

LepreCon 18

Science Fiction & Fantasy Convention

March 27 - 29, 1992



Committee

Chair - Eric Hanson

Treasurer - Sam Stubbs

Art Show - Ray Gish

Business Liaison - Barry Bard

ConSuite - Liz DuVal

Dealers Room - Dave Hiatt

Hotel Liaison - Bruce Farr

Logistics - Ken Lemons

Programming - John Theisen

Publications - Eric Hanson

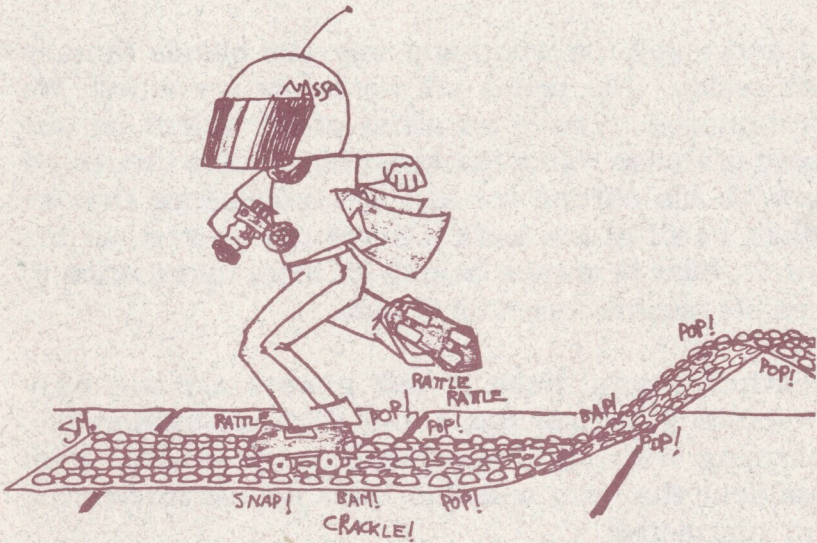
Registration - Irv Holt

Security - Eileen Phillips

Staff Lounge - Liz DuVal

Video - John Williams

Volunteers - Stephanie Bannon



Chairmans Greetings

by Eric Hanson

Welcome to LepreCon 18. We have had a lot of fun putting this contention together for you, and I am sure that you will feel that this convention is a little different from conventions past.

A year ago we decided to make LepreCon 18 a little smaller than in past years, primarily because we felt that you would enjoy a smaller convention that catered more to the enjoyment of science fiction and fantasy rather than a weekend of most of the same things that you can find at home. So feel free to peer into the corners, you never know what you may find.

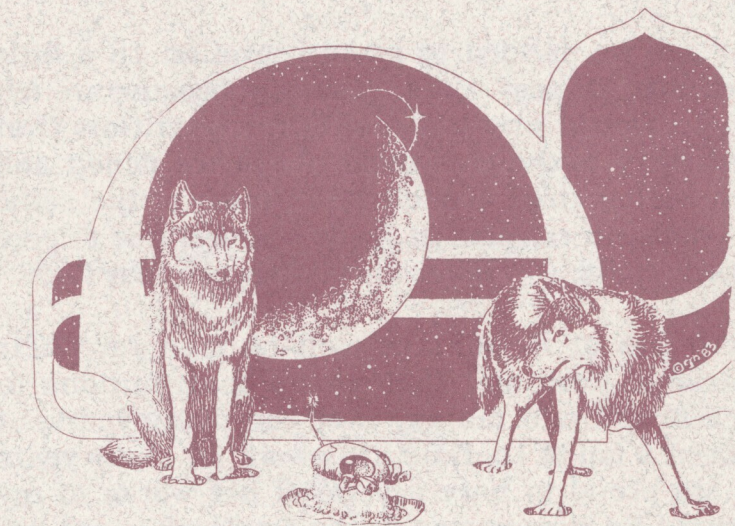
Our Guests of Honor are well chosen for their professional work and their many contributions to science fiction and fantasy over the many years. I have been a fan of Liz Danforth's work for many years and I am proud to have several of her works in my collection. Be sure to stop in the Art Show to see her

art and enjoy the wondrous way she blends fantasy with reality. Her pen & ink works are a wonder! We are honored to have an artist of her talent as our Guest of Honor. Mike Stackpole has always impressed me with his cutting wit and the intelligence that he brings to all of his work. Never one to rest on his laurels, Mike is always looking for more information to keep his favorite topics up to date.

