

LepreCon 27

May 18-20, 2001
Scottsdale, Arizona



Author Guest: Julian May

Local Author: Diana Gabaldon

at

CopperCon 21

Annual Science Fiction & Fantasy Convention
September 7-9, 2001
in Scottsdale, AZ

Artist GoH: Mark Roland
Music Guest: Heather Alexander

Art Show	Art Demos
Art Prints	Anime
Panels	Video
Consuite	Gaming
Dealers	LARP
Room	Modern Dance
Filking	Children's Programming

Masquerade
Meet the Pros

MEMBERSHIP RATES:

\$30 LEPRECON SPECIAL
\$35 AUGUST 26, 2001
\$40 AT THE DOOR
KIDS 7-12 HALF PRICE
KIDS 6 AND UNDER - FREE
WITH PAID ADULT MEMBERSHIP
LIMIT OF 2 HALF-PRICE CHILD
MEMBERSHIPS PER 1 PAID ADULT

**Surprise Thursday evening
(Sept 6) events only for our
pre-registered members**

**Check out our Website at:
WWW.CASFS.ORG/CUCON**

LOCATION INFO

HOLIDAY INN SUNSPREE
7601 E INDIAN BEND ROAD,
SCOTTSDALE, AZ 85205
(602)991-2400 OR

STANDARD ROOM: \$67 S/D/T/Q
SUITE: \$125 S/D/T/Q

THERE WILL BE A PRIZE DRAWING FOR
THOSE WHO PRE-REGISTER WITH THE
CONVENTION AND RESERVE A HOTEL

ROOM BY

AUGUST 26, 2001

THE SUNSPREE IS A NO PET
HOTEL

**Charity Auction to benefit
Reading is Fundamental (RIF)
and
Best Friends Animal
Sanctuary**

FOR MORE INFORMATION WRITE:

COPPERCON 21

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OR CALL (602)973-2341

EMAIL TO: LEIGH@CASFS.ORG

LepreCon 27

May 18 - 20, 2001

Chairman's Message - Mark Boniece

Welcome to Leprecon 27! This year I have the pleasure of showcasing the talent of several leaders in the speculative fiction/art fields! I'd like to take a few moments to say a few words about the Artist and Author guests of honor, and this convention.

I was introduced to Stephen Hickman's work with the covers of the *Man-Kzin Wars* books, and have been impressed with the great imagination and quality of his work ever since. I'm amazed by the uncanny versatility he demonstrated with his ground-breaking, Hugo-winning *Space Fantasy Commemorative Stamp Booklet*. Please join me in welcoming him to LepreCon, a convention dedicated to featuring the greatest of speculative fiction artists.

Mike Stackpole was my Guest of Honor at the Hexacon 2 gaming convention I chaired in 1992. We honored his work in the game design and computer gaming areas, not to mention the *Battletech* books he had written, lending depth to the gaming universe created by FASA. Since then, he was inducted into the Academy of Gaming Arts and Design Hall of Fame in 1994. However, I've thought for years that Michael Stackpole the Author has been neglected by Arizona fandom, not properly recognized by those who should be his biggest supporters. He's a truly world-class author, and I'm proud to honor Mike and all of his great writing this year. All the way from his *X-Wing* books to his best-seller *Once a Hero*, Mike's writing is solid, his action is riveting and his characterizations are great. I hope you will join me this time to honor Mike Stackpole the Author.

Larry Vela has offered to pioneer a new way of enjoying the Speculative Convention experience with his Vela-Vision. An interactive, (almost) real-time television experience, covering all aspects of the convention. You will see Vela-Vision on strategically placed televisions placed throughout the hotel. I thank Larry for all of his work to make the convention richer for all of us. I hope it all works out, and we'll see a new depth of information available to everyone!

I also want to thank everyone on the Leprecon 27 Committee for all of the hard work in the nearly three years it took to put this convention together. If you see anybody in the hallway with a committee ribbon, I'd appreciate it if you would thank them as well. I also want to thank the guest and program participants for their help in providing the material for our programming. Finally, I want to thank all the attendees, without which the convention wouldn't be a convention!

Have fun, and let us know about any suggestions you may have for making it better!

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LepreCon 27

Would like to thank the following:

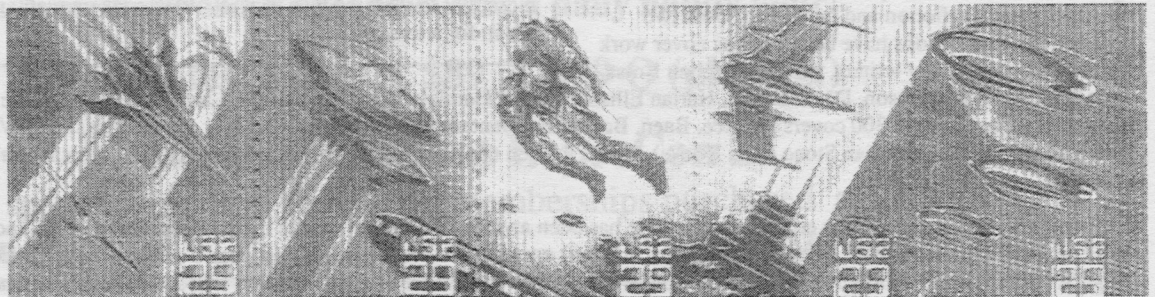
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Stephen Sciacca at Basha's
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Artist Guest of Honor Stephen Hickman



An Appreciation by Don Maitz

Stephen Hickman is one of the most talented artists illustrating and painting fantastic art today. He has been an innovative and consistent creator of visual delights for many years. His paintings are recognizable for their many depths as well as his distinctive approach. He is a virtuoso of controlled brushwork while describing the most intricate and thought provoking subject matters. The work he creates is always carefully thought out and then executed with excitement and dash that make wonders come alive.

The same gusto and authority that is present in his fantasy subjects is reflected with equal confidence in his science fiction artwork. The delightful, imaginative landscapes he paints, including unique architectural creations, shimmer with light and life. You might think I am exaggerating a bit in my praise of his technical accomplishments, but I have yet to see a body of work from any artist that can match the diversity of surface treatments that Stephen applies to his work. He's been known to glop textural goo into areas for astounding effects. There are additions of sculpted mat board layered into decorations and enhancement. Carved and glued, these become all manner of shapes and border treatments. If you have had the opportunity to see any of his original works, you would know from whence I speak. He thoughtfully plans the most appropriate surface to accompany his conceptual plan of creation. Stephen does not stop at merely creating an astounding painting, he goes on to employ his talent for type design and calligraphy by, if not actually painting the title to a book onto and into his illustration, then by adding ornate captions to further embellish his intent. From sculptures of dread Lovecraftian creatures to innovative futuristic spacesuit designs to beautifully inspired renditions of scenes from Tolkien, Stephen Hickman does them all with character, inspiration and sensitivity.

You will find Mr. Hickman as delightful to approach as his artwork. Yes, it is true that he's gone postal - but in a good way with a "stamp" of approval from Uncle Sam. He is as conversationally as spry as a three-term politician and can astound you with all sorts of arcane and colorful intricacies of human nature and beyond. I happy to be informed that he is visiting you at the convention, as he is too good not to share. Please say hello to him for me.

Stephen Hickman – A Biography

Artist Guest of Honor Stephen Hickman has been illustrating science fiction and fantasy for over two decades. His illustrations have been used as cover work for many contemporary writers, such as Stephen Brust, Tom Cool, Gordon Dickson, David Drake, Harlan Ellison, Robert Heinlein, Anne McCaffrey, Larry Niven, and Steve Stirling. Since 1976, he has illustrated approximately 300 covers for Ace, Baen, Ballantine, Bantam, Berkeley, Dell, Del Rey, Phage Press, and Warren Publications. In 1988 Hickman wrote *The Lemurian Stone* (Ace Books), which formed the basis for his Phazarar Mythos illustrations, featured in the 1994 edition of *Spectrum*.

Hickman's work has earned him critical acclaim. He has been awarded 5 Chesley awards by the Association of Science Fiction and Fantasy Artists (ASFA) including the Artistic Achievement award and best unpublished work award at last year's ceremonies at Chicon. In 1994 he was awarded a Hugo Award from the World Science Fiction Convention for the United States Postal Service's Space Fantasy Commemorative Booklet of stamps, the first official recognition by the government of the SF genre.

An Appreciation of Stephen Hickman By David A. Cherry

If Alphonse Mucha were alive today and doing science fiction covers, he would be Stephen Hickman. In the later part of this century scholars will look back on Stephen's body of work as a rich legacy, a defining force in illustration and in art in general.

Stephen had a huge head start on me in the illustration biz. To say that he has forgotten more than I will ever know is probably close to the truth. By the time I was struggling to master the basics of painting, he was already a master. The first thing I did when I decided to learn to paint was to buy a poster of his famous painting, *The Black Rider*, and post it prominently in my house so I could see what real art and technique was all about. I still know of no painting by any artist of any era that I like better. And yet, I have to admit that, as good as he was back then, he is far better today. I can only imagine what wonderful things he will yet produce.

Stephen is at home with many different media, many different styles of painting. What he does with each is truly unique. His sense of composition is often not at all what a beginning artist might be taught in school, but it is always just what was called for. He has a knack. But I think, overall, the single element that I most admire in his work is his use of design, hence my allusion to Mucha. In some instances it is subtle. In others it is so bold as to be startling. But it is always fresh, fun, exciting, and always handled with a master's touch.

I have always been slightly amused at debates as to whether illustration can ever rise to the level of true "art". Get a grip folks. The debate is over. Stephen Hickman is here, and the question is settled. His work is true, pure art, in its finest form, and it doesn't matter one bit whether he is painting for an illustration or for anything else.

I can't imagine anyone who is not already familiar with his work, but if for some reason you fall in that category, head on over to the art show and check it out. He is bound to have brought along some of his favorites. Undoubtedly, you will be seeing the original paintings used to make the covers of some of your favorite books. Stephen has done over 300 in his career so far for the works of authors such as Robert Heinlein, Harlan Ellison, Larry Niven, Anne McCaffrey, Poul Anderson, J.R.R. Tolkien, and Stephen Hickman. That's right. Stephen Hickman. He is an author as well an artist, and a darned good one. He is not as prolific with his manuscripts as he is with his paintings, but check out *The Lemurian Stone*. It is great. You will certainly want to get a copy of his artbook, *The Fantasy Art of Stephen Hickman* as well. Every artist I know has two. One to keep pristine. One to pore over relentlessly, trying to figure out how to capture just a part of his magic.

Did I mention that he is a sculptor as well? Truly a man of many well honed talents.

I will leave it to others to list his awards, his Chesleys, his (sigh-will I ever win one of those?) Hugos. The list is just too long to go into here. Suffice it to say that Stephen is one of the most honored and respected artists alive today. And that is not only because of his talents. Stephen is just a great guy totally aside from his skills. He is fun, witty, and truly good hearted. That counts for a lot in this world, and his friends and fans love him for it.

You are lucky. You will have a chance, not only to see his original paintings up close, but to meet the man as well. Please take advantage of both opportunities. You are in for a treat.

Author Guest of Honor Michael A. Stackpole

Mike Stackpole: An (Under) Appreciation By Rick Cook

You know it's going to be a bad day when you wake up in a body bag on the way to the morgue.

On the other hand, you know it's going to be a pretty good book when that's the opening scene -- or at the very least that you're going to be exposed to a writer with a twisted imagination and a wicked sense of humor.

The thing is, Mike Stackpole doesn't look either twisted or wicked. Which shows you how much appearances are worth. Behind that rosy-cheeked, innocent, cherubic face lurks . . . Well, Mike Stackpole. What else can I say? "Unique" is a much over-used word these days, so let's just call Mike "extremely unusual".

Mike's knowledge of subjects like espionage and military history is extensive. Something you can see for yourself if you read his books, especially the "BattleTech" novels he has written. Or just talk to him. He's full of interesting bits of obscure information on unlikely subjects.



And it's not just history and fiction. Mike belongs to the tiny minority of writers who really understands how to use the power of the Internet for something more than research. In fact I stole his "rice on the beach" anecdote and made it the basis of one of my columns on e-commerce. He has a powerful vision of where the Internet is going to take us, writers of science fiction especially. This, please note, is at a time when the 'official' organization of science fiction writers is floundering around and acting basically clueless about it. To see what I mean, check out his web site (www.stormwolf.com).

And books. Did I mention books? In addition to his own original work, Mike has written numerous novels in the "BattleTech" and "Star Wars" universes, including the popular "Rogue Squadron" series of X-Wing novels. He's also an award-winning game designer who has been involved in that industry for more than 20 years. Oh, and comics, and movie novelizations, and . . .

Mike is also a practicing skeptic and one of the leaders of the local skeptics society. He has also been instrumental in debunking the hysteria around role-playing games and their allegedly evil influences. (This in a culture that thinks "Survivor" is entertainment!)

