

LEPRECON 30

May 7-9, 2004



Program Book

WORLD FANTASY CONVENTION 2004

October 28-31, 2004

Tempe Mission Palms, Tempe, Arizona

www.worldfantasy2004.org



The 2004 edition of the **World Fantasy Convention** in Tempe, Arizona has a theme of **Women of Fantasy and Horror**. It will feature a Dealer's Room, Art Show, Programming featuring our Guests of Honor and other participants including discussion panels, workshops and readings, the World Fantasy Awards Banquet, Autograph Reception, Artists Reception, and more.

Join us at the Tempe Mission Palms in downtown Tempe, Arizona!
The Tempe Mission Palms has a wide variety of restaurants, shopping and nightlife in the immediate area plus recreation at Tempe Town Lake and Karsten Golf Course.

Free airport shuttle and free parking are available at the hotel.
The average daytime high temperature in late October is 85 degrees.

Author Guest of Honour Gwyneth Jones

Gwyneth Jones is a writer and critic of Fantasy and Science Fiction and also writes as Ann Halam, a writer of teenage fiction. She has been awarded two World Fantasy Awards, a BSFA short story award, the Children of the Night Award from the Dracula Society, the 2001 Arthur C. Clarke award for *Bold As Love*, and is a co-winner of the Tiptree award.

Artist Guest of Honor Janny Wurts

Janny's award winning paintings have been showcased in many exhibitions of imaginative artwork and she has been awarded three Chesley awards by The Association of Science Fiction and Fantasy Artists (ASFA). She is also the author of eleven novels, a collection of short stories, and the internationally best selling Empire trilogy written in collaboration with Raymond E. Feist.

Editor Guest of Honor: Ellen Datlow

Award winning editor of many fantasy, horror and science fiction anthologies including *The Year's Best Fantasy and Horror* for sixteen years. She has won the World Fantasy Award six times, the Bram Stoker Award once, and the 2002 Hugo Award for Best Professional Editor. Datlow consults for Tor Books, was fiction editor for OMNI magazine for 17 years and is currently the editor for SCI FICTION, the fiction area of SCIFI.COM.

Publisher Guest of Honor: Betty Ballantine

Betty Ballantine and her husband Ian Ballantine were a team for over 50 years, helping to form Bantam Books in 1945, launching their own firm, Ballantine Books, in 1952 and becoming freelance consulting editors/publishers in the 1970s. Ballantine Books was one of the earliest publishers of original SF books, with authors ranging from Arthur C. Clarke, to Anne McCaffrey, and H.P. Lovecraft. They published the first "authorized" edition of J.R.R. Tolkien's works, the art book *Faeries*, and James Gurney's *Dinotopia*.

Toastmistress: Jennifer Roberson

Since 1984, Jennifer Roberson has published 22 solo novels, among them fourteen bestselling fantasy novels: the 8-volume *Chronicles of the Cheysuli*, about a race of shapechangers and a divine prophecy; the 6-volume *Sword-Dancer* saga the author describes as "Conan the Barbarian Meets Gloria Steinem," and *The Golden Key* with Melanie Rawn and Kate Elliott.

Memberships are US\$150 through July 31, 2004, US \$160 after and at the door.

Register online using PayPal (payments to paypal@leprecon.org)

Tempe Mission Palms

60 E. First St., Tempe, Arizona 85281

Room Rates: \$155 S/D/T/Q plus tax
(Kids 18 & under stay free with adult)

Call 800-547-8705 (or 480-894-1400)
for hotel reservations.

Register online at www.missionpalms.com
using group code FANTA

World Fantasy 2004 Contact Info:

World Fantasy 2004,
c/o Leprecon, Inc.

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LEPRECON 30

May 7 - 9, 2004

LEPRECON 30

Program Participant List

Robert Ross	Adam Niswander
Elizabeth Danforth	Paula Lary
Hugh S. Gregory	Dr. David Williams
Henry Melton	Michael Stackpole
Gerald D. Nordley	Dawn Mullan
Bennie Grezlik	Evo Terra
Joseph Formichella	Michael Mennenga
Cary Riall	Janeen O'Kerry
Mike Cassidy	Ronald Walker
Larry Vela	Susan Gleason
Lee Whiteside	Wendy Colleen Gastl
Michelle Ellington	Robert Farrell
Emily Devenport	Marty & Alice
(Lee Hogan) & Ernie Hogan	Massoglia
Michelle M. Welch	Robert D Miles

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thanks to
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Mesa, AZ 85212
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www.hexacon.org

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HEXA CON 14

Arizona's Largest Gaming Convention

July 29*-Aug 1, 2004

Tempe Mission Palms, Tempe, AZ

Arizona's Largest Annual Gaming Convention will be even bigger in 2004. We're moving to the Tempe Mission Palms in downtown Tempe with lots more room and tons of nearby restaurants and shopping.

*Special gaming and events for Pre-registered members starts Thursday, July 29

Gaming starts at 10 a.m. Friday, July 30 and runs non-stop until Sunday, August 1st at 3 p.m.

Membership Rates

\$20 through June 30, 2004, \$25
after and to the door.

Tempe Mission Palms

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\$85 S/D/T/Q + tax

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Artist Guest of Honor Donato Giancola

Donato Giancola – A Biography

Where did you grow up? I was born in 1967 and raised in Colchester, Vermont, a suburb of Burlington, which is the largest city in Vermont with a population of about 40,000. Burlington is a college town (with the University of Vermont or UVM adding 10,000+ students to the local population), but does not have any significant art museums or a strong arts scene (at least compared to New York City) I then lived in Syracuse for 3 years, while at school, and onto New York City where I now have a home in Brooklyn.

How did you first get into art?

What is your educational background?

Although there are milestones in my arts career, I can't really say exactly when I 'began' drawing and painting in a serious manner. My childhood is peppered with memories of making models, toys, drawing tanks, spaceships and almost anything in the afternoons, reading comics, painting lead figurines for *Dungeons & Dragons*, creating maps and art for role-playing, producing art projects for school... the list is endless! Art was a passion, yet always a hobby. My formal training came late. I began my college career at UVM majoring in electrical engineering, but it wasn't until my second year at the University of Vermont that I withdrew from this career path, frustrated with the creativity missing from the classes, subjects and assignments. I still remember the day I dropped out of three engineering classes in mid semester. I shocked my friends, my family and even myself. Do not try this without proper adult supervision it could screw up your life! I enrolled in an art course the next semester, my very first formal lessons on drawing had begun. That same year I picked up my first set of oil paints, created some horrible paintings, and realized I need guidance, lots of guidance!



Very quickly it became obvious to me to take painting seriously I needed to pursue an education at a more challenging art college with competitive peers. I enrolled at Syracuse University in the fall of 1989 and majored in fine art painting. The doors which were opened to me at Syracuse proved unfathomable; from color theory to composition, anatomy, paint techniques, experimental drawing, post-modern, modern and abstract theorizing. Anyone who tells me I have a god given talent hasn't seen the hours I labored to understand how to properly put an oil glaze of alizarin crimson on my paintings. Practice, practice, practice. Create, create, create. That was one of the greatest lessons I learned at school. No art can be made perfect and you need to keep moving onto your next project/vision. All told, my 'college career' lasted six years, but it paid off: I'm doing what I love to do. Yet with that all said, my training did not stop after I graduated in 1992.

How would you describe your style? My work is derived from everyday experiences that are then melding with the needs of commercial illustration. With a twist of abstraction for the foundation I then use classical approaches to realism, from Caravaggio to Rembrandt to J.W. Waterhouse, to construct my illusions of other worlds/places. I am a classical-abstract-realist working with science fiction and fantasy subject matter. Now that's a label!