In other words, both of our guests are not only outstanding in their fields, but each 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 18 to relax and enjoy learning about science fiction / fantasy, horror, art and other people who are not really so different from you.

Welcome and enjoy yourselves.



Mike Stackpole

An Appreciation by a Friend

by Mark O'Green

An Appreciation for Mike? Ha! What he needs is a Roast. And not one of those wimp numbers where retired comics come back to reuse material and get a free meal - I'm talking pole-sized skewers and an eight-foot pit with glowing coals... and maybe a few mesquite chips for flavor.

Let's start with a warning to the con-committee. With Mike's fabled sense of direction, they'll probably have to lead him around at the convention. After all, his first visit to Phoenix was a stopover on his return trip from a convention in Ottawa on his way back to Vermont - either the Mother-of-all-Shortcuts, or he's equipped with the Scud guidance system.

Or maybe it was Mike's version of the Amber-walk. There were rumors that this was some sort of hijacking by Phoenix game-playing Amberites who wanted to "talk" to him.

Even though Mike was on the track to become a Vermont history teacher at the time, his Indiana Jones-like desire to delve into everything forced him to sort things out in this dry clime. Being a good son, he did promise his mother he'd go to the FBI to deal with any conspiracies. (Something of a harbinger, I'd have to say.) It remains unclear if the Flying Buffalo Inc. mailroom was really what she had in mind, though.

I suppose I should mention his family briefly. Mother and Father were role-models for the Cleavers, with Dad doing double-duty as a stand-in for Marcus Welby. Legal-eagle sister with a salt allergy. Brother

who led the coup on Grenada - Mike did help out here by cleverly concocting a story of somebody ELSE invading. So what happened with Mike? My guess is a Changeling, but that smacks of conspiracy, and he'd just deny it.

This would also seem like the place to announce that there's a good chance his considerably-more-significant-other Liz may very well be presented her sainthood at the convention.

My own first encounter with Mike was in the early 80's when he was a guest speaker at a Mensa meeting - don't worry, it worked. I got smarter and didn't go back. He talked about gaming - trying to recruit more of the unsuspecting into the fold. The General of Satan - you didn't know he's been called that by some worried Mothers (Wait, that could be taken wrong. These Mothers are part of the Mothers About Game Playing Intervention and Educational Support group.) Anyway, the General recruited yet another into the local gaming coven - me. But don't ask him about this conspiracy - he'll deny it, too, and talk about a Catholic upbringing.

Even then he was talking about being a writer. I remember quite clearly his statement that only physics PhDs could write SF anymore. Must have been sneaking off to night school so he could write the BattleTech novels. With that truly disgusting writing speed of his - warping words somewhere close to the Hubbard Horizon, one of those exotic areas of quantity-time physics where words will continue to flow long after expiration - Mike would have plenty of time.

It's real hard to say if LepreCon got a good guest or not. On the one hand, Mike elicits great cooperation. Why, whenever I mentioned to anyone about roasting



him, not only did they immediately offer suggestions, they gave me instructions to call anytime if I needed help. Let's face it, rallying support at that level is a rare gift.

On the other hand, Mike's not likely to be a one-of-those controversial guests.