In his spare time Mike likes to make loud noises with various exotic and not-so-exotic firearms. He's one of the few people I know who not only knows that there was a version of the classic broomhandle Mauser pistol in 45 automatic (courtesy the Chinese) but he's actually fired one!

Author Guest of Honor Michael A. Stackpole was born in Wisconsin in late 1957 and grew up in Vermont. He graduated from the University of Vermont in 1979 with a BA in History. Having already sold his first gaming project to Flying Buffalo Inc. in 1977, he headed west to the land of Mexican food, where it seldom snows, and the snow never lasts long enough to be shoveled. He has lived in Arizona ever since, save for a four month stint in Hartford, CT, working as a consultant for Coleco Industries.

In 1987 FASA Corporation hired Michael to write the *Warrior* trilogy of *BattleTech* novels which started him on his writing career. This led to more *Battletech* novels and original novels like *Once a Hero*, *A Hero Born*, *An Enemy Reborn*, and *The Dark Glory War*. He has written many *Star Wars* X-Wing novels as well as the best selling *Star Wars* novels *I, Jedi*, *Star Wars: Dark Tide: Onslaught* and *Star Wars: Dark Tide: Ruin*. His *Star Wars* novels led to many Dark Horse *Star Wars* comics.

He just recently finished *Fortress Draconis*, a sequel to *The Dark Glory War* and it will be published in a trade paperback by Bantam in December. He also finished writing his first Merlin Bloodstone mystery novel, *The Witch Hunt*, which was written on speculation and is being shopped around by his agent. He has also made available the first Merlin Bloodstone mystery novelette *The Cards Call Themselves* on his website, <http://www.stormwolf.com/>

Local Artist Guest of Honor Robert Ross

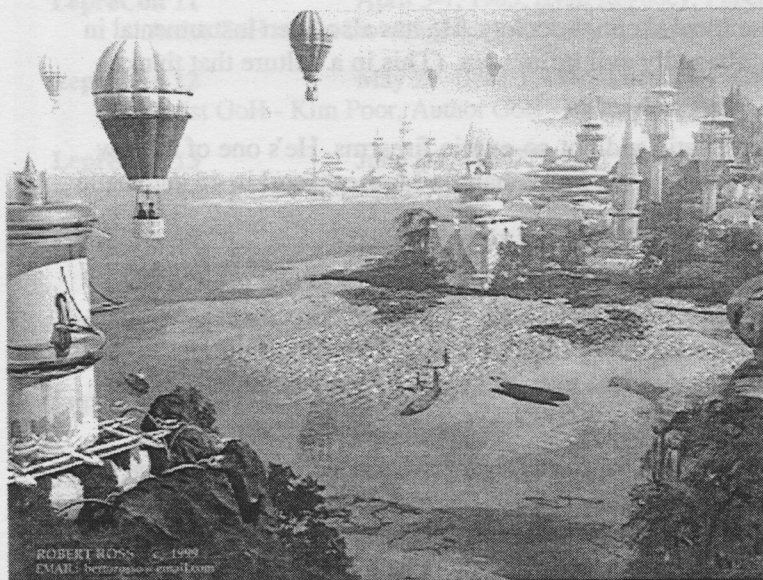
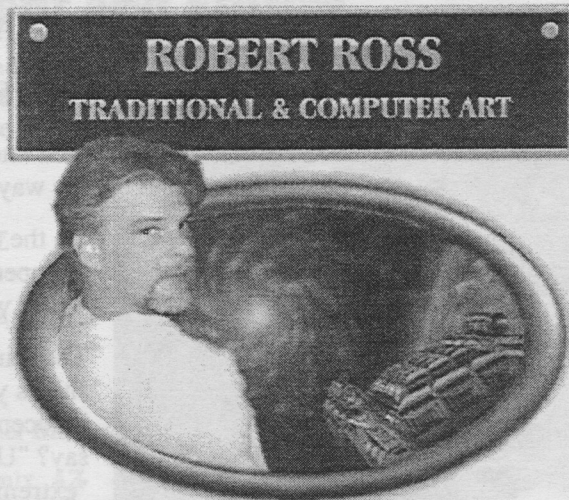
An Appreciation by Larry Vela

Computer art and software form the foundation of a friendship that started several conventions ago. Robert and myself have had some interesting conversations tying art and the computer into a world that has dimension – that gives the artist so many ideas. Robert feels that he has been successful in his quest to pull vivid internal realities/visualizations from his mind through painting, drawing, and in the last couple of years, digital art. Some times the work may hint at deeper things needing to be expressed, and sometimes it may be just 'eye candy'. But even when that is the case, he thinks that the eye needs candy occasionally.

All artists have been influenced by something. As a toddler, Robert started out by scribbling black crayon drawings, attempting to duplicate the amazing images his father would draw for him. His favorite subjects were dragons, ships, fish, and heroic figures. He told me that in kindergarten he was accused of drawing a big ship on the cabinets in black crayon (this is where having a trademark style can get you into trouble). He was outraged at taking the blame, not because of the crime of drawing on school property, no. He was mad that a copycat's inferior work was being attributed to him. He continued to draw (and write stories) throughout his school years - in fact doing very little else.

Robert's interest in 3-D art programs had been seeded many years ago when he was an adolescent building model cars. His vision took him beyond the basic kits. He created many parts and added detail that made the model into a piece of 3-D art. He would enter contests and win trophies for his efforts. When viewing his computer art you see that this 'education' has given Robert an eye for the smallest detail in his creations. It is plain to see that he spends many hours designing all of the details.

When you are looking at the panels in the art show, you will notice that Robert's wife, Lisa is also an artist. This came about because of the close relationship the two have, and Robert has been her biggest supporter and teacher. When walking around the convention, if you run into Robert and Lisa, please stop to talk with them. You will be glad you did!



Robert Ross – A Biography

Not long after learning to walk, and just before learning to climb the big plum tree in the backyard, Robert Ross began to draw. His weapon of choice was, at first, a black crayon. Among the first things that he attempted to depict were dragons and galleons, and a plentitude of exotic fish, being guided and inspired by his talented father's examples of same. During his adolescence in the 60's, he was mostly inspired by the lush fantasy illustrations of Frank Frazetta and Roy Krenkel, thinking those artists to be his own special discoveries -- then later of course discovering that nearly every serious future scifi/fantasy illustrator at that time was being inspired by these two now-giants. In his early teens Robert was presented with an oil paint set for xmas, and promptly proceeded to cover several canvases with wild 'Dalinian' imagery. Discovering Maxfield Parrish's techniques was a breakthrough for him during the 70's. Throughout the 80's he took a long heartbreaking break from painting while engaged in other things. In 1993 he suddenly

arose from the ashes of the 80's and began painting again in a frenzy of creativity. He displayed at a convention for the first time in 1994 (world horror con). He has been selling and amassing a lovely collection of ribbons from the local conventions at which he has been displaying throughout the 90's (occasionally also showing collaborative work done with his wife Lisa). In the late 90's, he also began doing computer art, and has won many awards for his work in that medium, including the international nearly year-long InDepth Arts Tomorrow's Masters' competition in which he placed 8th place, and several Bryce Forum Select awards. He also held first place at the online Renderosity forum (over several thousand other entries) for many months. Though he has done several commercial commissions, he has not yet approached the book publishers (though he still plans to).

Music Guests Echo's Children -

Cat and Callie as I See Them

An Appreciation by Gary L. Swaty

Callie Hills always bragged that she would make music with anyone who didn't prudently flee. In 1996 Cat Faber moved a bit too slowly and thus was born Echo's Children. This Event greatly benefited Filkdom in the Pacific Northwest and the Universe at large.

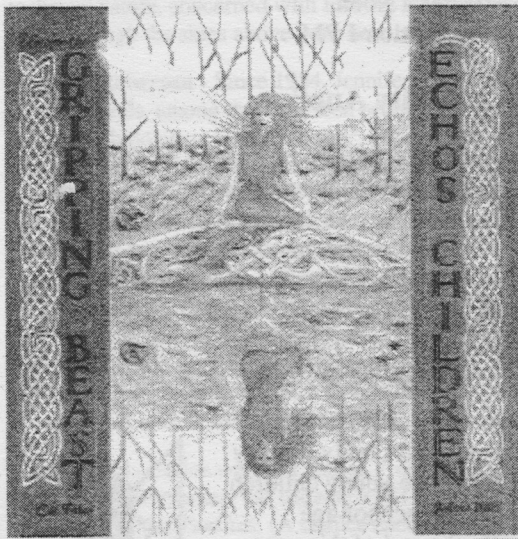
I first heard the pair in 1997 and have experienced their art singly and together on several occasions since. (As well as including them in my daily Filk intake via recordings.) My life has been changed forever. Two Tall Filk Singers fill my life with Acoustic Joy.

Meeting them at various times has shown me that The Song is more than The Sounds. Hearing these Songstresses in Person gives an Added Dimension which is difficult to quantify. The Zaniness in Zanier. The Craziiness is Crazier. The Joy is More Joyful. The Pathos is Pathosier. On Stage Cat and Callie project the Mood and Life of their songs.

Finally the chance came to invite them as Music GOHs of the Phoenix Filk Circle and LepreCon 27. I seized it Joyfully. We have Echo's Children! They are Ours! (At least for a few days.) Savor them while we have them!



Echo's Children - A Biography of Sorts



Echo's Children is composed of Callie Hills and Cat Faber. Together they have produced two CD's of their music (*Under the Gripping Beast* in 1997, and *As Good as Any* in 1999). Their latest collection, *Honest Measure*, is hot off the press and should be available in the dealer's room here at LepreCon 27.

Arlene Hills (a.k.a. Callie, Clarisse, and a few other aliases she declines to acknowledge) descended on Oregon in 1985, and promptly began making music with anyone who didn't prudently flee. In the process she founded two Renaissance consorts (one of which, Belles-Anges, was never apprehended and was last reported sighted on the Oregon coast), and two madrigal groups. No charges were ever filed. Callie has gone through piano, flute, music theory/history/performance and voice teachers, but wore most of them out within two years. Her voice teacher is still holding out so far, but Callie cautions that it's early days yet. Recorders, pennywhistles and a guitar have

also fallen into her clutches. Her other activities include disguise (particularly as practiced by time travelers), handicrafts of the sort that are easy to pick up and run away with, and teaching stones to think, or at least to reason.

Cat Faber is the offspring of a sasquatch and a space alien, which gave her a unique perspective on things like sports and religion (if those can be said to be separate subjects). Her taste in music is likewise unusual, combining a love for the folksong style with an interest in subjects like science and magic. This made her such a natural for filk that it is astonishing she didn't discover it until she was nearly full grown. She sang from babyhood, though her sasquatch parent maintains she was tone-deaf until about the sixth grade. In 1996 she hooked up with Arlene Hills to form the filk duo Echo's Children.

Cat's interests include science, particularly biology, fabric crafting of various sorts (most recently making weird hats out of polartec), spinning and weaving, beading, and writing songs, poetry, fiction, and non fiction, not in that order. Cat has also been honored with three Pegasus Awards.

LepreCon 27 Functions and Activities

LepreCon 27 Committee

Chair	Mark Boniece
Exchequer	Ray Gish
Auctioneer	Jim Webbert
Art Show	Ray Gish
Charity Auction	Catherine Book
Computer Room	Wally Sanville
Hardware	Dave Thompson
Con Suite	Diane Elliott
Dealer's Room	David Hiatt
Filk Liaison	Gary Swaty
Gaming	Craig Hier
Guest Liaison	Larry Hallock
Handicap Access	Helen "April" Rice
Historian	Jim Cryer
Hotel Liaison	Mike Willmoth
Anime	Tom Perry
Logistics	Darkyr
Masquerade	Tasha Cady
Modern Dance	Ethan Moe
Programming	Kitty McDonald-Neal
Green Room	Paul Tenton
Kid's Program	Lori Baumgartner
Publicity	Lee Whiteside
Publicity – electronic	Mike Willmoth
Publicity – video	Mark Boniece
Publications	Lee Whiteside
Registration	Margo Menson
Security/Ops	David Foster
Ops	Mike Divine
Staff Lounge	Susan Uttke
Video Room	John Wheeler
Volunteers	Carlos Ross

Art Show

We are proud to announce Stephen Hickman as our Artist Guest of Honor. Our local Artist Guest of Honor is Robert Ross. We are planning a guided tour of the art show hosted by Stephen Hickman and Robert Ross at about 9 PM on Friday. Check your pocket program for exact time.

Once again, LepreCon will offer fans the best of science fiction and fantasy art. We will be located in Apache A and B of the convention center.

We are looking forward to the return of lots of old friends like Brett Bass, Robert Daniels, Ellisa Mitchell, Betsy Mott, Ruth Thompson, James Wappel, Nene Tina Thomas, Lela Dowling, Amy Schulz, Alan Gutierrez, Mary Hanson-Roberts, Lubov, and Michele Ellington. Also some new artists K. N. Allen, Theresa M. Mather, Mark J. Ferrari, Stephen Missal, David Lee Anderson, Mike Cole and Sylvana Anderson. Plus many more old favorites.