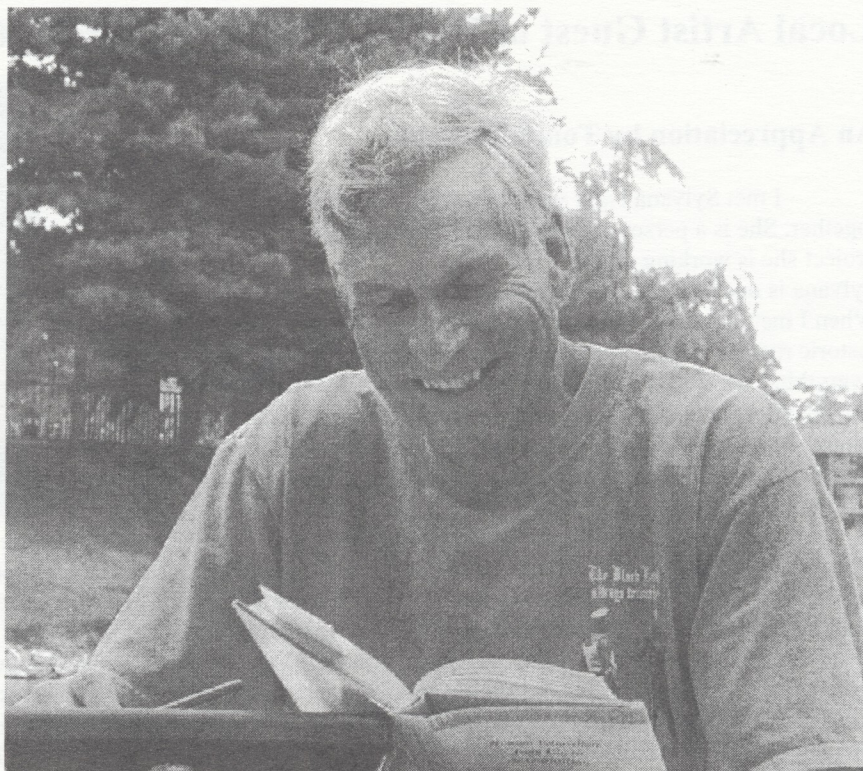
What has been your greatest success in your artistic career? There are a few great successes, but none so far as equaled the chance to illustrate the covers of two of my favorite and most inspirational books: *The Lord of the Rings* and *The Hobbit* for the Science Fiction Book Club.

What piece of art are you most proud of? A painting of *The Hobbit: Expulsion* which hangs in my living room. It represents everything I aspire to and am passionate about in my career as a fantasy illustrator and realist painter; illustrating J.R.R. Tolkien's work; displaying the humanity of characters in epic conflict; and creating emotionally charged, large paintings. Inspirations accumulated on trips to museums around the world finally found expression in a work like this.

Author Guest of Honor David Drake

I was born on September 24, 1945, in Dubuque, Iowa. In 1967 I graduated from the University of Iowa with a BA in History (with honors) and Latin; married my wife Jo (one son, Jonathan, born 1973); and entered Duke Law School. I was drafted out of law school and served in the army 1969-71, spending most of 1970 as an interrogator with the 11th Armored Cavalry Regiment, the Blackhorse, in Vietnam and Cambodia.

I returned, finished law school, and spent eight years as Assistant Town Attorney of Chapel Hill, NC. In 1980 I resigned and drove a city bus part-time for a year while I did more writing. Since 1981 I've been a fulltime freelance writer.



I sold my first story (a really bad Lovecraftian pastiche) to August Derleth of Arkham House in 1966 while I was an undergraduate. I continued to sell stories in law school, the army, and while working as an attorney. In 1979 my first book, the military SF collection *Hammer's Slammers*, and my first novel, *The Dragon Lord* (a swords and sorcery piece) were published.

In total I've written or co-written 49 books; edited or co-edited about thirty; done plot outlines for another twenty-odd, the books themselves being written by another author. I don't count reissues, whether or not they're expanded, nor recompilations in these figures. I've probably sold about a hundred stories, but that's just a guess.

I'm probably best known for my military SF, but that's never been more than about a quarter of my output. While all my work has been in the fantasy/SF genre, within these bounds I've written about everything except for romance--humor, thriller, epic fantasy, S&S, military SF, space opera, historical (both fantasy and SF).

Questions (and answers) from David Drake's homepage

What are you working on now?

I've turned in *Master of the Cauldron*, the sixth Isles fantasy, and I've plotted and started writing (January 2004) the next RCN space opera. For the moment I don't have a title.

How long does it take to write a book?

That depends on how long the book is. I started jotting plot notes for *Lt Leary, Commanding* on May 26, 1999. I finished the plot on July 8, 1999. I started writing on July 11, 1999. I finished writing the rough draft on December 22, 1999--a novel of 153K. I did two more complete passes, running off drafts of each and editing on hardcopy (which works better for me than editing on the screen). I finished and mailed off the final draft on January 11, 2000. It's worth mentioning that I was so fried that what I really mailed was a blank disk that I thought I'd copied the novel onto, but the e-mailed version reached Jim Baen himself safely and he distributed it to his production people. During the period I was writing the book, all the usual things occurred: holidays, birthdays, two weeks at the beach, and computer problems. (Unfortunately computer problems are quite usual for me.) *Lt Leary, Commanding* is my longest sf novel by a goodly ways, but all three of the recent fantasy novels (the *Isles* series) are over 200K words. They take correspondingly longer to write.

Local Artist Guest of Honor Sylvana Anderson-Gish

An Appreciation by Tom McCanna

I met Sylvana eight years ago when we were working on a project together. She is a person who will never quit until she has mastered the project she is working on.

Sylvana is one of the most talented individuals I have met in a long time. When I met her she was making costumes and shields for the SCA, an historic reenactment group that she and her friends were participating in. Everything she touched became very authentic looking and very well done. Shortly after this she called to tell me she was taking up playing the Harp which she had never done before, in a few short months she sent me a Christmas tape of the music she had learned and was performing for audiences.



A few years ago Sylvana came by to show me her latest artistic adventure. She was dabbling in clay...her first creation was a quail in a nest. Then on to more human forms... then aliens....I was impressed with the skill she had learned. Then came an opportunity for her to step into a whole new world. A veteran by the name of Robert Manzetti had been working on a plan for a large veteran's memorial in Glendale recognizing the USS Arizona. I have known Bob for many years and knew that he was a very hard driving force who got things done. Bob called me to tell me about the memorial, he told me that somebody named Sylvana was sculpting a mermaid for the centerpiece. I assured Bob that if she was involved then he could look forward to a very nice piece of art. Thus ECHO was born...When I was introduced to ECHO I was very impressed with the attention to details and how she had taken an idea and made it lifelike. Each and every line that makes up ECHO was done with the touch and the feeling of love that Sylvana puts into everything.

An Appreciation by "Cptn. Sue"

Captain Susan Rutledge

Phoenix Fire Dept

What can I tell you about my friend Sylvana? Well, I first met Sylvana in a college ceramics class when I was just figuring out how important art really is. As I remember, this down to earth, redheaded woman approached me during class one day and suggested I take another ceramic class at this other studio with her and another classmate. I remember getting this amazing positive, good feeling from her and so I took the class she suggested. As I have come to know her better, that feeling I first experienced in her presence seems to always surround her.

Sylvana is a very caring person, the type that can make someone feel better about life by just being around her. I have watched when she has gone out of her way to make life better for others without expecting or desiring anything in return (if only there were more people like this in our world).

Sylvana is honest, fun, and has no limit to her creativity! She can work in every media that I can think of and make something interesting, artistic, and well constructed. She is so rooted in earth and in nature that her spiritual connection to the world around her comes out strongly in her art.

Sylvana is the only person I have ever known who is strong in her beliefs and non-threatened by new ones. She has an amazing way of staying connected to old traditions and incorporating new ideas into these traditions in a way that is just (WOW!) beyond words. She is the only woman who I know of that can pull off a wedding (her recent wedding to David Gish.) where everyone attending can see the Goddess shining through the human woman.