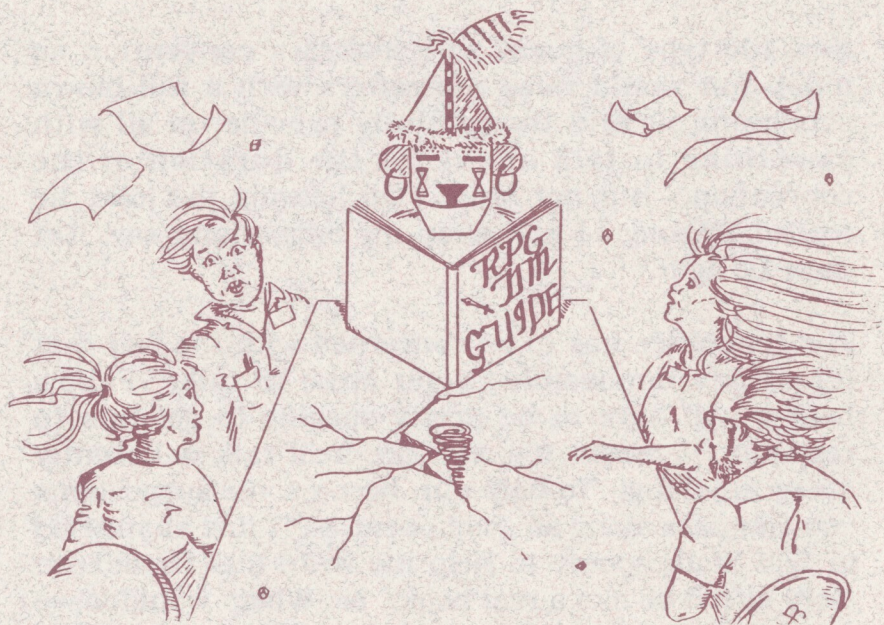
It's hard to get a rise out of him - and I do try - but this is yet another of his shortcomings. Here's an example: A mutual friend starting telling this joke - "How many Mike Stackpoles does it take to change a lightbulb?... One, he puts it in the socket and the world revolves around him."

Now the type of guest who makes a convention so much fun would raise the rafters with a full-blown screaming fit and thoughtfully provide us all with something to talk about for the duration of the convention. But not Mike. On hearing the joke, he replied, "Wrong. I just snap my fingers and say, 'Let there be light.'"

The committee has to be concerned with the fact that it's nearly impossible to get Mike to talk. Fellow Lepres will have to be pretty specific to get him to respond. I mean, it's not like he'll talk coherently about anything! To help out, here's some suggestions you can pass along as good openers. "I just channeled in Will Shakespeare to help me write this BattleTech story so it'd be like a real book." or "Which would leave a larger hole in a soccer goalie? A Glock or a .357? What would be the penance?" or "I gave my 50th level

wizard a paint-gun with special flechette load.”

Probably the only real hope for him as a guest is that he's a True Storyteller. Most of us talk at length about a story idea and thereby insure the fire is completely out long before we attempt to put it on a page - which saves time wasted in being would-be writers. Mike, on the other hand, being a descendant of aliens - but don't ask him, he'll deny that conspiracy, too- is out of the storyteller mold. (No, not the little green bathroom stuff - that's too easy.) His tales polish with every telling. (I know, another opening for a cheap shot like, "I outta know, I've heard them both 153 times.") But the chances are, anyone who gets into a conversation with Mike will be entertained... and certainly won't be bored.





Liz Danforth

A few words about a remarkable lady

by Pat Mueller

Liz Danforth is one of my best friends in the whole, wide world. She's a lot of fun to be around, she's intelligent and quick with her wits, she's got a million hobbies and interests and she does them all very well... and I don't think she realizes that she's one of my major role models!

I first met Liz back in 1977. She was one of the horde of Flying Buffalo people and associated kidnappees driving back to Arizona from Canada; someone among them insisted that he stop and visit the guest of a guest of one of my housemates in East Lansing. Fandom is like that... Little did anyone realize that the artist who had abducted the young fellow in the hockey shirt from Vermont, and the girl from Michigan

with the cat who peed in the corner, would become fast friends, co-workers, and roommates. (I lost the cat in Missouri, but she got to keep the Vermonter.)

After I moved to Phoenix and fell into a job at Flying Buffalo, I met Liz again. She was the Buffalo staff artist, and I decided that I wanted to work with her in the production department. (Believe me, production was a lot more interesting than typing cryptic messages on a teletype for 8 hours at a stretch...) After a while, Liz needed a new roommate and I needed a new place to live - so I moved my stuff over to her place just before leaving town for a week. When I got back to Phoenix I wasn't sure I could find my new digs - but it didn't matter, as evidently the landlady had summarily evicted both of us, and in the space of a week Liz had found a new apartment and had moved everything to the new place. That feat still amazes me.

I don't remember how many different apartments we had, or (groan) how many times we had to move everything. Liz had an astonishing quantity of "neat stuff" - all of which is pretty interesting (until you've toted it from Scottsdale to Mesa to Tempe to Phoenix and then across town six or seven times - no, I didn't say that). She's got art books and anthropology books and lots of science fiction and fantasy, and weaponry books and history books and assorted reference books, and a really neat foot-and-a-half tall museum replica of Horus, and a full-size buffalo rug, and fencing foils by the fireplace, and — well, you get the idea. I never found enough time to read all of Liz's books, mostly because I was too busy talking to Liz!