If you've never bid on art at a convention before and would like more information, just stop by the desk in the Art Show and ask. Our friendly staff will be happy to explain everything.

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

This year we will be featuring a print shop-an area for artists to sell multiple prints of some of their more popular work. Come in and purchase some of your favorite prints.

We will accept Visa, MasterCard and Discover as well as cash and checks.

Come in early and often to feast your eyes on all the wonderful work presented by our artist friends. We're looking forward to seeing you there! - Ray Gish

Art Show Hours

Artist Setup: Friday: 9 AM - Noon

Convention Members:

Friday: Noon - 10 PM

Saturday: 10 AM - 7 PM

Sunday: 10 AM - Noon

Sunday: Art Auction 1 PM

Charity Auction

Last year's Charity Auction raised just under \$700 for our charities, The Nature Conservancy and Reading is FUNDamental. This year our sole charity will be Reading is FUNDamental. We'll be auctioning off books, art, posters, toys and other Science Fiction and Fantasy memorabilia. Most of these items will be on display Friday and Saturday in the Art Show. The auction will take place at 4:00 p.m Saturday in Navajo 1.

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



LepreCon 27 would like to thank the following for their donations to the charity auction: All About Books & Comics, Andromeda writers Matt Kiene and Joe Reinkemeyer, The Bent Cover, Bookman's, The Book Gallery, Border's, Changing Hands Bookstore, The Official Deep Space Nine Fan clubs, The Empire of Toys, Ygor's Books, Lee Whiteside, all the artists who donated their artwork, and everyone else who donated to the auction at the convention.

Dealer's Room

Once again we have scoured the known universe for a variety of dealers to take your money. We'll be open from 2 p.m. to 7 p.m. Friday, 10 a.m. to 6 p.m. on Saturday and 10 a.m. to 4 p.m. on Sunday. This year's dealers include: The Master Gamer, Odds and Bodkins, Bellerophon's Emporium, Ygor's Books, Nighthawk Studios, John Bowen - Weapons and Games, Fantasy Past, Present, Future, GNP/Crescendo Records, Out of This World, Patrick Connors Buttons, Rip Roar'n Comics, The United Federation of Phoenix, Phoenix Filk Circle and more. And we will again be featuring autograph sessions in the room (check the schedule). So come in, browse, and spend money - let the dealers know You appreciate them.

Thanks, Hagar (aka Dave Hiatt)

Handicap Access

We are proud to announce that LepreCon 27 has Handicap Access. We're here to help make your convention experience an enjoyable one and to provide any extra help that you may need. So stop by the Handicap Access table and sign up or volunteer to help. You'll get a nifty badge or two, and your name entered into a drawing. - April "Helen" Rice

Volunteers

LepreCons are run by volunteers and this year's con is no exception. Come by our table near Registration and sign up for a stint or two. We'll have some special prizes for some lucky volunteers, maybe for every volunteer!

If you have a specific interest area you'd like to volunteer for, just let us know when you stop by and we'll do our best to accommodate your preferences. Otherwise, there will be a list of convention areas that need help. Simply pick your area and go when they need you. We'll have a form for you to keep track of your time so that you get the proper credit.

Help make this year's LepreCon a better convention. Lend a hand and become part of the success!

Carlos Ross - Volunteer Coordinator

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Mesa, AZ 85274

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Sci-Fi, Fantasy, Horror & Mysteries.

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by Appointment - Call in advance.

Video Room

The First Video Room of The 21st Century!

He's From Gallifrey...

He's Got Two Hearts...

He Has SF's longest running TV Show ever...

He's The Doctor!

And He's Here all weekend long. Join Every Doctor for one story this weekend, plus specials, Rowan ("Mr Bean") Atkinson in a New Black Adder Special & A Doctor Who Spoof, Michael Praed, a Special Showing of Babylon Park! and More...

A full schedule will be posted outside the Zuni Room and will be available at registration.

Hours: Friday:	Noon-12:15 a.m.
Saturday:	8 a.m.-1:00 a.m.
Sunday:	8 a.m. - 5 p.m.

Anime

As usual we will be showing lots of the latest Anime titles in the Anime room. It will be open 24 hours throughout the convention, so long as there is an audience. Stop by Room 110 and check it out!

Registration

If you're reading this, you've already registered (and if you haven't, who gave you this program book?). Please remember to keep track of your badge during the convention. If you lose it, you will need to pay the full current at the door price to replace it. The convention badge remains the property of the convention until the convention ends. Membership can be revoked at the discretion of the convention. A \$25 charge will be assessed to all returned checks.

Arizona Fan Table

The Arizona Fan Table is located next to the Volunteers table in the convention center lobby. You can find out information on upcoming local conventions, including CopperCon 21, Hexacon 11, TusCon 28, LepreCon 28. and the Arizona WesterCon bid. Most will be offering discounts for buying advance memberships at LepreCon.

Computer Gaming

A section of the Gaming area will be devoted to computer gaming. We'll have many computers networked together for some of the multi-player games as well as other games you can play.

The Official Deep Space Nine Fan Clubs

For more information:

Contact Gayle Stever

gstever@uswest.net

Con Suite

Welcome to the Hospitality Suite!

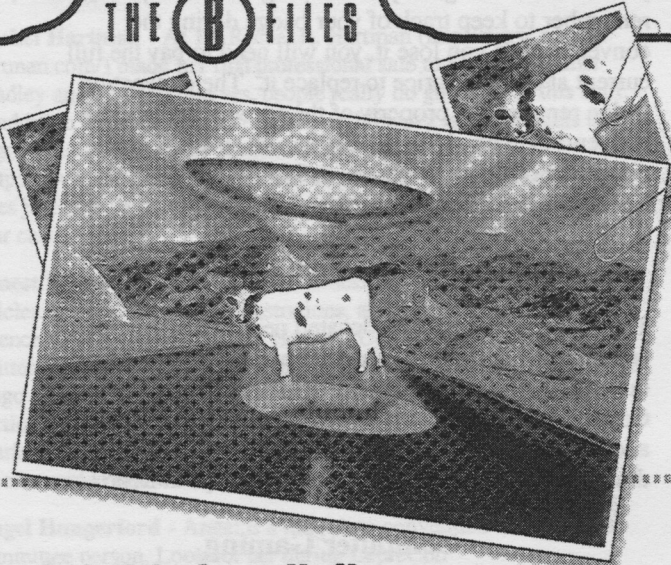
The Con Suite this year is being sponsored by the U.F.P., the United Federation of Phoenix, and we're planning on doing a rip-roarin' job! Special events include a Chocolate Chip tasting on Friday night (just before the U.F.P. Jeopardy game), caption fun, lots of games/fun things to play with, a giant chocolate chip cookie on Saturday (gotta use up those leftovers somehow <g>), and a warm, welcoming atmosphere at all times. Come on down -- We'd love to see you!

The person running the whole shebang would like to thank Holsum and Poore Bros. for providing items free/at a reduced cost; and, also, Basha's Supermarkets for generously helping out with the soda in the Suite; they made a special order for *large* amounts of it, then sold it to us at below cost. Basha's proved to us what an Arizona store is all about -- Thanks!!

Velavision

Velavision will be providing pre-taped and at-con video programming that features a newscast that will highlight convention programming and provide a media for original video made by local sci-fi fans, demo's and past masquerades. T.V.'s will be located near registration, near con suite, the lobby and the live model room.

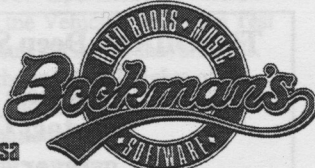
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Modern Dance

Cyber -Dj's Moekandu and DeiterK present:

CONFUSION

The LepreCon Modern Dance Event

Saturday 10:00 p.m. - 'til whenever
Navajo 1 & 2 (entrance at Navajo 2)

Frankly, we don't know how to describe what you will experience at ConFusion without an overabundance of expletives and boundless joy and enthusiasm. We have clarity and power, magical grooves, lights and sound.

Welcome to confusion.

Filk

Filkers, LepreCon 27 is upon us. Our guests are Callie Hills and Cat Faber in their Guise as Echo's Children. These two tall songstresses have two CDs out and have promised to bring a third to LepreCon. It will be available at the Filk Table in the Dealers' Room.

The Filk Suite is again Room 324 in the Mountain Wing.

The Schedule as I have it is:

Fri.

7:00 p.m. Meet The Pros Reception
9:00 p.m. Filk Circle (Filk Suite)

Sat.

3:00 p.m. Filk Concert (Kachina)
9:00 p.m. Filk Circle (Filk Suite)

Sun.

11:00 a.m. -12:00 p.m. Children's Concert (Filk Suite)
1:00 p.m. Filk Jam (Observers allowed) (Filk Suite)

Security

The security staff is present to help make your convention experience as pleasant and as safe as possible. We act as a buffer between you and the hotel security staff but we are not a police force and will not be acting as one. Please use common sense and we will all have an enjoyable weekend.

The Rules:

1. No real or realistic firearms will be allowed.
2. All bladed weapons must be peace bonded.
3. No glass containers around the pool area. Plastic cups are available from the con suite.
4. All parties must be registered with Security prior to 8 p.m. on Friday and Saturday.
5. The badge remains the property of the convention until the convention ends.
6. Memberships may be revoked at the discretion of the convention.

As always, we will need volunteers to help with security. If you are interested, please contact the Volunteer coordinator or the head of Security.

Masquerade

Do you enjoy dressing up? Designing exotic costumes? Maybe "Acting Out" a bit or even "Acting Outrageously?" Well, step right up, folks – have we got a deal for you! For absolutely no cost we can put you in the Limelight – well a dim bulb and a cheap flashlight – for 60 seconds of fame on-stage (and they say you get only fifteen seconds of fame in your lifetime in the Mundane World).

The LepreCon 27 Masquerade will take place in the Navajo Room at 7 PM on Saturday.

There will be Hall Costume Awards for neat, fun, cool costumes during the Con!!!

The Masquerade affords costume designers a venue to show their best stuff. Painstaking and authentic recreations of historic garb will be displayed along with SF and fantasy concepts of what the World might look like Otherwhen. Visual puns will be tolerated; children are encouraged to participate. There are prizes awarded in several categories applying to rank beginners, jesters, and experienced costumers.

If you have a last-minute costume or a flowing design that you have worked on for years, See Tasha Cady or sign up at the registration desk.

Registration:

All who wish to enter the masquerade must be registered. To register bring the entry form (available at the main con registration desk at the info table) to the Masquerade info gathering at 12:00 a.m. Saturday in the Kachina Boardroom.

We will collect registration forms, music tapes, and costume info for the MC to read while you are on-stage. The judges are lenient and understanding.

Music:

If you have a cassette tape or CD to be played during your presentation, it must be turned in with your registration form at 2 PM on Saturday. Label the tape box and both sides of the tape with your name and your costume name. Make sure your tape is cued up and ready to play so the sound tech need only drop it in the player and press the button.

Time Limits:

Presentations will be limited to 60 seconds. You will need to convince me if you feel you need more time.

Lighting:

We will have stage lights. They will be on or off—sorry nothing fancy.

Stage:

Entrance will be by steps. The stage will be 12' deep x 24' wide, with a 6' wide 24' long runway as exit with steps at the end. The Stage will be 24" above the spectator area...

The only door you will need to go through is 5'8" wide and 6'7" high.

Green Room – Kachina Boardroom:

You are to be in the Kachina Room No later than 6:00 p.m. Saturday evening. Optional Workmanship judging will begin at 6 p.m.. Children (Junior Costumers) must arrive by 6:30 p.m.

There will be Den Moms to take care of you before the masquerade. We will have a repair kit available, but for Emergency Repairs only. There will be Polaroid photos taken of each costume for use by the Judges.

Advice:

If you include a gag or surprise, you may surprise the audience, but NEVER SURPRISE THE CREW!!! Please be kind to yourself before the competition. Get some sleep the night before. Register early, and turn in all your materials properly labeled. Let the masquerade director know what you'll need for your presentation to run smoothly. Get a lot of practice ahead of time. Don't forget to eat and drink something a few hours before you go on. Check in on time and let your den mother take care of you. If you need a sudden repair, ask at the repair table and we will try to take care of you. If you have a problem, tell your den mother or the masquerade director. Stay in one place so you can be found when it is your turn to go on. Let the crew help you on and off the stage so you don't fall. Let your den mother take care of your excess belongings and let the catcher crew retrieve anything you leave on stage. Don't forget to stick around for the awards – it might just be your name they call! Let us know what we can do for you to make your presentation everything you want it to be.

Rehearse, rehearse, REHEARSE!!! Remember, though this is a costume competition, not a talent show. Let them see your costume, but Never Bore the Audience, and don't forget – ENJOY YOURSELF!!!