I am honored to be her friend and grateful to know her.

Sylvana Anderson-Gish – A Biography

Sylvana J. Anderson-Gish has lived in Arizona since 1970. When asked how long she's been an artist she replies, "Since I was old enough to hold a crayon..."

As a spiritualist, Sylvana feels that "... art is the spirit made visible."

Sylvana does not limit herself to just clay. She also expresses her artistic abilities in Music, Photography, Textiles, Clothing Design, Basketry, Painting and many more such mediums. Some for which she has won national awards.

Sylvana lives in Chandler with her two children and her husband Dave. She works as a ceramic's assistant to Alvin Pace, at Chandler/Gilbert community college as well as for the city of Chandler. Sylvana also teaches Sculpture "... to anyone who needs to learn." Currently she is working toward a Master's of Fine Arts.

Special Artist Guest John Eaves

An Appreciation by Mike Okuda

Not only is John Eaves an incredibly talented designer, but he's a helluva nice guy. Just don't ask him about the time he "accidentally" coated another Illustrator's pencil with limburger cheese. And whatever you do, don't ask him about the time he tried to booby-trap our Art Director's office so that popcorn fell out of the ceiling when she sat at her drawing board. I feel privileged to work with him, but mostly, I try to keep him away from my desk and my pencils.



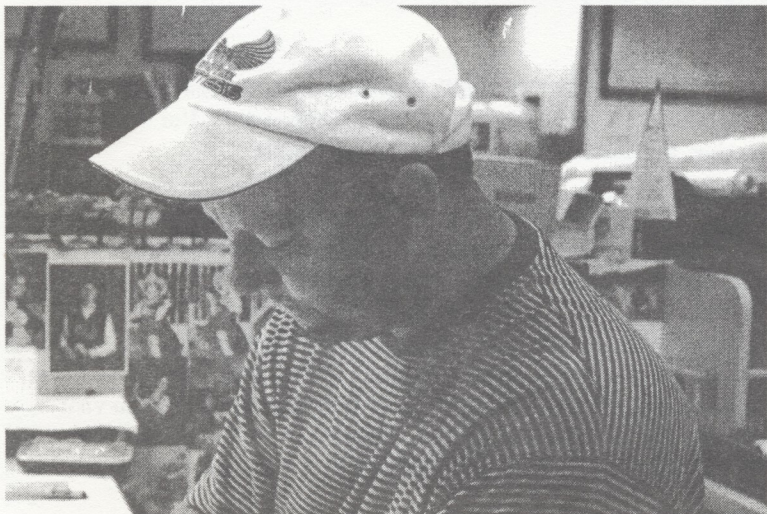
John Eaves – A Biography

Production designer John Eaves has had a major impact on the look of the *Star Trek* universe since 1994. He has been responsible for creating many of the props and ships for *Star Trek: Deep Space Nine* and the *Star Trek: The Next Generation* films, including the *U.S.S. Enterprise NCC-1701-E* and *Zefram Cochrane's Phoenix*.

Eaves cut his teeth in Hollywood as a modelmaker on motion pictures such as "Top Gun" (1986), "Spaceballs" (1987), "Richie Rich" (1994) and "Terminator 2: Judgment Day" (1991). After working as a storyboard artist on the TV series *SeaQuest DSV*, Eaves was hired to work on "*Star Trek Generations*," where he was responsible for designing the *U.S.S. Enterprise NCC-1701-B* from which *James T. Kirk* would meet his (first) demise.

Eaves then joined the design staff on *ST:DS9* in its fourth season, and was primarily involved in designing "gadgets" for the series, such as ceremonial knives and swords used by *Bajorans* and *Klingons*, as well as auxiliary space vessels such as a *Cardassian freighter* and the *Breen* warships. He served as Illustrator and then Senior Illustrator on *DS9* until the end of the series, but during that stint he worked double-duty on the subsequent two *TNG* films. Since the *Enterprise-D* bit the dust (literally) in "*Star Trek Generations*," it was time to move up the alphabet, so Eaves and Zimmerman together designed the Sovereign-class *Enterprise-E* for "*Star Trek: First Contact*." Eaves was also responsible for designing *Earth's* first warp-drive vessel, the *Phoenix*, based on the real-life *Titan* missile, with the challenge of bridging the 21st century with the *Star Trek* future. He also designed the *Vulcan* ship that landed on Earth at the end of the film, and helped conceptualize the look of the *Borg Queen*.

The process of designing the ships, sets and other visuals for "Generations" and "First Contact" are described in Eaves' book, "Sketchbook the Movies: Generations & First Contact," which he co-authored with Jeanne M. Dillard.



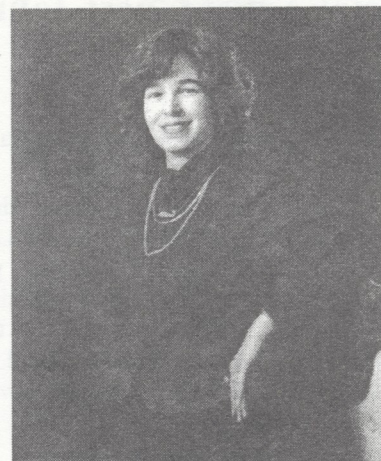
Eaves went on to play a major part in "*Star Trek: Insurrection*." For that film he designed the captain's yacht *Cousteau*, *Data's* scout ship, a Federation shuttle and holoship, the boomerang-shaped *Son'a* battleship and *Ru'afo's* flagship, among others.

In 2001 Eaves created a lithograph entitled "To Boldly Go ..." depicting the history of space travel from the *Star Trek* perspective, mixing the real with the imagined. The *Apollo* lander, Space Shuttle and other 20th-century craft are joined by the *Phoenix* and two incarnations of the *Enterprise*. The lithograph is available through the Official *Star Trek* Fan Club Store. In February 2001, Eaves was brought back into the fold as Production Illustrator on the fifth *Star Trek* TV series, *Enterprise*, again working with Zimmerman.

Music Guest Mara Brener

A Brief Note of Appreciation by Lynn Gold

Mara Brener has been a part of the southern California filk community for many years. She's a polished performer who writes and performs wonderfully witty songs, accompanying herself on the autoharp. She's also the wife of Harry, mother of Madeleine, and a really terrific person. Despite her huge repertoire, the song she's probably best known for is a sing-along called "You're Special Because Your Dead."



Mara Brener – A Biography



Mara Eve Berlin Brener was born in State College, Pennsylvania the day after the Broadway opening of "New Faces of '52". Her parents were Brooklynites, but did not sound it, having been both speech majors and actors. Mara first picked up the autoharp in nursery school, and has been picking it up and putting it down ever since.

The growing up years involved lots of folksongs, show tunes, and Gilbert and Sullivan numbers with piano-playing Dad, who also introduced Mara to the records of Tom Lehrer, Victor Borge, Stan Freberg, and Allen Sherman. (In the event that you are too young for these names to mean anything, think "Weird Al Yankovic".) The influence of multiple years of the perverse repertoire of Girl Scout camps also had its effect. In a sixth grade talent show, she tied with the Beatles.

At the Penn State University, Mara studied art education, hung with the Penn State Folklore Society when she could find it, sang in the odd coffee house, and met Dr. Harry Brener, whom she eventually married. Through the next few years in Philadelphia and Pittsburgh, Harry took postgraduate medical training while Mara decorated ice cream cakes and made occasional musical appearances in clubs, festivals, and private parties, until they ultimately landed in southern California for the weather.

In 1984 the Breners attended their first science fiction convention; LACon II in Anaheim, for the once-in-a-lifetime Star Wars Trilogy Marathon. They chanced upon the word "filksinging" on the schedule, and spent most of the rest of the con in the indicated room. Of further note, during the same hours that the above-mentioned Marathon was going on, Mara was also, via cassette, making her debut on KPFK

Radio's occasional "Smut Unlimited" program, with a six-hour hit song that you will only hear if you catch the midnight bawdy songs circle.