Liz's art never ceases to amaze me - especially her intricate black-and-white work, meticulously-inked, some of it done with a pen which makes lines thinner

than the finest human hair. Or her quick-drawn, barbed-wire-wit cartoons of a certain Grimtooth the Troll, done on the fly with a felt-tip pen. (One of my favorites involved Grimtooth pulling the wings off little, tiny, helpless fairies...) Working in print, Liz's keen sense of design and layout taught me more than I think she realizes - but that's Liz, who usually doesn't give herself enough credit when credit is due.

You know, sometimes serendipity just takes over your life. Who'd have thought that someone I met in East Lansing on their way to Phoenix from Ottawa would turn out to be my best friend - and who would have thought that for all those transcontinental miles involved, years ago we were raised within fifty miles of each other?

Actually, I've always wanted to be someone like Liz when I finally grow up!



Hotel

by Bruce Farr

Welcome to LepreCon 18 Convention and the newly-remodeled Celebrity Hotel! You may remember it from past conventions as the Caravan Inn. Since the work to upgrade the hotel is still in progress, we ask your indulgence.

Spinners, which is the new hotel restaurant, has great food at a budget price. We especially recommend their burgers, sandwiches, salads, fries and milkshakes. There is also a bar/lounge with generally reasonable prices.

We just worked with the hotel staff two weeks ago for HexaCon 2 Convention, and they're a pleasure to work with. However, if you need any assistance in dealing with the hotel, please contact me (the Hotel Liaison for the convention).

Please consider getting a room at the hotel during the convention! At \$42.00 single/double, it's a good price and lets you entertain friends and avoid the trip home each night. We hope that you enjoy the convention and the new Celebrity Hotel!



Dealers Room

by Dave Hiatt

In keeping with the general theme of this convention - less is more - the Dealer's Room will be smaller than it has been in recent years; but we are still planning to have a good variety of merchandise for the convention attendees. Dealers include: *Out of this World* book service, featuring new books of fantasy and science fiction, as well as some unique jewelry items from Hildy; *Roaming Panther Games*, with loads of gaming supplies; *Adams Books*, with an assortment of used books and magazines; *MoiRandall's Miscellaneous Medieval*, renaissance, highland, fantasy and science fiction costuming items; *Barry Bard's Fantasy - Past, Present and Future*, with his usual eclectic assortment; *Tomes and Treasures*, which includes pewter nick nacks, book lights and an intriguing pastiche of paraphernalia; and *Hagar and Helga* with used and unused books, comic books and perhaps a few surprises. Also the Dealer's Room will include an autograph table, so keep watching for scheduled autograph sessions or stop by and see if someone famous is signing things.

The hours for the Dealer's Room will be:

Friday 2pm - 7pm
Saturday 10am - 7pm
Sunday 10am - 4pm

So come in, browse, spend money - the dealer's help support the convention and can use your support in return.

Volunteers

by Stephanie Bannon

This convention, like all others of its kind, is run completely by volunteers - and we need your help! When you have a few minutes to spare, stop by any area that you would like to see and 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: trips to the Staff Lounge for a free meal for each 3 hours of work, and a free membership to next years LepreCon convention for 12 or more hours of work, and our undying gratitude.



Art Show

by Ray Gish

The LepreCon 18 Art Show will offer fans the best of science fiction and fantasy art. We will be in the Casablanca Room in the Convention Center. Enter from the front of the hotel. We will be open the following hours:

Friday: 2:30pm - 9:00pm
Saturday: 10:00am - 7:00pm
Sunday: 10:am - 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 just to name a few. We are proud of the Art Show this year, stop on in and meet some old friends.

The ever-popular auction will be held in the Morocco 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 auctioneers as they strive 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 the proper ID.

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!



Programming

by John Theisen

LepreCon has a varied program on tap this year. For those of you interested in art and writing (and how to), we will be featuring slide shows, seminars, workshops and panels on everything from where ideas come from to how to market your work. Our program runs the gambit from how teens interact when their parents are fans, to how adults interact when their teens are fans.

Once again by popular demand we will have a round-robin storytelling inspired by random selections of artwork, from what's happening in NASA to old and dead heros to TV to the always popular "Sex in Space". In other words, we will have a little bit of everything.