Masquerade Rules:

1. No fire or flame allowed on-stage – ABSOLUTELY NO EXCEPTIONS!
2. Purchased or rented costumes may not be shown in competition. You can use a few purchased pieces, but the overall costume is to be fan-made. The designer/builder of the costume and the model do not have to be the same person.
3. No messy substances (wet, dry, or oily) that might damage the costume of another contestant will be allowed in the green room or on the stage. Thou shalt not slime thy neighbor.
4. This masquerade is rated PG-13. Please, no flagrant nudity. There will be children in the audience. No costume is **no** costume!
5. No smoking in the green room or the masquerade hall.
6. No flash photography while participants are on-stage.

7. All weapons must be cleared and approved by the Masquerade Director!
8. The masquerade director has full authority to eliminate anyone from the competition on the basis of bad taste, danger to the contestants or audience, violation of the above rules, or any other reason deemed sufficient. There will be no appeal. This rule is intended to protect you and the convention from the real "loons" and will not be invoked frivolously.

A special "Thank You" to our Judges, Master of Ceremonies, half-time entertainment, sound, catchers, den mothers, crew, and everyone else who helps ensure a smooth Masquerade.

LepreCon 27 Gaming

LepreCon 27 is happy to provide a gaming area for your enjoyment. We will be open 24 hours a day from Friday morning until 4 p.m. Sunday. We'll have lots of different games for you to play. Stop by Gaming Central to see the final schedule. Following are descriptions of some of the new and classic games we'll be scheduling:

White Wolf's World of Darkness

- Bring your Mages
- Bring your Werewolves
- Bring your Wraiths
- Bring your Changelings
- Bring your Vampires

Whether you have never played or are a long time resident of the World of Darkness, this is a great opportunity to play the popular White Wolf Storyteller Series. You can learn the rules and have your questions answered by a team of experienced players. This is an open game. Stop in anytime, drop out anytime. It's all good!!

The Awful Green Things from Outer Space - The crew of the exploration ship ZNUTAR just wanted to cruise around the Galaxy, discovering strange new worlds and playing pool. But then their ship was invaded by the Awful Green Things . . . and suddenly they were fighting for their lives! In this wacky two-player game, one player controls the Awful Green Things. They grow and multiply every turn... especially if they can gobble up a crewmember! The other player commands the crew, frantically trying weapon after weapon (pool sticks, fire extinguishers, and cans of Zgwortz) in hope of finding something that kills the monsters.

Car Wars: The Card Game - We're bringing back this old favorite as the first salvo of our Car Wars relaunch! Car Wars: The Card Game is an easy-to-learn introduction to The wild world of autoduelling, played entirely with cards. Car Wars: The Card Game is complete in one box (no collecting!), and features all-new graphics and packaging.

Car Wars - Car Wars is the game of combat on the freeways of the not too distant future. Choose your vehicle -- complete with armor, power plant, suspension, even body style -- then take it out on the road. You'll come home an "ace" or you'll crash and burn. If you survive, your abilities will improve, and you can accumulate money to buy bigger and better cars. Advanced rules let you design your own cars, cycles, three-wheelers, vans,

trucks, 18-wheel tractor-trailer rigs, buses, boats, hovercraft, even helicopters!

Ogre - Ogre is a tactical ground combat game set in the near future. In 2085 A.D., armored warfare is faster and deadlier than ever. Hovercraft, tanks and infantry slug it out with tactical nukes. But the most feared weapon of all needs no human guidance. It's the giant cybernetic tank called the Ogre.

Tribes - In Tribes, the players are cave men and women. They hunt and gather food, make their tribal laws, and deal with natural disasters. But the object of the game is simple: Look after the children! In this game, the way to win is to have the most kids, and do whatever you have to do to make sure they survive. The players must know when to cooperate, and when to cut their losses and protect their own families.

Toon - Remember when Saturday morning cartoons were fun to watch? When silliness and harmless mayhem were the order of the day? Well, now you can role-play the kinds of cartoons you still love to watch. Toon's simple character-creation system lets you get started right away, and the rules (which include silly places, items, gimmicks, Shticks, sight gags and sound effects) keep the action going fast and furious.

4-way Nightmare Chess 1 and 2 - Chess will never be the same! Nightmare Chess is chess played with cards - and what cards! Each card breaks the rules in a wild and unpredictable way, giving the game more twists and turns than a roller coaster. Some cards affect a single move, while some change the entire game! The possibilities are endless - and endless fun. To make things more convoluted; this tournament will be played on a 4-way chessboard.

Tile Chess - In Tile Chess, the traditional chess pieces move across a virtual "board" of ever-changing size and shape. Strategy becomes more complex; as you conquer each of your opponents, you take over their pieces! To win, you'll have to think outside the board . . .

Dino Hunt - Dino Hunt is a single-deck card game played by two or more players. In Dino Hunt, you travel through time, visiting the different eras where the dinosaurs thrived, and try to capture them for your modern-day zoo. But the other players have cards that can make your hunt harder - and watch out for that charging T. Rex! Simple to learn and easy to play, Dino Hunt carries the Dinosaur Society Seal of Approval - all dinosaur information and art in the game conforms to current scientific theory.

Chez Geek - Beer. Nookie. Roommates. Just another Friday night at Chez Geek, the fun new card game that lets you set up house with your friends -- for as long as you can stand them. Get a job at the beginning of the game, and spend money and time to accumulate Slack points. What other game gives you points for sleeping?

Deluxe Illuminati - The Phone Company is controlled by creatures from outer space. The Congressional Wives have taken over the Pentagon. And the Boy Sprouts are cashing in their secret Swiss bank account to smash the IRS! Two to six players compete to grab powerful groups and increase their wealth and power. No ploy is too devious, no stratagem too low, as you scheme your way to victory.

Munchkin - Go down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Admit it. You love it. This new card game, designed by Steve Jackson, captures the essence of the dungeon experience ... with none of that stupid role-playing stuff. You and your friends compete to kill monsters and grab magic items. And what magic items! Don the Horny Helmet and the Boots of Butt-Kicking. Wield the Staff of Napalm . . . or maybe the Chainsaw of Bloody Dismemberment. Start by slaughtering the Potted Plant and the Drooling Slime, and work your way up to the Plutonium Dragon.

GURPS: Traveller - Roleplaying's first and best science fiction setting! Roam the expanses of the Imperium, armed with the resources of GURPS! This 176-page epic provides everything needed to set up a Traveller campaign, and continues the timeline of the Third Imperium in an official alternate history in which Emperor Strepheon remained on the Iridium Throne and the Imperium did not fall. The GURPS Traveller line is edited by Loren Wiseman, one of the founders of the original Traveller published by GDW.

GURPS: Fantasy: Zoltan's Return - Zoltan was once the most renowned demon slayer and magical defender of the kingdom. Two of the kings most loyal soldiers and a woodland scout have been dispatched to bring the mighty Lord Zoltan to the Capitol City. A necromancers meddling has unleashed a powerful demon upon the city. The kings soldiers and wizards have been slain trying to tame the beast, it is now up to Lord Zoltan and his escorts.

Eye of the Sun Pt 1: Cularin Presence -- Star Wars (RPGA Living Force) - The Metatheran Cartel has maintained a presence in the Cularin system for years, but recently their presence has become much more... defined. Shipments have gone missing from several non-Cartel trading houses, and rumors point to some sort of conspiracy that threatens the well-being of the system and all her inhabitants. Are the citizens of Cularin ready to become the heroes they must be, to survive? An adventure for beginning Living Force PCs.

Pirates of Yore -- Dungeons & Dragons (RPGA Living City) - A merchant ship goes missing and an age-old pirate is suspected of the crime. However the story of the pirate and his family is still a mystery. Can you find out what happened to the pirate and the mysteries of the past? An adventure for characters levels 1-8. Part 1 of the Malenti Series.

You Ain't From Around Here -- Dungeons & Dragons (RPGA Living Greyhawk) - It's been a few weeks since you've returned from Royal mail duty. The town crier announces a call from the Crown for licensed adventurers to explore the central regions of the Gnatmarsh. A scenario for PCs of level 1 & 2 set in the Kingdom of Nyronnd.

*** Please Note: for RPGA Living games you need to have a character conforming to character creation guidelines. Stop by gaming HQ for details.



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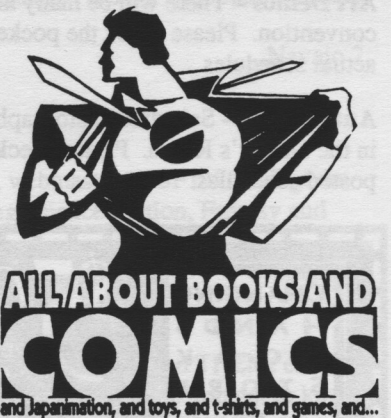
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LepreCon 27 Special Events and Activities

Meet the Pros – Join our Guests of Honor and other program participants for our Meet the Pros reception.
Friday 7:00 pm Navajo 1

Art Show Walkthrough – Join our Artist Guest of Honor Stephen Hickman and Local Artist Guest of Honor Robert Ross for a tour of the Art Show.
Friday 9:00 p.m. Art Show

Sci-Fi Jeopardy – Join the United Federation of Phoenix for this year's edition of Sci-Fi Jeopardy.
Friday 10:00 pm Navajo 1

Masquerade Meeting
Masquerade contestants meet with the Masquerade Director and staff to prepare for the Masquerade.
Saturday noon Kachina

Filk Concert – Music Guests Echo's Children perform some of their favorites.
Saturday 3:00 pm Kachina

Charity Auction – The LepreCon 27 Charity Auction
Saturday 4:00 pm Navajo 1

Masquerade – The annual LepreCon Masquerade. Come see what our contestants have come up with this year. If you'd like to participate, check out the Masquerade information starting on page 9.
Saturday 7:00 p.m. Navajo 1&2

Modern Dance
Saturday 10:00 p.m. Navajo 1&2

Art Auction – The LepreCon 27 Art Auction
Sunday 1:00 pm Navajo 1&2

Art Demos – There will be many art demos throughout the convention. Please check the pocket program for the actual schedules.

Autographs – Scheduled autograph sessions will be held in the Dealer's Room. Please check the pocket program or posted schedules.

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LepreCon 27 Programming

First, the FAQs

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

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

LEP - LepreCon Fandom

This category includes all items of general fannish concern, especially with the process of presenting a convention. Items that are traditional at our conventions are covered in this category. For LepreCon 27, it also covers our multi-disciplinary "Build a world" project which will actually develop and launch the programming theme for LepreCon 28.

ART -Arts & Costuming

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

WRI - Authoring

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

SCI - Sciences

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

GAM - Gaming

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

KID - Kids

Kids are fun too, and this track is set to bring them into the fold by sharing with them all that first attracted us speculative fiction and fantasy.

Q. I see LEP06 and LEP10 in the descriptions – what happened to LEP07 through LEP09?

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

Q. Why aren't the panelists listed in the Program Book?

A. At the time the Program Book went to press, not all the panelists had made final choices or been scheduled. Rather than print a list that we knew would change before the convention date, we decided to leave the panelists names out. If you just HAVE to know who is going to be on that panel? We are posting the list at Registration and in the Green Room, so come and check it out!

Panel Descriptions & Locations

LEP1A - Build a World:

Friday: The Planetary Environment

Every great science fiction world has been built by a team -- from the good, solid scientific thought behind its geology to the life that would evolve and adapt to it, to the civilizations that rise from such a mixture. Science provides the setting and scientific thought ensures believability, but it's the artists, poets and authors who bring it all to life in our imagination. We're gathering panels from both worlds to spend all weekend detailing the science and the visions of a whole New World of our own; and you are invited to be part of it! *** Geologists & Planetary experts will lead the way on Friday evening as we create our environment. Will it be planet, asteroid, or something else a la Larry Niven's *Integral Trees* or *Ringworld*?

Friday 2:30 p.m.

Kachina

LEP1B - Build a World:

Friday: The Planetary Environment (cont'd)

Continue and complete the world building that was started in session one. If the participants and attendees feel the world is ready to inhabit, the moderator may opt to begin populating it with "critters".

Friday 7:00 p.m.

Kachina

LEP2 - Build a World:

Saturday am - Biology

Botanists, zoologists and ecologists lead the way as we populate the environment created on Friday night

Saturday 10:00 a.m.

Navajo 2

LEP3 - Build a World:

Saturday pm - Anthropology & History

What type of civilization will arise here? Will any of the species created in the morning rise to sentience or will the place be colonized by humanoids from Earth?

Saturday 2:30 p.m.

Navajo 2

LEP4 - Build a World:

Midnight Sat - A Look at the "Night Life"

All civilizations have a bawdy, seamy side! What will we create here?

Saturday 11:30 p.m.