Contacts made there led to publication of songs by both song-writing Breners in "The Philk Phenomenon", and the marvelous experience of ConChord II in 1985. Later that year, daughter Madeline was born. There is no known connection, But Maddy has shown herself to be an excellent singer, song-writer, poet, speechie, and actor for much of her eighteen years.

ConChord III brought the first Totally Tasteless and Tacky Review, wherein Mara performed the two songs rumored to have been one of the inspirations for the event. However that may be, the TT&T continues faithfully to this day, and Mara continues to contribute, often accompanied by her husband and/or daughter.

The Breners live in Arcadia, California, and when not filking, Mara helps Harry in his medical practice, teaches after-school art classes, watches and discusses spiritualistic fantasy TV shows with Maddy, and does paintings on canvas, paper, and rocks. This is the first time Mara has ever been a convention Guest-of-Honor, and she is thrilled to pieces, and delighted to be able to visit this home of history, Native American culture, and Leslie Fish. She wishes to thank all of the present and past southern California filkers for their positive vibes, and hope everyone at the con has as much fun as she intends to have.

LEPRECON 30 Functions and Activities

LEPRECON 30 Committee

Chair	Mark Boniece
Exchequer	Lee Whiteside
Art Show	Ray Gish
Auctioneer	Jim Webbert
Charity Auction	Catherine Book
Computer Room	Rob Beckwirth
Con Suite	Susan Uttke
Dance	Ethan Moe
Dealers' Room	David Hiatt
Filk Liaison	Gary Swaty
Guest Liaison	Larry Vela
Hotel Liaison	Mike Willmoth
Logistics	Darkyr
Masquerade	Margaret Gradey
Publicity	Lee Whiteside
Publicity - electronic	Mike Willmoth
Registration	Nadine Armstrong
Security	Sarge
Video Room	John T. Wheeler

Art Show

We are proud to announce Donato Giancola as our Artist Guest of Honor. Our local Artist Guest of Honor will be Sylvana Anderson-Gish. We are planning a guided tour of the art show Friday evening hosted by Donato Giancola and Sylvana Anderson-Gish. Check your pocket program for exact time.

Once again, LepreCon will offer the best of science fiction and fantasy art to the fans of Phoenix. We will be located in ballroom C of the convention center.

LepreCon has the largest science fiction and fantasy art show in the Southwest and features hundreds of original artwork and limited edition prints for sale and up for bid. The most popular items will go to the Art Auction on Sunday.

Artists that have reserved space: Donato Giancola, Ruth Thompson, Larry Vela, Theresa Mather, Betsy Mott, L. A. Williams, Gus Talbott, Sylvana Anderson-Gish, R. Merrill Bollerud, Ralph J. Ryan, Monika Livingstone, Michele Ellington, Ellisa Mitchell, Nancy Strowger, Quynh Mai Nguyen, Allison Mitchell, K. Lowe, Jean Jackson, John Kaufmann, Pam Allan, Kieona, Mary Hanson-Roberts, Maia Sanders, Charles Urbach, Deborah Woods and many more old favorites.

New artists that have reserved space: Lance Borde, Mara Brener, Carlo Brighthorse, Earlynn Collier, Daniel Cortopassi, Charlene Taylor D'Alessio, Leslie D'Allesandro Hawes, Mael, Casteen O'Neill, Abranda Sisson, Alain Viesia, Michael C. Goodwin, Jeff Ward and Maria J. William.

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, Discover and American Express 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

Friday: 12 noon - 10 PM

Saturday: 10 AM - 7 PM

Charity Auction

It is my pleasure to bring to all the members a Charity Auction to benefit the Association of Science Fiction and Fantasy Artists, ASFA. They are a 501(c)(3) non-profit, educational association whose membership is made up of amateur and professional artists, art directors, art show managers, publishers, collectors – just about anyone with an interesting the art of the genre. Their website is: www.asfa-art.org

I hope I can show everyone who shows up a fun time and opportunities to bid on and take home some really cool stuff. We have loads of signed books, art, pop and energy drinks, game items, toys, posters, and jewelry. All the items will be on display Friday and Saturday. Auction Program Guides will also be available.

The auction is scheduled for Saturday at 2:30 pm in the Crestview room. The auction will take approximately two hours. No payments will be taken until the auction is over.

Some of the folks we'd like to thank are: Bookmans, Stalking Moon Comics, Trash City, Pop the Soda Shop, Massoglia Books, Toy Anxiety, Samurai Comics, All About Comics, Game Depot, Pop Cultures Paradise, Imperial Outpost, Book Gallery and our fine dealers and artists at the con.

See you at the Auction, don't forget your money. Bid often, bid high...

Your tireless Charity Auction Director,
Catherine Book



GAME DEPOT
"for the games people play"

3136 S. McClintock Ave., #11 • Tempe, Arizona 85282
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(NW Corner Southern & McClintock)

Dealer's Room

Once again we have scoured the know universe for dealers. This year's dealers include: Fo' Paws, Nighthawk Studios, Seams Like Magic, Hagar, Helga's Kin, Fantasy Past, Present, and Future, Phoenix Filk Circle, Moebius Enterprises, J. D. B. Games, Samurai Comics, Y Imagine, Buysoundtrap.com, Felitaur Enterprises, Bent Cover, and many more.

Dealer's Room Hours

Friday: 2 PM – 7 PM
Saturday: 10 AM – 7 PM
Sunday: 10 AM – 4 PM

Handicap Access

We are proud to announce that LepreCon 30 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.

REGISTRATION AND VOLUNTEERS

So, you've registered-what else is there to know?

Plenty. First, keep track of your badge. Lost badges are not replaceable other than by purchasing a new membership. Also, badges remain the property of the convention until it is over-so memberships may be revoked at the discretion of the convention. Finally, there will be a \$25 charge on returned checks.

Now, onto the *really* big news-the convention is not run by elves, dwarves, or robots-despite rumors to the contrary. It is run by fans that desperately need your help. Volunteering is a great way to get a look at the inner workings of the convention-as well as getting free meals, and even the potential to earn a free membership for next year! Just sign up at the registration table.

Gaming

Video Room

Come Join us at the Video Room for some Future Tech, but also a Lot of the Past and what could have been the Future. This year is the 50th Anniversary of Godzilla and I for one am celebrating the oldest movie franchise there in the world. Come on by and see what we have to offer. I am also a Professional Face & Bodypainter and room space permitting I will have that going as well. See ya there....

John T. Wheeler
Professional Facepainter

Video Room Hours:
Friday 4pm-Midnight
Saturday 9am-Midnight
Sunday 9am-4:30pm

Arizona Fan Table

The Arizona Fan Table is located in the convention lobby. You can find out information on upcoming local conventions, including CopperCon 24, WesterCon 57, HexaCon 14, TusCon 31, and the World Fantasy Convention 2004. Many will be offering discounts for buying advance memberships at LepreCon.

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LepreCon will have 24 hour gaming from opening on Friday to closing on Sunday. Expect to find a variety of Role Playing Games, Collectible Card Games, Board Games and more! Open gaming tables are available for any convention members.

Computer gaming this year will be in Crescent I, and we hope to be able to present a fun, exciting atmosphere with the some of the greatest computer games the world has to offer. We will have between 4 and 6 computers linked through a local area network, and we will be running games on this network. Come on in and play a game or two, or simply watch the action. The room will run throughout the day, starting at approximately 9 AM and closing at 1 AM. On sunday, we will stay open as long as possible, but will probably close down during the afternoon.

NOTE: Many games featured in this room are rated Mature by the ESRB! If you are a parent and do not want your children exposed to such games, make sure they do not come into this room! We are not a daycare service!