Programming will be located in the Morocco (Programming Room 1) and Marakesh (Programming Room 2) rooms in the Convention Center (enter in the back by the pool) and in the Sultans Room (Programming Room 3 located on the second floor

above the ConSuite) and the Kashmir Terrace (Programming Room 4 located on the second floor, up the stairs in the hotel lobby). 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.

Following is a listing of this years programs and panels. For scheduling and locations, check your pocket program.

SPECIAL EVENTS

- >Meet the Pros Mixer - Friday, 6:30pm to 8:30pm
A casual, open-air get-together with the Guests of Honor, attending Pros and any special visitors & a no-host bar.
- >Future Shock - Saturday, 1:30pm to 4:30pm
Where does civilization go from here?
(a special, expanded panel event)
- >Joe Bethancourt Concert - Saturday, 6:00pm to end
Acclaimed musician, Joe Bethancourt, holds his own.

PANEL EVENTS

- >Do Not Pass GoH
A visit with author/game designer Guest of Honor, Mike Stackpole.
- >Our AGoH (not Van Gogh)
A visit with Artist Guest of Honor, Liz Danforth.
- >Worth 1000 Words
Round-Robin storytelling inspired by random

selections of artwork.

>Filking 102

More lessons in the fundamentals of filking and filkdom.

>Fhandom, Part I

Adult Fen on the art of raising teens.

>Fhandom, Part II

Teen Fen on the art of coping with parents.

>Fhandom, Part III

Fen under Glass - A microcosm of fhannish traits from a sociological perspective.

>What's Next with NASA?

Upcoming developments, future launches, the direction NASA may take under its next Administrator.

>Art and Symbolism I

The use of color and imagery in art.

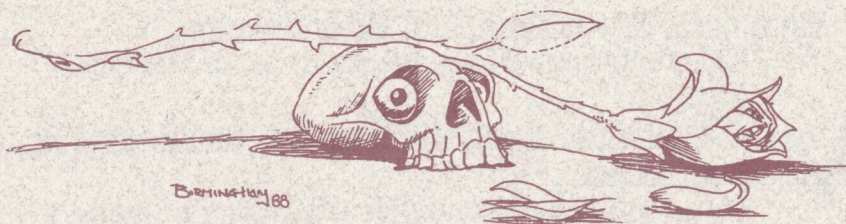
>Art and Symbolism II

Erotica vs Pornography - where are the boundaries?

>Comic Book Scripting & Layout

Do the writer and artist ever communicate?





>Artistic Horror Stories

Artists share true-life, worst-case scenarios, from artistic creation to paycheck.

>SF/F World-Building, Part I

How to make a planet real (and realistic).

>SF/F World-Building, Part II

How to make a planet come alive (with unique races and cultures).

>Hero Worship in American Culture

Why Elvis and Norma Jean won't die.

>Will Johnny Learn to Read Tomorrow?

Current trends in education, and the pros & cons of America 2000.

>How Not to Get in Print

Fixing the mistakes that first-timers make.

>When Lenny Bruce Meets Walter Cronkite

Is the news really getting as bad as it sounds, or worse?

>Romance with Blood

Romanticizing violence and gore in SF/F.

>Where Did You Buy That, and What Is It Good For?

An artist get-together and catalog swap (artist-fans, bring your catalogs).

>BBS-SF

Science fiction on computer networks.

>Costuming 101

Fundamentals of costuming and masquerading.

>What to Do When Your Hard Drive Sneezes

Are computer viruses media hype, or electronic AIDS?

>How to Explain to Blood Kin Why You Should Not Be Kept in the Closet

Mundane explanations for the reality of being a pro.

>Compliments & Complaints

What we did right, what we did wrong, what we didn't do.