Papago

LEP5 - Build a World:

Sunday am - Presentation & Distribution

Along the same lines as Linux developers and the current open-source D&D, we'll make our creation available for use, free of charge, to all. We'll check in on it at the next LepreCon in a big way, too!

Sunday 10:00 a.m.

Kachina

LEP6 - Fandom as Utopia

Are s.f. & fantasy fans really a more tolerant part of society? Or are our prejudices just in different areas than other folk? Is there really more room to express ourselves here? Or do fans just comply with a non-standard set of mores? We pride ourselves on our ability to tolerate & celebrate racial, gender and sexual differences, but how about differences in gaming styles, reading material, recreational habits? How does "freaking the mundanes" reflect on this so-called tolerance? If we just discriminate differently than most, how do we choose what's okay and what's not?

Sunday 1:00 p.m.

Kachina

LEP08 - Rites of Passage

What method works best to bring in younger fen?

We all know that if we don't pull the younger generation into the fold, there won't be cons for us in our twilight years. We all know that science fiction and fantasy depend on novelty and freshness -- and the younger generation have so much that's new to offer. So the question is: what method works best to bring in younger fen? Is it best to include Kid's programming for them right from the start? Or recruit them in high school and college? How do you go about it?

Friday 10:00 p.m.

Navajo 2

LEP10 - Club Fair

Like a Job Fair, only Fun!

What is there to do in the Valley of the Sun? Here is a good way to find out! Members from a number of fannish organizations will be on hand to answer questions and help you get involved!

Friday 2:30 p.m.

Navajo 2

LEP11 - SF Tube Talk

with Lee Whiteside

Our own Lee Whiteside, webmaster of SFTV.ORG gives us the scoop on upcoming Science Fiction, Fantasy and other cult television.

Saturday 10:00 a.m.

Kachina

LEP12 - Meet the Org's

LepreCon Inc., CASFS, Western SFA and THEM: each in turn gives a half hour presentation to help you get to know who they are, what they do and how you can become a part of it all.

Friday 4:00 p.m.

Pima

LEP13 - Compliments and Complaints
Did you like what happened at this Con? Come tell us what you want to see continued. Know something that could be done better? Come volunteer to help make it happen. Your LepreCon 27 Committee will be on hand, taking notes!
Sunday 4:00 p.m. Kachina

LEP14 - At the Movies
Freebies & Previews with Barry Bard
We don't have to tell you what this one is all about! Once again, Barry shows those great movie trailers and brings us all the free goodies we can carry away. Thanks, Barry!
Sunday 10:00 am Navajo 1

LEP15 (aka KID14) - LEGO Creations with THEM
Come pick up some LEGOs and put together fantastic robots, alien architecture or just have fun building things with THEM.
Friday 8:30 p.m. Papago

ART2 - What Makes SF/Fantasy Art Different From "Normal" Art?
Join us in the Live Model Room for a lively discussion about the qualities that define SF & Fantasy art from the rest. Feel free to bring your sketch pad and take advantage of our volunteer models, or just pose for the artists while you debate. The "official" discussion lasts an hour, but feel free to stay as long as you like!
Saturday 11:00 a.m. Live Model Room

ART04 - Is Your Inner "Artist" the Same as Your "Inner "Writer"?"
A writer and an artist discuss the way they see what they are creating--how they each approach creativity. How much detail is there from the start and which details are emphasized?
Saturday 10:00 p.m. Papago

ART5 - The Fine Line Between Art & Porn
Midnight Panel: must be at least 18 to participate or attend.
Who determines the line between art and pornography? How do you know what's too much when creating nude figures for book covers or public displays?
Friday 11:30 p.m. Navajo 2

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ART6 (Preview!) - The MacGuyver Challenge
Larry Vela and his team plan to give you a list of "junk", a tricky scenario and a time limit to find a solution using just what you have on hand! There are even rumors of prizes to be had. This is a special session only for those who are pre-registered and at the convention on Thursday night.
Thursday 7:00 p.m. Kachina

ART6 - The MacGuyver Challenge
Larry Vela and his team have been delightedly designing devious scenarios that would leave even the A Team hard pressed to escape. Come join in the fun as Larry and friends give you a list of "junk", a tricky scenario and a time limit to find a solution using just what you have on hand! There are even rumors of prizes to be had.
Friday 8:30 p.m. Navajo 1

ART7 - Digital Art
Local artist Guest of Honor Robert Ross and Larry Vela demonstrate tips and techniques of digital art. They will answer questions about what's available and how easily can you learn to use it.
Saturday 11:30 a.m. Navajo 1

ART19 - Inside the artists mind --
Are artists always imagining ideas 24/7 ? Does the artistic process go on around the clock?
Saturday 2:30 p.m. Live Model Room

ART22 - Live model room hosted by James Reade
Come as an artist ready to take advantage of live costumed models, no fee involved! Or come as a model in your favorite costume (including everything from stoneage to futuristic to modern urban, but remember, no costume is still no costume. All models must be IN their costumes!)
Friday 5:00 p.m. Live Model Room

ART27 -THEM on Anime
'Anime for non-anime fans'
THEM, ASU's own science-fiction & fantasy group, talk about Anime - what it is and isn't, what they love and hate about it.
Friday 7:00 p.m. Pima

ART28 - Face Painting with John Wheeler
John Wheeler, known for running the convention's video room, says "I am a Facepainting amateur enthusiast. Do you like to paint or be painted as Clowns, Tigers, Bunnies, etc? Then come by and just unwind and have a little good clean fun.
Saturday 10:00 a.m. Papago

ART29 - Artist Guest of Honor Stephen Hickman!
Saturday 1:00 p.m. Navajo 1

WRI1 - Writing as Art and as Commerce
How should authors allocate time for writing that will advance the state of the art (esp. in sci-fi and fantasy) and writing that will pay the bills?
Saturday 8:30 p.m. Pima

WRI2 - Finding the Muse

How to get an idea and get started on your new novel. What are your sources of inspiration? Once you've put pen to paper (or maybe before) where do the ideas come from?
Saturday 12:00 p.m. Pima

WRI3 - Making Characters Come Alive

How to make your characters memorable. Ursula K. Le Guin said a character is memorable when a reader can remember the character's name after finishing the book. We all remember Frodo and Samwise, but is that a good test?
Saturday 1:00 p.m. Pima

WRI5 - Writing Derivative Works

Sometimes, another person's ideas will create ideas in you. What are the ethics and rules of trying to sell what you've now thought up while standing on someone's shoulders?
Saturday 4:00 p.m. Pima

**WRI7 - Location, Location, Location
What is the impact of setting on story?**

Make your setting work to not only add flavor to your story, but to become part of the story; and how to make everything seem more real.
Saturday 11:00 a.m. Pima

WRI9 - Writing About Hot Button Topics

Science fiction and fantasy allow us to see the world in new ways. Are they useful for discussing current social problems and controversies? Better yet, how can you use them to write better stories?
Saturday 2:30 p.m. Pima

WRI10 - New Frontiers for Science Fiction and Fantasy

What does the future hold for sci-fi and fantasy both as a business and a creative venture? Where should they be headed? How can you get there first?
Friday 8:30 p.m. Navajo 2

WRI12 - Round Robin Story

Bring something to read, anything at all: from your favorite novel to the label from your allergy meds! One person begins reading, then chooses the next reader at a random moment. Surprisingly fun!
Saturday 10:00 p.m. Patio

WRI13 - Good Morning Michael Stackpole!

Our author Guest of Honor, Michael Stackpole, joins us for coffee and conversation. Mike will give us the scoop on writing for the Star Wars universe, and just about anything else you want to ask him.
Saturday 10:00 a.m. Navajo 1

SCI1 - What Is A Planet vs Minor Planet vs Planetoid (Asteroid)?

Pluto was almost dropped from the planetary list recently. What would happen if it were discovered today? What makes something a planet and not an asteroid?
Sunday 10:00 a.m. Pima

SCI5 - Alternate Prehistory

What would the world look like if the alleged asteroid that hit the Earth didn't happen? Would dinosaurs have evolved into a higher life form instead of primates? What if primates hadn't been the primary ascendants in the animal kingdom? Could birds or another mammal have been the big kahuna?
Sunday 12:00 p.m. Pima

SCI7 - Building a Lunar/Mars Colony

How would you go about building a colony on the Moon or Mars? What could you use that already exists and what would you have to discover, engineer or invent? How much would it cost? What would you personally take with you without limits? With limits?
Saturday 10:00 a.m. Pima

**SCI12 - Space Program Update
NASA: Planetary Explorations**

NASA has scaled back its plans for Mars. The Pluto probe was cancelled. It now has astronauts and cosmonauts in the International Space Station (Space Station Alpha?). What else is happening? Is there a program or two for interstellar travel? Lunar Colony?
Friday 4:00 p.m. Navajo 1

SCI17 - 2001: The New Millennium

We're entering the new millennium. Civilization hasn't ended life as we know it. Computers invade our lives every day. Physical money is being replaced by electronic figures. What else is going on that is different from the past millennium? How will things change in the next 100 years? 500? 1000?
Sunday 11:00 a.m. Pima

SCI22 - The Science of Psychic Phenomena.

Is parapsychology a real science or not? James Vitale, local psychic, discusses the scientific study of psychic phenomena.
Sunday 1:00 p.m. Pima

SCI23 - Paper Airplane Contest

Rusty Neal moderates our traditional Paper Airplane Contest.
Saturday 2:30 p.m. Veranda

GAM4 - Violence Sex & Debauchery in Gaming

What is it teaching us? What does it say about us? Must be physically 18 to attend panel. Must be Mentally 18 to attend as well...
Saturday 10:00 p.m. Kachina

GAM5 - Spirituality and Religion in Gaming.
We have Christian Rock, How come we don't have many Christian LARPs or RPG's? Is gaming a way to explore other beliefs? Or just to escape from them? Does role-playing ever encourage someone to delve deeper than the superficial aspects of any religion?
Friday 10:00 p.m. Pima

GAM6 - VR and Interactive Gaming
What would you give to spend a day in a Star Trek Holodeck? Louise Kleba explores the possibilities of desktop interactive gaming in a VR sense, such as that currently used to train for space construction. VR5, The Matrix, Star Trek's Holodeck -- what is so attractive about virtual reality? How close are we to making it real?
Saturday 1:00 p.m. Kachina

GAM7 - Squirt Gun Battle
Come join our squirt gun battle, planned and perpetrated under the command of Harley Herrin.
Sunday 2:30 p.m. Meet by the Pool

KID2 - Odds & Ends Costuming
Want to make a simple costume that you can wear in the masquerade? We will do "odds & ends" costuming in this workshop that is geared towards the pre-teen set. We'll have staff and guests on hand to help, and "grown-ups" are invited too.
Friday 5:30 p.m. Papago

KID3 - Costume Presentation
It's all in the presentation, right? Start with costume, (or finish the one you started yesterday) add a pinch of drama or humor and you get something to remember. Come learn how to show off to their best advantage, then go right to the Masquerade.
Saturday 2:30 p.m. Room 123

KID7 Readings: Classic kids sci-fi and fantasy
Remember those SF&F books you used to read as a kid? The ones that led to this life-long interest in science fiction and fantasy? Revisit them with the new generation! Pass the flame to new candles that will light a future we'll never see...
Friday 10:00 p.m. Papago

KID8 - Readings: bedtime stories
Bedtime stories are fun, especially when you don't have to go to bed after you hear them!
Saturday 10:00 p.m. Pima

KID9 - Finger Painting
THEM (ASU Student SF&F Society) will have fun fingerpainting with the kids. If you want to get in on this messy fun, sign up to help with this.
Saturday 1:00 p.m. Papago

KID10 - Art techniques with Guest Artist
Our special guest artist will demonstrate art techniques in this session especially for kids.
Saturday 11:00 a.m. Room 123

KID12 - Anime for Kids
THEM plans to present anime that they've selected specifically because it is suitable for pre-teen audiences. Special sessions are being offered for the kids who are still up during the late-night panels. Room 108.
Fri 11:30 p.m. / Sat 10:00 p.m. THEM Anime Room

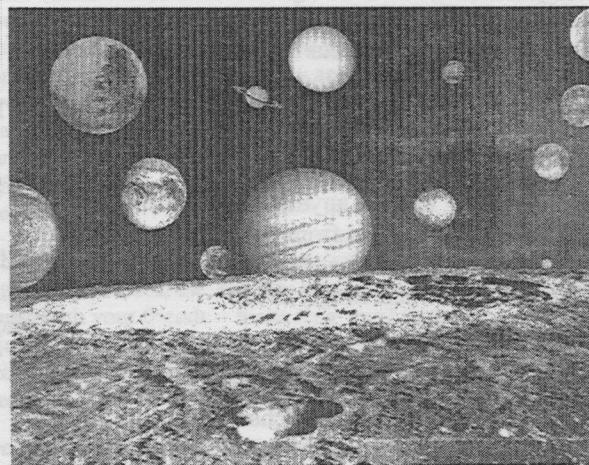
KID13 Board Games
Remember Hi-Ho Cherry-o? Parchesi? And More! Come and just relax, play the games, sit around and talk or read.
Sunday 10:00 a.m. Room 123

KID14 (aka LEP15) - LEGO Creations with THEM
Come pick up some LEGOs and put together fantastic robots, alien architecture or just have fun building things with THEM.
Friday 8:30 p.m. Papago

The United Federation of Phoenix at LepreCon 27



Join us in the Con Suite,
SciFi Jeopardy 10:00 pm Friday
in Navajo 1, view our video
project at 9:15 Saturday in the
video room, and check out our
special Space Photography Print in the art show!