DISCOUNT: If you bring in your own network-capable computer for use throughout the weekend, you can be eligible for a \$10 discount off your membership. If you are pre-registered, you will be eligible for a free membership to next year's Leprecon. To claim your discount, ask the committee member in charge to vouch for you at registration when you bring your computer in.



GAMES: We usually run games by popular demand, but the following are the minimum planned this year:

Chaos: Evolution for Unreal Tournament 2004
Rune: Halls of Valhalla
Half-Life: Counterstrike

The following games will be run based on player and computer turnout and internet access as they usually require a large number of players for optimal play:

Söldner: Secret Wars
Battlefield 1942/Vietnam

Velavision

You may be wondering "Just what is Velavision?" Velavision is many things, here are just a few of the things that Velavision is and does.

Velavision News is the TV version of the daily newzine that you see at most sci-fi conventions. The crew from Velavision will be showing the news of the convention and video of past masquerades, interviews with artists, writers, and special guests. They will also show film making behind the scenes. These will be shown on video/ TV combinations, one near registration and another in the Consuite. If you have a convention story, let us tape you for all to see and hear, just go to the Velavision room behind registration.

If you think that you know sounds from television or movies better than anyone else then you should participate in "What's That Byte?", a competition based on identifying sounds and dialog.

If you can make something out of nothing then we've got a game for you. We will set the challenge and provide materials, you build the contraption and solve the challenge in "Junk Box Wars", a game that is based on the cable show "Junk Yard Wars" but on a smaller scale.

Velavision hosts both games, these games are fun for all family members.

Velavision will be apart of the Movie Making track and we are always looking for people to help out, This may be place that you can be apart of the movie magic. As always we at Velavision are looking at ways of making conventions fun for everyone. We hope that all of you have fun at the convention.

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ConFusion

The LepreCon Modern Dance Event

Chill Room --

Come join us in relaxing at the Chill Room on Friday night at 10pm, hosted by ConFusion and VelaVision. We'll be on the 7th floor with a nice balcony room, great music and lights, scintillating conversation, and serving tasty food and beverages. (BYOB.)

Dance --

Saturday night, 10pm, Crestview
ConFusion has put together a great sound and light sytem that gets full use at the convention's Dance. A variety of musical styles, from current hiphop to retro 80's, you name it we've probably got it... just ask. All that, and glowsticks too! We'll be partying till about 3am... Come experience ConFusion!

Masquerade

Costumers -- If you are planning on entering the Masquerade, please be at the Contestant Gathering at 11:00am on Saturday (check your Pocket Program for location). We'll also need you to arrive early (in full costume) to the Crestview at 5:30 for setup and show preparation, so please eat your dinner beforehand, or plan to eat after the show.

"If you are planning on signing up at-con, please try to locate me... I will be wearing the Masquerade Sashtote on Saturday."

Attendees -- If you are planning on watching the Masquerade, please arrive to be seated at 6:45... it may be crowded. Besides a new approach to the contest, prepare for a kickass halftime show!

Filk

This year's guest is Mara Brenner. The Filk room this year is Crescent 2 (it's on the second floor). We will be starting at 8 PM every night, and going until whenever the last person falls asleep.

Saturday night at midnight we will be presenting Body Filk. YOU MUST BE 18 OR OVER to attend

Con Suite

Welcome to the Hospitality Suite!

The Con Suite this year is in rooms 722-726. We plan to have lots of games, fun things to play with, and a warm, welcoming atmosphere at all times. Come on down – We'd love to see you!

Security

The security staff is present to help make your convention experience as pleasant and 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 realist 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 PM 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.



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LEPRECON 30

Special Events and Activities

SF Tube Talk - What's the latest news on the return of Farscape, feature films for Babylon 5 and Firefly and a spinoff of Stargate? What's being cancelled and what's returning? Are they really making a new Dark Shadows and Lost in Space for this fall? Join Lee Whiteside for the scoop on the latest in what's happening with genre TV.

UFP's SciFi Jeopardy - Test your knowledge in all things SciFi with the United Federation of Phoenix. Team up with your friends to find out who the most knowledgeable fans are! You don't have to know everything, just team up with the right fans. Fun, Prizes and surprises are in store.

Star Trek - The Future of the Enterprise - With the last movie dying at the box office, the future of Star Trek Enterprise unclear, and rumors of a prequel movie in the works, our panelists look at the current state of the Trek franchise and ponder where it might be going.

The Obligatory Star Wars Panel - The third prequel movie is a year away, The animated Clone Wars just ended, the Books are going strong, and the original trilogy is slated for DVD release later this year. We take a look at what's happening in the Star Wars Universe and speculate on what's on the horizon.


Robert A Heinlein Memorial Blood Drive - Donate Blood on Saturday from 11 am to 3:30 pm in the Crescent III room on the second floor. Check with the blood drive table in the lobby for more information on how to sign up. We will be dedicating this drive to the memory of Diane Elliott, who passed away last November. She was a big Heinlein fan and your donation in her memory will be greatly appreciated. This drive has been set up by the Heinlein Society which can be reached online at www.heinleinsociety.org.

The art of film making - Welcome to a new feature of programming. Filmmaking will be a separate track with panels and workshops that will show how to create a movie. This year we will introduce you to the process and you can be apart of making the teaser/trailer for LepreCon 31's movie which will be

shown at the Sunday Barry Bard movie preview panel. This will cover screenplay writing, concept design, prop building, costuming, filming, lighting, special effects make-up, editing and computer effects. The art and costuming panels that will show the art of concept and design will enhance this track.

Some of the elements will have to be started before the convention and we would like for you to participate. If you would like to be apart of our filming adventure Pre-con work and At-Con panels please e-mail us.

THE ARTFORM OF LIFECASTING - This is a live step-by-step presentation of the process of creating a mold of a nude model and then creating an incredibly detailed plasterer casted "clone" of her figure. Accomplished lifecaster Byur Gullwing (www.lifecastaz.com) will walk attendees through each phase of a project as he creates a lifecast of model Kayla Rei (www.gotkayla.com). Body artist Mark Greenawalt (www.futureclassx.com) will also be on hand to do a live demonstration of "bodypainting" a completed lifecast. Several completed lifecasts will be on display and a drawing will be held for a beginner's lifecasting kit from www.life-casting.com. Must be 18 years or older to attend with proper ID.



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LEPRECON 30 Programming

FAN 01: How to Build a Home Computer Network

Using CHEAP Available Materials to Link Up Your Systems
DEMO or workshop.

FAN 02: Fanzines and Webzines

How have fanzines changed over the years as technology improves? Have webzines taken over or just supplemented what's out there? Or are they going away?

Roundtable Discussion

FAN 03: Fandom and the Internet

How the Internet has affected fandom. What cool websites are out there for readers, writers, and artists?

Panel Discussion

FAN 04: Sociology of Fandom

What draws us together? Why do we come to conventions? Are we looking for an extended family or a mate?

Panel Discussion

FAN 05: Fannish Uniqueness

Is fandom unique? Why do we distinguish ourselves from non-fans (mundanes)? How do we differ from fans of mysteries, westerns, romance, etc.?

Panel Discussion

WRI 01: Beyond the First Draft

The first draft is done. Your new novel is revolutionary, groundbreaking and will change the world! Now what?

Panel Discussion

WRI 02: Day Jobs for Writers

Journalists, Freelance, Technical, etc.

Panel Discussion

WRI 03: Fantasy Culture Design

Panelists discuss their favorite exotic cultures from fantasy literature and see if any general principles can be extracted.

Panel Discussion

WRI 04: Designing An Alien Species

Let's try some construction and see how the societies come out!

Roundtable Discussion

WRI 05: Archetypes and Fairy Tales

Does all good/great fantasy take root in the cultural fairy tales of our history and world?

Panel Discussion

WRI 06: Humor in SF/F

Does humor have to take place to make sf/f a good read? Where is it inappropriate or when does it go too far?

