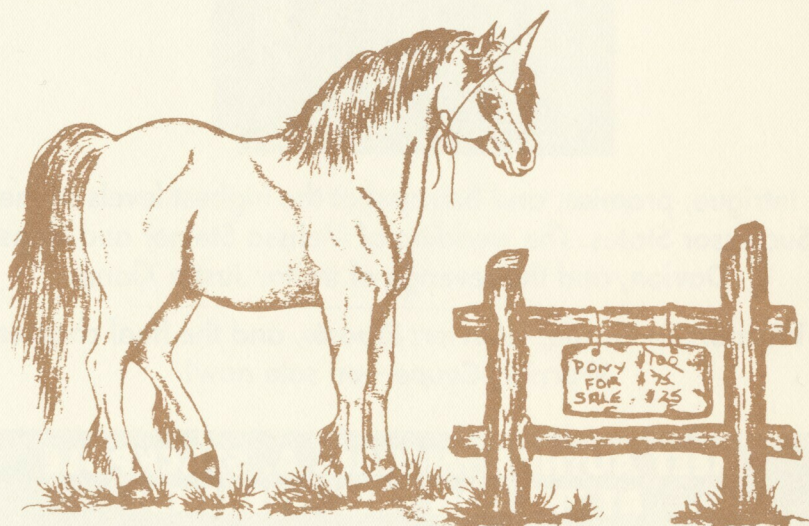
Of all the substances to buy
amongst our great drug scene,
There ne'er was a more delightful high
Than from phenylethylamine!

O, sweet ph, your thoughts it'll drain,
And give your heart a shove,
For ph is a chemical made in the brain
When one is madly in love.

It's easy to take or pass around,
For ph is terribly handy.
Phenylethylamine's also found
In your favorite chocolate candy!

Well, my boyfriend and I are off to buy
The finest chocolates you've tasted,
Think about what I have told you guys...
I'm going out to get wasted!

A. Nona Muss
(Susan Manley)



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LEPRECON 16

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Author Guest of Honor - Rick Cook

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