The New Solar System print is a limited edition signed and numbered photo print of images from NASA's planetary missions. A few matted prints will be available in the Art Show print shop and un-matted prints will be available at the U.F. P. table in the dealer's room.

LepreCon 27 Program Participants

Aaron Allston was born in Corsicana, TX, and began writing at the age of 11, completing his first short story at 14 and his first novel at 16. After graduating, he moved to Austin, intending to continue journalism studies at the University of Texas while writing on the side. Neither a semester at the university nor a year with the Austin American-Statesman proved agreeable so he left the newspaper and was hired by Steve Jackson as circulation manager for Space Gamer magazine. Over time he became assistant editor and later full editor of the magazine and began designing game supplements for both Steve Jackson Games and then Hero Games. In 1983 he went freelance full-time as a game designer, later moving into full-time fiction writing. To his credit are novels *Web of Danger* and *Galatea in 2-D*. As yet unmarried, Aaron resides in the Austin area with three roommates, four cats, and a dog and enjoys reading, movies, ping-pong, and avoiding the rays of the accursed sun.

Barry Bard - Normally loud and boisterous he is silent about his accomplishments and contribution to fandom in Arizona and around the world. He brings us an overflowing freebee table and movie previews and much more. If (who are we kidding, when) you stop by his dealer's table he always seems to have just what you are looking for.

Glenn Battis started with online fandom in 1984, and he attended his first Convention, a BayCon in 1989. Today he works in the aircraft simulation industry and his interests lie in the industrialization of space and space exploration, solar power production, and alien contact and visitation. He can be found online at gbattis@delphi.com. He says that he thinks of himself as a sane and rational person, but warns that your mileage may vary.

Frances Burns is an experienced seamstress, filker and treasurer of the Southwest Costumers Guild. When not sewing or attending conventions she shares her home with two lovable felines that allow her to care for them.

Christi Carpenter - Christi was practically born into fandom. From the start, she followed her parents to Dr. Who and Star Trek conventions, and to this day most of her family is involved in some fashion in Western fandom. An avid fan of SF/F literature and art, animation and comics (Japanese and American), role-playing games, she is also a published illustrator and comic artist, and runs several art and game-related websites. She is finishing her Graphic Design B.A. at Collins College in Tempe, and is pursuing a career in art education. She is engaged to Carlos Ross, and is Natalie Carpenter's older sister.

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

Cornel Choskey educates people about the exploration of Mars. Please see the Mars Society display table in the Non-Profit section.

Callista Cleary - Callista is an up and coming young artist currently in the 8th grade in Scottsdale AZ.

Jeff Colburn is a true Renaissance Man, being well versed in both the arts and sciences. He completed his four year high school program in three years, majoring in marine biology and oceanography. Later, he received a Bachelor of Science degree in Criminology from California State University Long Beach. He is also a native Californian. Always seeking a challenge, Jeff has had many careers, including: Deputy Sheriff; Crime Analyst; Freelance Photographer; Freelance Computer Consultant; Freelance Marketing Research; Creator of a nonprofit organization where he edited and published a national monthly newsletter for the hearing impaired community. He is a freelance writer of science fiction, fantasy, horror, erotica and poetry. Interested in art for many years, Jeff is working on his illustration skills using graphite and colored pencil and acrylics. Jeff also enjoyed his position as moderator of the Science Fiction Writer's Forum at Inkspot, where he helped writers for almost a year. He has written two e-books, "The Writer's Dictionary of Science Fiction, Fantasy, Horror And Mythology", and "The Youngest Ninja", a young adult novel placed in Feudal Japan. He also has his own web site at www.CreativeCauldron.com.

Elizabeth T. Danforth -Liz Danforth is a graphic designer with a degree in Anthropology who spent seven years as head of the Blade Productions division of Flying Buffalo. In her subsequent freelance career, she had done not only art but also editing, computer game scripting, and fiction writing. Her work appears in products from numerous companies, notably Wizards of the Coast, Iron Crown Enterprises, FASA, TSR, Daedalus, Interplay, and many others.

John Davis - John is the author of "The Potted Fern", "Our Hero Meets A Bloodsucker". "Killdozer" as well as many sci-fi and fantasy stories and poems. He has also written text adventure games, several of which have been sold, and spends much of his time reading.

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

Emily Devenport's short fiction has appeared in Asimov's SF, the full spectrum Anthology, and Aboriginal SF, whose readers voted her a Boomerang Award. She enjoys studying many different fields including History, neurology, psychology and mythology and is secretly Maggy Thomas.

Maggy Thomas, champion of justice, former officer with the Department of Corrections, is currently pursuing a degree in Criminal Justice (really!). *Broken Time* is her first novel (but Em's seventh, which is kind of cheating, but what the hell, in this business you need every advantage you can hustle).

Doranna Durgin spent her childhood filling notebooks first with stories and art, and then with novels. After obtaining a degree in wildlife illustration and environmental education, she spent a number of years deep in the Appalachian Mountains. When she emerged, it was as a writer who found herself irrevocably tied to the natural world and its creatures. *Dun Lady's Jess*, Doranna's first published fantasy novel, received the 1995 Compton Crook/Stephen Tall award for the best first book in the fantasy, science fiction, and horror genres. When she's not writing, Doranna runs a fiction critique service and builds web pages for authors. <http://www.doranna.net/>

Mark Ferrari uses colored pencils, (believe it or not), and antiquated graphics software to create illustration and concept work for: Tor, Ace-Berkeley, NAL, Doubleday, Eclipse Comics, Chaosium, Unix Review Magazine, and a host of well-known others. Having won numerous obscure awards for his art, the artist is now working on a novel. Single, non-smoker, no pets.

Maryeileen Flanagan began costuming at the tender age of eight when she attempted to make a paper mache' horse for her jockey "character" to ride on Halloween. Since then she has advanced to costuming live horses and their riders as part of the "Once Upon a Time" and "Life of the Party" parade groups. After this fourth generation native Tempean graduated from Texas A&M with a BA/BS in English (and minor in genetics) she entered the work force as a professional costume designer for the ASU Department of Dance. The author of several articles, poems and photographs published in various places, but mostly horse magazines, she is currently an English teacher at Tempe High School where she sponsors both the Creative Writing Club and the Literary Society (reading club) and sometimes teaches science. She has volunteered as programming chairman for several local cons and also a World Fantasy Con and has helped facilitate several local "semi-pro" writers' groups. In her "copious amounts of spare time" she breeds Appaloosa and Walkaloosa horses using applied genetics. She lives on a ranch near Gila Bend with three dogs, twenty (or so) horses, and the occasional overnight visit from her friends.

Scott Glener is a BASFA Founding Member, TusCon Programing Chief, and Vice-Chair of the Phoenix Westercon 2002 bid. He is also known as a habitual volunteer at science fiction conventions throughout the land.

Hugh Gregory - An avid Spaceflight Historian based in Vancouver Canada, Hugh owns and operates the H.R. McMilian Planetarium's affiliated space and astronomy educational BBS "SpaceBase™." He is the moderator of the eight internationally distributed "SB-" prefixed space news service echoes for the amateur FidoNet network. He produces and sells videos. His most recent is "The Flight Of Byran - The Russian Shuttle Story". On weekends he is a private pilot, amateur astronomer (Member RASC), cricket umpire, and enjoys hiking in the Rockies with his wife Anne.

Rachel Hartman - At 19, Rachel R. Hartman (<http://www.rachelhartman.com/>) made her first professional sale to Marion Zimmer Bradley and realized that yes, people really do get paid for this stuff. In addition to writing science fiction and fantasy, she maintains the Ergonomic and Gateway sections of the SFWA web site (<http://www.sfw.org/>) and fences with the SFWA Musketeers. She lives just outside of Austin, Texas, with her husband James and their four cats.

Ernest Hogan - Author and artist, Ernest Hogan has done stories, articles, reviews, cartoons, illustrations, and covers in a number of science fiction magazines. Mr. Hogan's 'Obsidian Harvest' (co-written with Rick Cook), in Analog April 2000, recommended for the Hugo award, will be in Gardner Dozois next Year's Best Science Fiction anthology. 'The Rise And Fall Of Paco Cohen And The Mariachis Of Mars' appears in Analog April 2001. Ben Bova has recommended this work for the Nebula award.

Angel Hungerford - Angel is a long-time convention volunteer and committee person. Look for her during LepreCon 27 in kids programming and art demos.

Louise Kleba began working for McDonnell-Douglas (now Boeing) at the Kennedy Space Center in April 1990 after working as a radar field test engineer for Martin Marietta (now: Lockheed). In September 1995, she joined the Flight Crew Operations Directorate as a representative of the flight crews in the Vehicle Integration Test Office. Louise continues to make her home in Cape Canaveral, FL. Her most recent support missions were the inaugural flights of the Italian MPLMs (Multipurpose Logistics Modules) and the Canadarm2 for the International space station.

Katherine Lawrence has been a screenwriter since 1984. Her membership in the Writers Guild of America goes back to 1988. She has also been a member of SFFWA for more than six years. Her work on 'Mutant Crush' episode of X-MEN EVOLUTION is currently airing Saturday mornings on the WB. Also an author of short stories, Katherine Lawrence's work has been included in a variety of anthologies.

Lubov - Born in St. Petersburg, Russia, she took her first steps in art while studying techniques of Russian and European painters in the Nevsky School of Art. In 1980 she emigrated to the U.S.A. where she continued her education, accepted at The School of Art Institute of Chicago with a full four-year scholarship. Since she became involved with science fiction, fantasy and horror fandom, she has won widespread acclaim for her richly colorful pieces. She has won Art Show awards at the 1992, 93, 95 and 96 World Science Fiction Conventions and won the Best Professional Artist Award at the 1997 World Horror Convention. She was Artist Guest of Honor at LepreCon 26 and has since moved to the Phoenix area. She now has her own art web site at www.lubov.net.

Daryl F. Mallett splits his time between the Phoenix metropolitan area, Southern California, Minnesota, and the rest of the world. His greatest joy in life is spending time with his girlfriend, his son Jake, and his two gorgeous Huskies, Fen and Kia, followed by visiting with friends, traveling, reading and writing...most of which he accomplishes through his involvement in the Society for Creative Anachronism.

Donald Markstein makes his living as a writer and editor. In 1981, Don and his wife, GiGi Dane, founded Apatoons, a cooperative publication which has, in the years since, featured the work of some of animation's top commentators. He edited Comics Revue, a monthly anthology of newspaper comics, from 1984-87, and 1992-96. In 1992, he edited *A Prince Valiant Companion*, which summarized the princely adventurer's entire career in Sunday comics from 1937-80. In 1994, he edited *Hot Tips from Top Comics Creators*, a compendium of wisdom about how to make comics, distilled from hundreds of interviews in Comics Interview magazine. In 1999, he started writing Don Markstein's Toonopedia™ (www.toonopedia.com), a project he expects to work on for the rest of his life. Part of the reason is to share some of the information he's gathered. But it also works as an excuse to play with toons.

Joe McKersie has skirted fandom for nearly twenty-five years. For the majority of this time Joe worked for and managed a general bookstore whose largest section was SF/F/H. Currently he writes performance evaluations for an obscure state agency. Joe reads and collects SF/F, enjoys anime, movies, art, and is a reformed gamer (i.e., most of his gaming friends have long since left the state).

Dennis L. McKiernan is a professional writer of science fiction and fantasy. He is directly responsible for the fourteen books in the Mithgar series, Caverns of Socrates, Once Upon a Winter's Nigh, and about fifteen or so shorter works appearing in various anthologies.

John Carter McKnight - Mr. McKnight is a consultant to nonprofit corporations in the space education and outreach fields, and Mars Project Director for the Space Frontier Foundation. From 1999 to 2000, he was CEO of Transplanetary Corporation, an engineering design firm specializing in life support technologies for extreme environments. He was the Executive Director of The Mars Society, a non-profit educational and research corporation, from 1998 to 1999. He holds a B.A. with honors in Political Science from the University of California, Santa Barbara (1983); a J.D. from New York University School of Law (1988) and a Master of International Relations degree from Columbia University (1992).