Panel Discussion

WRI 07: Believable Relationships

How does one write relationships outside the norm?

Panel Discussion

WRI 08: Travel As A Research Method

What are the advantages of tourism as research for your novel?

Panel Discussion

WRI 09: Restrictions of Writing in a Copyrighted Universe

How does writing in Star Trek, Star Wars, or other pre-existing universe franchises make you write differently?

Panel Discussion

WRI 10: SF/F in AZ

Learn more about the authors who live and write here in Arizona!

Panel Discussion

WRI 11: "Top Ten Ways To Improve Your Fiction Right Now"

Writers' Workshop. Participants are encouraged to bring their own manuscripts for on-the-spot feedback.

Workshop

ART 01: Costume Introduction

What does a fan need to know to get involved with making their own costume?

Panel Discussion

ART 02: Day Jobs for Artists

If you're just starting out, it's unlikely you'll be able to support yourself on just your artwork. What sorts of work can you do that's related, but still put bread on the table while you hone your skill?

Panel Discussion

ART 03: Illustrating an Alien Species

You're given the assignment of illustrating an alien species for a book. The author has one image of the critter and you have another. The art director may have a third. How do you go about resolving the differences?

Panel Discussion

ART 04: The Chesley Awards - A Retrospective

Named after famed artist Chesley Bonestell these awards are one of the premier art awards in the industry. Learn more about them!

Panel Discussion

ART 05: Hall Costuming vs Masquerade Costuming

How differently does a fan create a costume for the hall vs the masquerade contest?

Panel Discussion

ART 06: Creating in Different Media

How do artists work with comics vs fine art vs other media?

Panel Discussion

ART 07: Artwork for Non-American Cultures

How does artwork differ around the world? If you have a project for a Canadian publisher, or French comic, is it the same as working for an American equivalent?

Panel Discussion

ART 08: Creativity on the Web

How does art for the web differ from other forms you might produce?

Panel Discussion

ART 09: Technology for Artists

Is a paint brush all you need, or is Photoshop your best friend? Are the newfangled tools liberating or poor substitutes for practice and talent?

Panel Discussion

ART 10: Military Technology Illustration

How does illustrating military technology differ from more abstract designs? More restrictive? Less creative? More challenging?

Panel Discussion

ART 11: Landscape Techniques - Earthy & Alien

Art demonstration.

ART 12: Bellydance Costuming

Costuming for bellydance on a budget from thrift shops to closets.

Panel Discussion

ART 13: Bellydance Workshop

Basic dance with a little emphasis on simple combination moves for beginners and low intermediate dancers, though advanced will benefit, too.

Workshop

ART 14: Scratching the Surface

Hands on class for acid etching on glass. Up to ten participants will create their own etched glass art during this class. Additional members may watch and learn. Participants must be aged 18 or older or have a parent present during the class.

Workshop

ART 15: Selling Your Art

Discussion and tips for artists on how to set a price for their art which will allow them a profit margin while staying within the market. Articles on the subject will be distributed (with the author's permission) written by Nene Thomas, Theresa Mather, Ellen Million and Theresa Patterson.

Panel Discussion

ART 16: Flintknapping

A Demonstration of the traditional art of making stone tools, useful for any future or past situation you may encounter.

Demo

ART 17: Designing with Glass

Demo

ART 18: How to Draw Dragons

Demo

ART 19: Film Making Track

Various events from prop building to editing to storyboarding.

Hands-On

ART 20: Slide Show

Artists present slide show of work.

Presentation

ART 22: Drawing Vampires

Demo

ART 25: Book Layout and Cover Design

How to bring together the total package, especially for self-publishers. How to make your POD book look attractive and professional.

Panel Discussion

Drinking beverages from

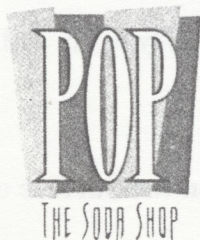
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**is like attending a convention in the
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Lots of space but no content.



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ART 26: Copyright Info for Artists

How can you make sure you protect your legal rights while trying to sell or self-publish your work?

Panel Discussion

SCI 01: Illustrating Science

An illustration is not the thing itself but is meant to give you an idea of the thing. Likewise scientific illustration sometimes tries to put you there, but sometimes exaggerates one feature or another to make a point. When should the artist do this and when not? What are some classic examples.

Panel Discussion

SCI 02: The S Curve

A technology begins slowly, taking much time and effort to gain any performance at all, then it begins to take off with rapid improvements every year, finally it becomes mature approaching the performance limits of natural law with diminishing returns for more time and effort. What future technologies are where on their S-curves. Which are going to "take off" first? Which are already mature and may not be much different a thousand years from now?

Panel Discussion

SCI 03: Risk Versus Benefit

How much risk are we willing to take for a given benefit. What is the difference between perceived risk and real risk? How does one quantify the risk of NOT doing something? Consider the Hubble refurbishment mission, nuclear energy, genetically engineered crops, human genetic engineering, and other ideas.

Panel Discussion

SCI 04: Bioremediation

We can engineer plants that take deleterious metals and other contaminants out of soil and water. How does this work? What might it mean in terms of heavy metal markets, terraforming, industrial plant design, and so on. What are potential problem areas?

Panel Discussion

SCI 05: A Curtain Across the Sky

Macroart in the far future. What might artists do with a really big canvass? Would we be able to see other such art works across interstellar distances? Should space colonies be aesthetically pleasing as well as functional, and why? How would we recognize macroart from a distance?

Panel Discussion

SCI 06: And You Were There, Kind Of

What is the fundamental difference, if any, between a virtual experience and a physical one? Will there be enough demand for real, in body, experiences to drive space exploration? How does the popularity of extreme recreational experiences--climbing Everest, solo treks across Antarctica, etc., inform our vision of extraterrestrial adventures?

Panel Discussion

SCI 07: The Science of Wells' "The War of the Worlds."

Was the engineering used by H. G. Wells' Martians well-founded in science? Why? Are there modern human equivalents? What major technological ideas of science fiction found their first major expression in Wells?



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Panel Discussion

SCI 08: The Physics of Medieval Weapons

How far could a Trebuchet throw and why? What is the physical principle of a sword cut? How did medieval engineers design their weapons without knowing about force, momentum and energy?

Panel Discussion

SCI 09: Elementary School

Are new elements possible and if so, what kind? What are islands of stability. Why are many fictional citations of "new elements" ridiculous? Are there any that aren't?

Panel Discussion

SCI 10: Really Neat Ideas That Don't Survive Trade-Off Analysis

What is "trade off analysis" and why does it kill some ideas? Discuss generation ships, Hohmann transfer orbits, and closed cycle ecological systems in this light. Can one site some other fictional and real world examples?

Panel Discussion

SCI 11: Spaceports, Real and Imaginary

Should our ideas of spaceports come from ocean ports, airports, or train terminals and why? How have writers and artists depicted such ports? What kind of emotional response do people have to these environments?

Panel Discussion

SCI 12: Space Colony Infrastructure

You have dirt, ice, sunlight and/or nuclear energy, really good robots, and you want "Another Chance at Eden." How do you do it? What are some aspects of space colony infrastructure that might affect SF plots. What things clearly won't be problems? What technologies are ready to go, and what need some more work?

Panel Discussion

SCI 13: Living on the Surface of Mars, or Under It?

What are the real issues of self sufficient Martian colonies and how do the recent discoveries educate our ideas of where and how to do it?

Panel Discussion

SCI 14: Transplanted Cultures

Could "endangered" or globally incompatible Earth cultures survive elsewhere? What about an Islamic world, a Stanford Torus inhabited by Jehovah's Witnesses, an Israel (or Palestine) in orbit? What about an Amazon Rain Forest in orbit? An Would this be a good thing to do? Does Earth owe anything to the children that might be born into extreme colonies far beyond the reach of any other human authority?