OTHER PRESENTATIONS / FEATURES

>Author Reads and Autograph Signings by Pro Authors

>Art Appreciation Talks and Art Show Tours by Pro Artists

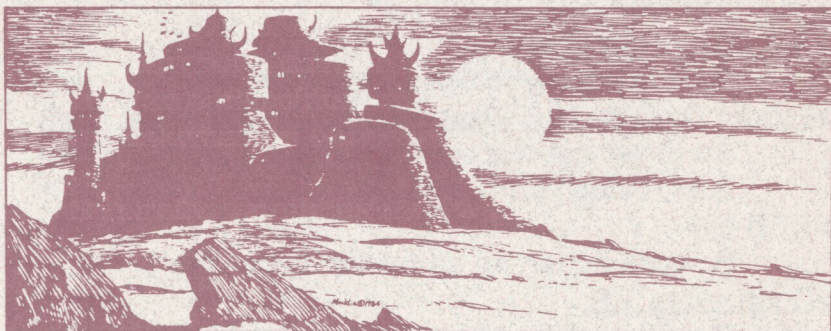
>Artists' Workshop & Critique

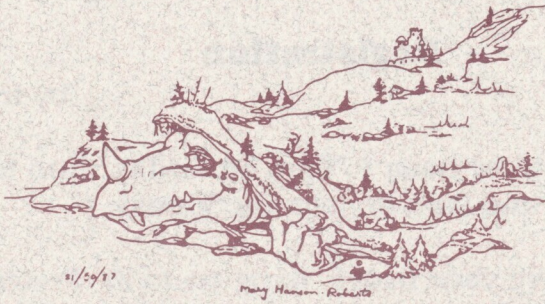
Black & white artwork will be discussed and critiqued by GoH, Liz Danforth. Artist-fans, bring your finished pieces for critiquing.

>Other Arts & Crafts Presentations by Talented People

>Limited Function Room Space available for Filking

>Limited Function Room Space Available for Club Meetings





Security

by Eileen Phillips

Having a good time?

To make everyone's time at LepreCon enjoyable, please follow these guidelines:

NO projectile weapons of any kind are allowed.

All weapons must have a hard protective scabbard or holster and must be secured into it in a manner which prevents its easy removal.

Weapons must remain within the scabbard/holster when you are in public areas.

Treat hotel property with respect. The hotel will take action against persons involved in vandalism.

Treat fellow attendees with courtesy.

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.

Remember to follow the guidelines and have a good time.

In the immortal words of Security manuals world-wide:

Do Good, Avoid Evil.
When in doubt, throw a party.

Registration

by Irv Holt

Our hours will be noon to 9pm on Friday, 9am to 7pm on Saturday and 9am to noon on Sunday.

Once you have your badge, hang on to it! Pretend it's gold. If lost, stolen or simply left at home, a replacement will cost the current membership rate.

For your convenience, we will also be selling advance purchase memberships for LepreCon 19 (\$12), for CopperCon 12 (\$15 special price if purchased at LepreCon) and for WesterCon 45 (\$40).

ConSuite

by Liz DuVal

LepreCon 18's ConSuite will open at 10:00am each morning, closing for a short break at 5pm for cleaning and set-up, and close again late night only when Ozzie falls asleep.

Munchies, lemonade and iced tea will available during the day, along with the ever-present (and usually much needed) coffee and tea. Due to the high price, this year we will not have soda in the ConSuite.

The ConSuite will be a non-smoking area set off of the pool. Plenty of chairs and tables will be set up outside for smokers and anyone who wants fresh air.

Come, cool off, relax and meet old friends. We'll have balloons, popcorn, chips of all kinds and maybe a few surprises.

Video

by John Williams

Welcome to the LepreCon 18 Video Room. We have a widely varied program scheduled for your enjoyment this year. We hope you enjoy what we have found on the dusty back shelves out in Hollywood.

The Video Room is located off the hotel lobby on the second floor. If you can see the hotel registration desk, you need to go up the stairs and to the left. Our schedule will be printed in the Pocket Program, but sometimes changes are necessary so the exact schedule of movies and times will be posted outside of the Video Room.

So come on in, and don't forget the popcorn!





**LepreCon
Special
Rate!**



SCIENCE FICTION CONVENTION


September 11–13, 1992 • Scottsdale, Arizona

WITH AUTHOR GUESTS OF HONOR

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Plus all the usual great CopperCon stuff:
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Panels & Programs • Filk • Japanese Animation • Films
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Membership rates are \$20 through 5/1/92, \$25 through 8/28/92, and \$30 at the door.
SPECIAL LEPRECON RATE ONLY \$15 — PURCHASE AT LEPRECON REGISTRATION!



For more info, or to register, write to
CopperCon 12, 2040 E. Cypress, Phoenix, AZ
85006 or call (602) 220-9785. Look for more
information in the next issue of *ConNotations*
coming soon to a mailbox near you!