John Mina - John, whose work includes "Jacus the Slug" from "The Day the Magic Stopped"; "Yesterday's Gods" from "Bolos the Cast Stand"; and "Viva L'Amiral" from "Alternate Generals", has been designing Live Role Playing games for 10 years. He enjoys D&D, Live Roleplaying, and playing Magic: The Gathering.

Rusty Neal, a software engineer for the past 20 years, has degrees in both Computer Science and Biology and has also dabbled in game authorship and consulting. He can be found performing with the royal court at the Arizona Renaissance Festival every spring. His hobbies and interests include both tabletop and live action role playing, and he has been running games at Phoenix area conventions for several years. His body of work includes Highway 2000 and portions of the Dr. Who RPG.

Adam Niswander has authored 8 novels. Of those, five have already been published, one is under contract, and two remain to be sold. (Any takers?) The other hats he wears are those of short story author, book dealer (Adam's Bookstore on ABE.com), and member of both SFFWA and HWA.

James Reade - James is the founder of RipRoarin' Comics, publisher of *Marked by the Beast* and *Blood and Sunder*. His other talents include drawing caricatures, creating airbrushed Tshirts and more. Credits include *Doctor What*, *Torg*, *Marked by the Beast*, *Blood and Sunder*, *The Eternal Soldier*, *Big Bertha*, *The Side Hill Muckets*, and *Trolley Man*.

Cary Riall is a long-time Phoenix science-fiction enthusiast who's first convention was Leprecon 1 (geezee alert!). Cary is a technical writer whose works primarily involve various tomes of a dry and technical nature, concerned with moving large chunks of meat-filled metal through the skies above your head. (Keep 'em up there, Cary.)

Jennifer Roberson - Since 1984, Jennifer Roberson has published 20 solo novels, among them thirteen bestselling fantasy novels: the 8-volume "Chronicles of the Cheysuli", about a race of shapechangers and a divine prophecy; and the 4-volume "Sword-Dancer" saga the author describes as "Conan the Barbarian Meets Gloria Steinem." Jennifer Roberson grew up in Arizona and used to compete in amateur rodeos. Her primary hobby now is the breeding, training, and exhibition of Cardigan Welsh Corgis and Labrador Retrievers in the conformation, obedience, and agility rings of AKC dog shows and trials, she was the Cardigan Welsh Corgi breed columnist for the AKC GAZETTE for six years, and is currently on the Board of Directors of the Cardigan Welsh Corgi Club of America. She lives near Phoenix with (currently) six dogs and two cats.

Carlos Ross - Carlos watched Voltes V and Mazinger Z as a small child in the Philippines, but became a full-blown fan the first time he saw Grave of the Fireflies. (A chance encounter with a Sailor Moon S wall scroll in his cousin's room helped.) Currently on hiatus from his studies in Japanese language at Arizona State University, Carlos is working at a mail-order pharmacy, and continues his activities with THEM as "Rank Newbie" and "Token Bishounen". (And also Anime SIG* Chairman.)

Ken St. Andre is a well-known Phoenix fan who helped organize the first LepreCon many years ago and has made at least a token appearance every year since. He was once foolish enough to chair LepreCon 9 whose motto was "bodges—we don't need no stinking bodges!" Ken is a writer of games and game-related short stories. He has also partaken of articles, essays, book reviews, etc., but only socially. A writer and publisher of gaming material since 1973, Ken is a member of SFFWA and the Academy of Gaming Critics.

Mark Siegel is a writer. He claims to have a PhD in English, but swears he no longer practices this hideous and painful form of mind control. A veteran of the publishing world, former owner/founder of Blue Sky Press, Mark is also one of the local writers published by Mike McCollum's 3M Press. Mark has written 12 nonfiction books and multitudes of articles. Among his recent work you may find a true murder book and a large handful of SF stories.

Ed Sulfaro is listed as "Artist in residence" on the staff of *Entropy*, a publication of ASU's THEM. *Entropy* strives to provide a forum for fans of speculative fiction at ASU.

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

Scott Vaughn - Scott P. 'Doc' Vaughn is a local artist. He has turned his imaginings into a magazine (M&V) and a comic book (HERO-LORE). Between his daily life, and the attempt to begin this fledgling empire, he works freelance illustration and day jobs. His illustrations are primarily black and white. His influences include comic illustrators, pop and classical culture. Scott loves movies, music, Doctor Who, creativity and being with friends.

Larry Vela - Larry is an artist and an all-around amazing guy. A fountain of brilliance and a cornucopia of personal energy, Larry is a custom painter whose genius manifests on motorcycles, planes, trucks, people, and anything that doesn't run away. The driving force behind Velavision, his notable works include Illusion, Casseioipia, Roadwarrior, and Athena.

Scott Virtes is a writer, poet, editor, and game designer. He has had a whopping 200 stories and poems published since 1986. Editor of Sycophant, Alpha Adventures, and AlphaDrive magazines, Scott always seems to add an interesting dimension to the panels in which he participates.

James Vitale is a Practicing Professional Psychic with four years experience in his field.

John Vornholt - After spending 20 years as a freelance writer (writing mostly non-fiction), John Vornholt turned to book publishing in 1989. Drawing upon the good will generated by an earlier non-fiction book he had written for Simon & Schuster, John secured a contract to write *Masks*, the first of the numbered Next Generation books to make the New York Times bestseller list and was reprinted three times in the first month. Although John has only been writing books seriously since 1989, he has written and sold more than 30 books, for both adults and children. He's currently writing a contemporary suspense novel, and just published the second of a two-book Star Trek: The Next Generation series titled *The Genesis Wave*.

Jim Webbert is a professional chemist and is a longtime fan of science fiction, having attended conventions since the 1950s. His hobbies include collecting art, reading, and in Phoenix fandom he is known for his involvement in running conventions, and auctioneering.

Erik Wennstrom comes to us from the thriving conundrum known as ASU. President of ASU's science fiction and fantasy club, a.k.a. T.H.E.M., Erik is also a current editor of *Entropy*, the club's fanzine. Erik is a TA in the ASU department of Mathematics, but his major is in Natural Sciences. His plan is to get off this planet before he dies.

Dr. David Williams is a postdoctoral research associate in the Department of Geological Sciences at Arizona State University. His research interests line in Volcanology and Planetary Geology, with a focus on remote sensing and image processing of planetary surfaces and computer modeling of volcanic eruptions. David is an affiliate of NASA's Galileo spacecraft Imaging Team, and he is currently working on data analysis of the latest Galileo images of Io and Ganymede from recent encounters. David received his Bachelor of Science in Astronomy & Astrophysics from Indiana University in 1989, his Master of Science in Geology from Arizona State University in 1992, and his Ph.D. in Geology from the University of Alabama in 1998, where was a three-time Graduate Council Research Fellow and received the award for Outstanding Research by a Doctoral Student. David is a life-long Star Trek and sci-fi fan, enjoys hiking, star-gazing, and model-building. He is currently serving his first term as President (Captain) of the United Federation of Phoenix, the second longest continuously-running Star Trek fan club in the country.

Randall Whitlock is a registered geologist, and has worked mainly in meteoritics, education, and environmental assessment. He is also a semi-professional costumer and pattern designer. As an author, Randall has written articles on science, costume, and humor. In addition, he has confessed to frequent association with the infamous Coppercon Committee gang.

Lee Whiteside is our local SFTV guru with the long running SF Tube Talk column in *ConNotations*, The Magrathea/SFTV Web Page (www.sftv.org) and associated mailing lists. He is a software Engineer/LAN Administrator in his spare time. He also chaired CopperCon 16.

Cathie Yankovich has had several works of art published, multiple exhibits in science museums, art galleries, and has also had several short stories published in *ConNotations*. Credits include *Art - Pouring Out the Stars*, *Cornucopia of Planet*, *The North American Milky Way Telescope* (collaboration) Writing - *Old Blue Nose*, *A Couple Kilos of Plasmite* (short stories). She has participated in numerous art exhibitions at venues including ASU Art Center (Phx, AZ), Volcano Art Center (HI), the Hub Gallery (Phoenix, AZ), Fiske Planetarium (CO). She has had art published in *Analog* and *MZB Fantasy Magazine*. Her stories have been published in *Connotations* and *The Martian Wave*. Day-to-day she manages infrastructure implementation for 80+ computer sites at 19 governmental and non-profit entities. This requires keeping up with telecommunications directions.

TusCon is Moving.....



....to a new hotel.

TusCon 28 November 9-11, 2001

Guest of Honor: Chelsea Quinn Yarbro

Artist Guest of Honor: Newton Ewell

Toastmaster: Ed Bryant

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(520) 622-3000

Per Night Rates: \$69 (1-room suite)/\$79 (2-room suite)
(reserve by 10/9 and mention "TusCon" to get these rates)

Memberships: \$35 until 5/20, \$40 until 9/9, \$45 after
One Days: \$15/30/15 (Fri/Sat/Sun)

Children 6-12 are half adult rates

Mail Payment to TusCon 28, PO Box 27307,

Tucson, AZ 85726-7307

(Please note this is a new address)

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Video Room, Masquerade, Writers Workshop & Contest
Vampire LARP, LAN Computer Gaming, Game Room, Con Suite**

New Website: <http://home.earthlink.net/~basfa/>

New Email: basfa@earthlink.net

Brought to you by Baja Arizona Science Fiction Association, a non-profit 501(c)(7) corporation.

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We Want YOU!

(To blast off for Boston in 2004)

- ☆ **Worldcon-proven, convenient, connected facilities**
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(Tall ships...art museums...baseball...historic tours...restaurants...theater...)
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(Meet us at our parties...coming to a convention near you!)
- ☆ **Affordable prices. Easy international destination.**
- ☆ **A Boston Worldcon won't be ours. It will be YOURS!**

To contact Boston in 2004:

P.O. Box 1010
Framingham, MA 01701
USA

email: info@mcfi.org
<http://www.mcfi.org>
Fax: 617.776.3243

**Boston in 2004 is a bid to host the 62nd World Science Fiction Convention,
Labor Day weekend, 2004, Boston, Massachusetts.
Galaxy-saving is just our hobby.**

LepreCons - Past, Present and Future

Note: This list has not been easy to put together. It is still incomplete and likely has some errors. You'd be surprised how many older program books fail to mention the dates, the hotel or even the chair. Please send any updates to the LepreCon, Inc. P.O. Box or to leprecon@leprecon.org. This list will be maintained at the LepreCon Web site (www.leprecon.org).

Con Name	Dates, Hotel	Chair
LepreCon 1 GoH: Larry Niven, Toastmaster: Bruce Pelz	Marc 14-16, 1975, Quality Inn, Phoenix, AZ	None
LepreCon 2 Author GoH - Roger Zelazny, Toastmaster - F. M. Busby	March 19-21, 1976, Ramada Inn, Phoenix, AZ	Greg Brown
LepreCon 3 Author GoH - Robert Silverberg, Toastmistress - Marion Zimmer Bradley	March 18-20, 1977, Grand Canyon, AZ	Unknown
LepreCon 4 Pro GoH - Poul Anderson, Fan GoH - Fred Haskell, Toastmistress - Carolyn Thompson (or M.Z.B)	March 17-19, 1978, Los Olivos Hotel, Phoenix, AZ	M.R. Hildebrand
LepreCon 5 Pro GoH - Ian Ballantine, Fan GoH - Skip Olsen	May 1979, Quality Inn, Phoenix, AZ	Ken St. Andre
LepreCon 6 Pro GoH - Gordon R. Dickson, Fan GoH - Milt Stevens, Toastmaster - Terry Carr	May 2-4, 1980 - Cancelled, Hyatt Regency, Phoenix, AZ	Randy Rau
LepreCon 7 Artist GoH - Alicia Austin, Fan GoH - Bruce Miller	1981, Caravan Inn, Phoenix, AZ	Barry Bard
LepreCon 8 Artist GoH - George Barr, Fan GoH - Jan Howard Finder, Toastmaster - Bill Rotsler	1982, Caravan Inn, Phoenix, AZ	Zetta Dillie
LepreCon 9 Artist GoH: Frank Kelly Freas, Author GoH: Jack Williamson, Fan GoH: Elayne Pelz, TM: Bill Rotsler	May 20-22, 1983, Ramada TowneHouse, Phoenix, AZ	Terry Gish
LepreCon 10 Artist GoH: Real Musgrave, Special GoH: C. J. Cherryh, Fan GoH: Sleepyhawk Simila	April 20-22, 1984, Hyatt Regency, Phoenix, AZ	Pati Cook
LepreCon 11 Artist GoH - Lela Dowling, Author GoH - G. Harry Stine/Lee Correy, Fan GoH - Roy Tackett	April 5-7, 1985, Hyatt Regency, Phoenix, AZ	Clif Baird
LepreCon 12 Artist GoH - Kim Poor, Author GoH - Jo Clayton, Fan GoH: Peggy Crawford, Sp G: Jennifer Roberson	May 29 - June 1, 1986, Location Unknown	Terry Gish
LepreCon 13 Artist GoH - Phil Foglio, Author GoH - Raymond Feist, Fan GoH - Susan Potter	June 5-7, 1987, Phoenix Hyatt Regency, Phoenix, AZ	Sam Stubbs
LepreCon 14 Artist GoH: Alan Gutierrez	1988, Phoenix Hyatt Regency, Phoenix, AZ	Eric Hanson
LepreCon 15 Artist GoH: Richard Hescox, Author GoH: Chelsea Quinn Yarbro, Fan GoH: Sue Thing	1989, Phoenix Hyatt Regency, Phoenix, AZ	Sam Stubbs
LepreCon 16 Artist GoH: Jim Fitzpatrick, Author GoH: Rick Cook, Fan GoH: Cristi Simila	April 13-16, 1990, Phoenix Sheraton, Phoenix, AZ	Unknown
LepreCon 17 Artist GoH: Rowena Morrill, Author GoH: Carole Nelson Douglas, Author Guest: Melinda Snodgrass, Local Artists: Deb Dedon & Earl Billick	May 3-5, 1991, Safari Resort, Scottsdale, AZ	Dave & Kim Hiatt
LepreCon 18 Artist GoH: Liz Danforth, Author GoH: Michael Stackpole	March 27-29, 1992, Celebrity Hotel, Phoenix, AZ	Eric Hanson
LepreCon 19 Artist GoH: Sue Dawe, Author GoH: S.P. Somtow, Local Artist: Katrine Cady	June 4-6, 1993, Camelview Resort, Scottsdale, AZ	Doug Cosper
LepreCon 20	May 1994 - Cancelled	Pati Cook