Panel Discussion

SCI 15: Not By Gravity Alone

What are planetary magnetic fields like and what does their presence or lack have to do with habitability, space exploration, and settlement?

Panel Discussion

SCI 16: Space Exploration By Non-Profit, Non-Government Organizations

Jules Verne's lunar expedition organization was financed by "subscription." What and who are its successors? What advantages do non-profits have over both government and business efforts?

Panel Discussions

SCI 17: Demystifying the Mind

Is dualism dead? What is the difference between physical, metaphysical and supernatural ideas of the mind?

Panel Discussion

SCI 18: Great Lies and Hoaxes in Science

Why and when do scientists lie? How are such falsehoods uncovered. Do we hold scientists to higher standards of morality than other people? Who are the victims of dishonest science?

Panel Discussion

SCI 19: NASA Space Science Update

Update on the latest NASA space science mission.

Presentation

SCI 20: Summary of Mars Exploration from MER to Mars Express

Update on Martian missions.

Presentation

SCI 21: Interstellar Propulsion Systems

Reviews a number of systems proposed for interstellar travel.

Presentation

SCI 22: Star Culture

What might a human star-faring civilization really be like? Lightpeed delays of decades to centuries, really autonomous starship captains, rapid and divergent cultural and technological evolution on distant colonies; the picture may become much different than that encountered in well connected imaginary FTL fantasies; and in some surprising ways, closer to the Medieval world.

Panel Discussion

SCI 23: "Space Exploration - The Year 2003 In Review"

International space program update.

Presentation

SCI 24: "Mars Bases - The Hazards and The Needs"

What does it take to set up a successful Mars colony and what hazards would our colonists have to protect themselves against.

Panel Discussion

SCI 25: "Hubble Telescope Is Abandoned - What Now?"

Instant Meteor with an unknown landing point or a safe controlled deorbit. With the cancellation of all flights to HST, we now have a 25 ton space vehicle that will come hurtling down between 2007 and 2012. What can we do? Why are Non-American plans not acceptable to NASA or the US Gov't?

Panel Discussion

SCI 26: "Apollo 35 Years After - Where Were You That Night?"

35 years ago Neil Armstrong and Edwin "Buzz" Aldrin put the first human footprints on The Moon, a monumental event in history, that changed the lives of many and inspired others to greater things. Our panelist tell us where they were that night and how did it affect your lives.

Panel Discussion

SCI 27: Safespace Project

This is a seminar presentation based on the book Safespace, by Robert D. Miles and includes the ongoing motion picture project, the opportunity for individuals to participate at many level both in the making of the science fiction feature film and the ongoing Safespace adventure which is similar to Survivor television reality series. "If you have the spirit of adventure and are willing to work, come sail with us." We will be building a large ocean going sailing vessel and filming a feature film... Lots of fun and excitement.

Presentation

GAM 01: Women in Gaming

Every year there are more wowmen participants in all aspects of the gaming industry. But it is still dominated by men. Come share the unique challenges and experiences for women who enjoy gaming.

Panel Discussion

GAM 02: The Shape of Reality

A discussion of the advantages and limitations of various types of role-playing games: online, tabletop, live action codified and live action combat.

Panel Discussion

GAM 03: Game Design Evolution

How has game design evolved from the early days of play-by-mail to interactive online computer games?

Panel Discussion

KID 01: Sculpture

"Kid - Friendly" Programming

Spend some time with kids helping them do simple sculpture in clay or other materials.

KID 02: Things of Science Themes

"Kid - Friendly" Programming

Show the kids how to do some nifty science experiments with simple, easily available materials then help them do it! Don't tell them it's science til after they're having fun... :-)

KID 03: Dalek Cupcakes

"Kid - Friendly" Programming

Hands-on workshop - help young attendees frost and decorate cupcakes to resemble Daleks.

KID 04: Color Demo Using Playdough

"Kid - Friendly" Programming

DEMO or workshop - basics of color theory.

Create a color wheel using Magenta, Cyan, and Yellow Playdough.

KID 05: Wings for Kids

"Kid - Friendly" Programming

DEMO or workshop with inexpensive materials.

KID 06: Collectible Card Games for Kids

"Kid - Friendly" Programming

Yu-gi-Oh!, Pokemon, Harry Potter, tips for collecting *and* playing.

KID 07: Face Painting.

"Kid - Friendly" Programming

Animal, plant, or mineral; prepare to becoming a living canvas.

KID 08: Kids Poetry Workshop

"Kid - Friendly" Programming

Help our young con-goers find their poetic voice.

MED 01: Ship Design Concepts for the 23rd Century

What do we think spaceships will look like in the 23rd century? Projecting out from what we now know and looking back on the evolution of ship design since sf/f has started early last century, let's explore what we think will be the latest designs in the future.

Panel Discussion

MED 02: Modelmaking and CGI for TV and Film

Panelists discuss how models are made on the computer for tv shows and feature films.

Panel Discussion

MED 04: Star Trek Through the Generations

Star Trek has changed as we see one series lead to another, yet it is very familiar. Panelists discuss what has changed, stayed the same and where it's going.

Panel Discussion

MED 05: Star Trek Design - Past, Present, and Future

Uniforms have changed, so have ships and attitudes. Let's discuss these things and their implications on the viewing audience as well as the writers, producers, etc.

Panel Discussion

MED 06: Star Wars - The New Episode

Episode 3 will probably be the final Star Wars movie. What do we think will happen as Darth Vader emerges and Obi Wan kicks his butt?

Panel Discussion

MED 07: Buffy - The End

Now that Buffy is gone how are the fans dealing with its absence? Will there be movies or other stuff in the future?

Panel Discussion

MED 08: TV Series Continue As Something Else
Farscape looks like it will come back as a mini-series. Firefly is returning as a movie while Babylon 5 is also looking like a movie is in the offering. Are these good things? Can the TV shows translate into something else and succeed?

Panel Discussion

MED 09: FINDING THE FUTURE

A showing of some bits of Anomalous Entertainment's FINDING THE FUTURE, a feature-length documentary, which has been selected by the New York International Independent Film and Video Festival. Also question/answer with the producer and the director.

Presentation

MED 10: "Fall of a Saga"

Satire of George Lucas and the Star Wars trilogies.

SOC 01: UFOs - a True Believer Panel

Moderate con attendees in a lively discussion of whether we are really alone. Project Bluebook, the Raelians, and others say "no," what do you think? Is the Government really hiding knowledge of alien visitation, as some people think?

Roundtable Discussion

SOC 02: Ghosts and Local Folklore (Believers Panel)

Paranormal activity is experienced by some, but not all, people. Arizona has its own ghost towns and haunted sites. What are these and have you seen something yourself?

Panel Discussion

SOC 03: 390,000 Jedis Can't be Wrong!

In the 2001 Census of England and Wales, 390,000 Respondents Listed Jedi as Their Religion. Is this a religious or social phenomenon? Is it a new spirituality? Or, does it just prove the power of the Internet? If the ONS had counted "Jedi", it would have been the fourth largest faith (.7 percent of the population of 52 million respondents).

Panel Discussion

SOC 04: Runes and Tarot Workshop

DEMO or workshop.

SOC 05: Aromatherapy Workshop

DEMO or workshop.

SOC 07: Personal Protection in the Wake of 911

How paranoid is *too* paranoid? What can you do to be prepared? What should you ignore (plastic, duct tape, etc.)?

Roundtable Discussion

SOC 08: Spirituality and Writing

How much spirituality do you need to write with depth? Can you prevent too much from seeping through? Does your religion affect your writing?

Panel Discussion

SOC 09: Themes of Abuse in Art and Writing

Taboos in fantasy and horror. Should you push the envelope in the interest of artistic freedom? Or, are some things better left unsaid?

Panel Discussion

SOC 10: Why Do We Love the Crown?