LepreCons - Past, Present and Future

Con Name	Dates, Hotel	Chair
LepreCon 21	May 26-29, 1995, Francisco Grande Hotel, Casa Grande, AZ Artist GoH: Laura Brodian Freas, Author GoH: D.C. Fontana, Special Spouse GoH: Frank Kelly Freas Special Artist GoH: Nancy Strowger, Science Guest: Charles "Les" Johnson, Filk: Barry & Sally Childs-Helton	Dave & Kim Hiatt
LepreCon 22	May 17-19, 1996, Francisco Grande Hotel, Casa Grande, AZ Artist GoH: Bob Eggleton, Author GoH: Tracy Hickman, Local Artist GoH: Liz Danforth Media GoH: Mojo, Toastmaster: Mike Stackpole, Filk: Mitchell & TJ Burnside Clapp	Jay Patton
LepreCon 23	May 16-18, 1997, Francisco Grande Hotel, Casa Grande, AZ Artist GoH: Kevin Ward, Author GoH: Dave Wolverton, Local Artist GoH: Leslie D'Allesandro Hill Media GoH: George Johnsen	Charles Jarvis
LepreCon 24	May 15-17, 1998, Francisco Grande Hotel, Casa Grande, AZ Artist GoH: Janny Wurts, Author GoH: Tim Powers, Media GoH: Marc Scott Zicree, Special Guest: Don Maitz Local Artist GoH: C. F. Yankovich, Filk Guests: Jeff & Maya Kaatherine Bohnhoff	Ray Gish
LepreCon 25	May 14-16, 1999, Holiday Inn SunSpree Resort, Scottsdale, AZ Artist GoH: Michael Whelan, Author GoH: Larry Niven, Local Artist GoH: Robert Peacock, Filk GoH: Lynn Gold	Pat Connors
LepreCon 26	May 22-24, 2000, Holiday Inn SunSpree Resort, Scottsdale, AZ Artist GoH: Lubov, Author GoH: John DeChancie, Local Artist GoH: Larry Vela, Filk GoH: Marilyn Miller	Dave Hungerford
LepreCon 27	May 18-20, 2001, Holiday Inn SunSpree Resort, Scottsdale, AZ Artist GoH: Stephen Hickman, Author GoH: Michael A. Stackpole, Local Artist: Robert Ross, Music Guests: Echo's Children	Mark Boniece
LepreCon 28	May 17-19, 2002, Embassy Suites Phoenix North, Phoenix, AZ Artist GoH: TBA, Author GoH: Peter David, Music Guests Jeff & Maya Kaatherine Bohnhoff	Lee Whiteside
LepreCon 29	May 16-18, 2003, Hotel & Guests TBA	Shahn Cornell

LepreCon 28

May 17-19, 2002

Embassy Suites Phoenix North
(I-17 & Greenway)

Artist Guests: To Be Announced

Author Guest of Honor: Peter David

(Author of Star Trek, Babylon 5 & other novels, screenwriter, comics writer)

Music Guests: Jeff & Maya Kaatherine Bohnhoff

A new location with great room rates for suites that include

A made-to-order breakfast and a daily happy hour!

Room Rates: \$79 S/D, \$89 T, \$99 Q (plus tax)

Memberships \$20 at LepreCon 27

(a drawing for special prizes will be held for memberships purchased at LepreCon 27)

www.leprecon.org/lep28

Info: lep28@leprecon.org

**Clubs and Other Organizations
Participating in LepreCon 27.**

**CENTRAL ARIZONA SPECULATIVE FICTION
SOCIETY, INC. (CASFS)**

Non-profit corporation that puts on CopperCons, HexaCons, and occasional regional cons, and publishes *ConNotations*. Meets at 8pm on the last Friday of each month in January thru September and the second Friday in October, November and December at JB's Restaurant, 2560 W. Indian School in Phoenix, AZ. Write PO Box 62613, Phoenix, AZ 85082-2613, Email: info@casfs.org, WWW: http://www.casfs.org

PHOENIX JAPANIMATION SOCIETY

Local chapter of Japanimation/general animation oriented fans - meets monthly. Call Tom Perry at (602) 996-2196 or write 3241 E. Altadena, Phoenix, AZ 85028.

LEPRECON, INC.

Puts on the annual art-oriented science fiction convention LepreCon. Meetings are quarterly on the second Saturday of February, May, August & November unless otherwise notified. Info: LepreCon, PO Box 26665, Tempe, AZ 85285 Phone: (480) 945-6890. E-mail: info@leprecon.org WWW: http://www.leprecon.org

THE SOUTHWEST COSTUMER'S GUILD

The Southwest Costumers Guild is a loose organization of persons interested in all facets of historical, cultural, science fiction, fantasy, and humor costuming. SWCG is Arizona's chapter of the International Costume Guild. Write to: PO Box 39504, Phoenix AZ 85069 E-mail: randwhit@aol.com WWW: http://members.aol.com/souwesgld/guild.html

T.H.E.M.

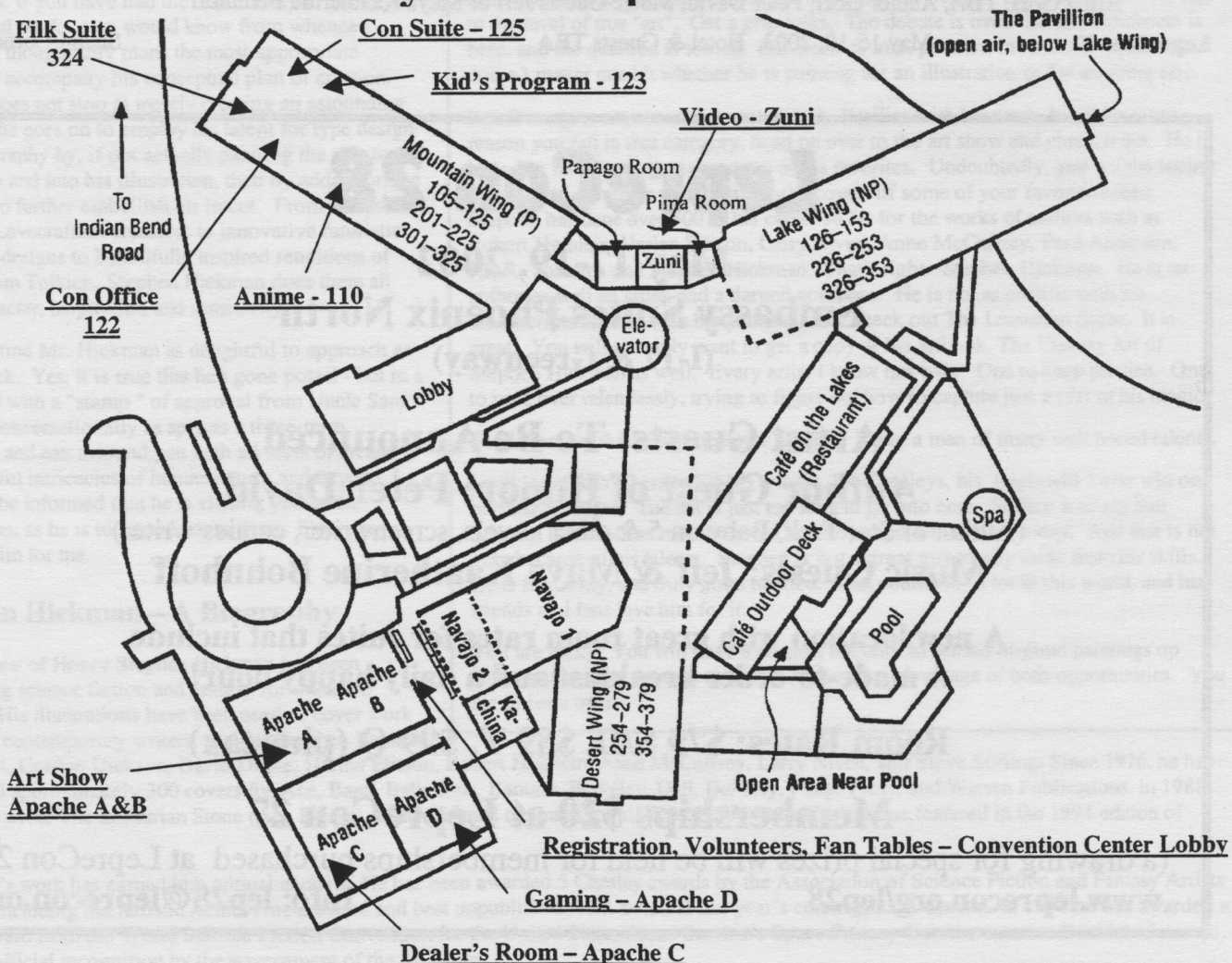
T.H.E.M. is ASU's science fiction and fantasy club. Weekly meetings are held in the Memorial Union Thursdays at 5:30 pm. For more info, search them out with the new semester starting, email them@asu.edu, or see their web page at www.asu.edu/studentprgms/orgs/them/

Notes From the Editor

This program book was put together with Word '97

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Holiday Inn Sunspree Resort



HEXACON 11

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JULY 27-29, 2001

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PAREX

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Video room
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Panels

There will be **special Thursday, July 26**, events and prizes available only to those who pre-register. Gaming starts at 10:00 AM on Friday, July 27 and runs **NON-STOP** until Sunday, July 29 at 3PM

Membership Rates:

\$15 at LepreCon Special; \$20 until 06/25/2001; \$25 at the door

Location Information:

Holiday Inn SunSpree
7601 E Indian Bend Rd
Scottsdale, AZ
(480) 991-2400
Room: \$67 S/D/T/Q
Suite: \$100 S/D/T/Q

Contact Information:

HexaCon 11
PO Box 62613
Phoenix AZ 85082
Phone/FAX (602)973-2341
Email: the_lop@casfs.org
Webpage: www.casfs.org



Arizona in 2004 Westercon 57 Bid July 2-5, 2004



Arizona has not had a WesterCon since 1992 and we are EAGER to host another one. We've hosted many different conventions, from WorldCon (1978) to WesterCons (1982, 1988, 1992) to World Fantasy Cons (1985, 1991) and World Horror Cons (1994, 1998), three regional conventions per year, and lots of experience on regional conventions throughout the West. Now it is time for us to host another Westercon but we cannot do it without YOU. Please support our bid for the 2004 Westercon. By becoming a member of the bid you can make your voice heard.

Pre-supporting memberships: \$10

Friend of the Bid: \$50 - Includes voting fees at the 2002 Westercon and, if necessary, a supporting membership in the LA 2002 Westercon

Bid Sponsor: \$100 - Includes all privileges of Friend of the Bid as well as free attendance, if desired, at the Locus Banquet when we win.

There will be a graduated scale of conversion to full membership in the Arizona 2004 Westercon depending on the level of pre support.

Check our website at www.az-sf.org for more details.

We also are looking for fans and/or professionals interested in supporting the bid by being an active member of the bid committee.

Please contact us at Arizona in 2004, PO Box 67457, Phoenix AZ 85082,

Email: info@az-sf.org

Craig Dyer at (602)973-2341 - Email: chair@az-sf.org

or

Mike Willmoth at (480) 945-6890 - Email: mwillmoth@compuserve.com

Send this form and a check or money order to: Arizona in 2004 Westercon PO Box 67457, Phoenix AZ 85082

Please Print clearly

NAME: _____

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