We Live in a Democratic Society, But Our Fantasies are Royal. Why do Americans look to the British or other royalty for special behaviour? What is the fascination with non-democratic fiction?

Panel Discussion

SOC 11: Evil in a New Age World

Is there good and evil in a New Age world? Is New Age a religion or philosophy? What are society's norms in such a world?

Panel Discussion

SOC 12: Traditional First Nations Myths and Folklore

What Native American myths are popular in literature and film? What myths are unique to the First Nations? What myths span cultures?

Panel Discussion

SOC 13: Celtic Mythology

Celtic themes in writing and art.

Panel Discussion

SOC 14: Sex Toys of the Future

Late Night - *Adults Only*. Humorous midnight panel with presentation by Bennie Grezlik.

Panel Discussion

SOC 15: Alternative Healing and Body Work

Does medical science still lag behind alternative medicine? This panel should explore natural and naturopathic alternatives, massage, crystals, etc.

Panel Discussion

SOC 16: Ethics of Online Dating

Everyone lies, don't they? What happens when you meet someone online who lies to you? Did you date on the Internet, THEN mate? Or, were you already hooked up, THEN dated on the Internet? Is it cheating if it is just online?

Panel Discussion

SOC 17: Ethics of Time Travel

What if you could avert the last war, or the next one by going back in time to change a historical event. Would you, should you?

Panel Discussion

SOC 18: Post-War Pre-Tech Society

If we really do get bombed back to the Stone Age, how long would it take to rebuild our society? Could we recover? What would you do? Do you have any skills that would be necessary in this type of environment? What role would be played by recreationists such as the SCA, or a-technological groups such as Quakers?

Roundtable Discussion

SOC 19: Future Crime

How will law and order change in the future?

Panel Discussion

SOC 20: X-Files Meets CSI

Forensics, Law, and Weird Science

Panel Discussion

SOC 21: SF, Fantasy and Comics in the Classroom

Education using the books we love.

Panel Discussion

SOC 22: Dream Interpretation Workshop

DEMO or workshop.

SOC 23: Primitive Drumming Workshop

DEMO or workshop.

SOC 24: Yoga or T'ai Chi Workshop

DEMO or workshop.

SOC 25: Intro to Japanese for the Anime Viewer

Culture, words and symbols you need to understand what you are watching?

Panel Discussion

SOC 26: Intro to Genealogy

Basic tools for finding out about your ancestors.

Panel Discussion

SOC 27: Identity Theft On and Off the Internet

How to protect yourself from identity theft.

Panel Discussion

SOC 28: Ghosts and Local Folklore (Skeptics Panel)

A skeptics' panel - Is superstition alive and well in the 21st century? If ghosts don't exist, how come there are so many tools manufactured to track them? If scientists don't believe in UFOs, what's the SETI project about? Does the parapsychology and science mix? Expect this to be a skeptics' panel to seeking out possible mundane explanations for hauntings and local ghost stories.

Panel Discussion

SOC 29: Who Was I? Who Will I Be?

Group Past Life Regression. Learn about the history of hypnotherapy, what it is and how we have all been hypnotized even though we don't realize it. A short visualization in a group will show how you as an individual perceive things.

Panel Discussion or Presentation

SOC 30: Paranormal Phenomema Debate

Need a very strong moderator to lead con attendees in debate of the topic.

Roundtable Discussion

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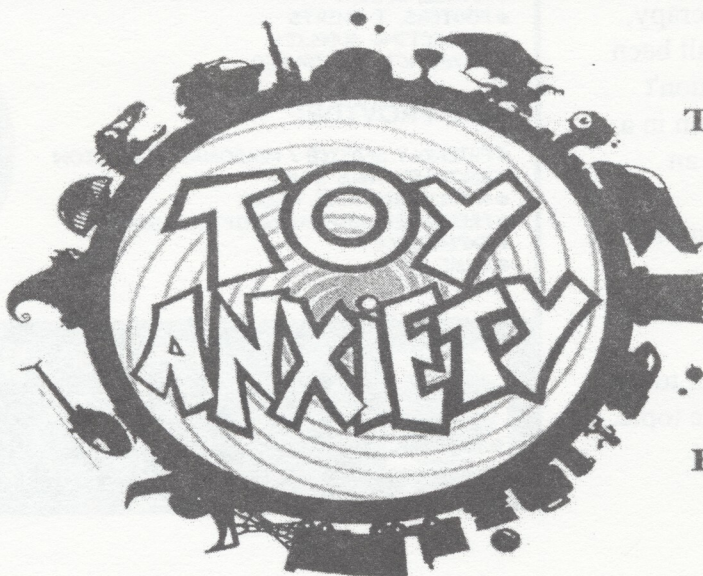
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LepreCon Past and Present

Con Name	Dates, Hotel, Guests	Chair
LepreCon 1	March 14-16, 1975, Quality Inn, Phoenix AZ GoH: Larry Niven, Toastmaster: Bruce Plez	None
LepreCon 2	March 19-21, 1976, Ramada Inn, Phoenix AZ GoH: Roger Zelazny, Toastmaster: F.M. Busby	Greg Brown
LepreCon 3	March 18-20, 1977, Grand Canyon AZ GoH: Robert Silverberg, Toastmistress: Marion Zimmer Bradley	Barry Bard
LepreCon 4	March 17-19, 1978, Los Olivos Hotel, Phoenix AZ Pro GoH: Poul Anderson, Fan GoH: Fred Haskell, Toastmistress: Carolyn Thompson (or M.Z. B.)	M.R. Hildebrand
LepreCon 5	May 1979, Quality Inn, Phoenix AZ Pro GoH: Ian Ballantine, Fan GoH: Skip Olsen	Ken St. Andre
LepreCon 6	Cancelled – May 2-4, 1980, Hyatt Regency, Phoenix AZ Pro GoH: Gordon R. Dickson, Fan GoH: Milt Stevens, Toastmaster: Terry Carr	Randy Rau
LepreCon 7	1981, Caravan Inn, Phoenix AZ Artist GoH: Alicia Austin, Fan GoH: Bruce Miller	Barry Bard
LepreCon 8	1982, Caravan Inn, Phoenix AZ Artist GoH: George Barr, Fan GoH: Jan Howard Finder, Toastmaster: Bill Rotsler	Zetta Dillie
LepreCon 9	May 20-22, 1983, Ramada TowneHouse, Phoenix AZ Artist GoH: Frank Kelly Freas, Author GoH: Jack Williamson, Fan GoH: Elayne Pelz, Toastmaster: Bill Rotsler	Terry Gish
LepreCon 10	Aril 20-22, 1984, Hyatt Regency, Phoenix AZ Artist GoH: Real Musgrave, Author GoH: C.J. Cherryh, Fan GoH: Sleepyhawk Simila	Pati Cook
LepreCon 11	April 5-7, 1985, Hyatt Regency, Phoenix AZ Artist GoH: Lela Dowling, Author GoH: G. Harry Stine/Lee Correy, Fan GoH: Ray Tackett	Clif Baird
LepreCon 12	May 29-June 1, 1986, Location Unknown Artist GoH: Kim Poor, Author GoH: Jo Clayton, Fan GoH: Peggy Crawford, Sp G: Jennifer Roberson	Terry Gish
LepreCon 13	June 5-7, 1987, Phoenix Hyatt Regency, Phoenix AZ Artist GoH: Phil Foglio, Author GoH: Raymond Feist, Fan GoH: Susan Potter	Sam Stubbs
LepreCon 14	1988, Phoenix Hyatt Regency, Phoenix AZ Artist GoH: Alan Gutierrez	Eric Hanson
LepreCon 15	1989, phoenix Hyatt Regency, Phoenix AZ Artist GoH: Richard Hescox, Author GoH: Chelsea Quin Yarbro, Fan GoH: Sue Thing	Sam Stubbs
LepreCon 16	April 13-16, 1990, Phoenix Sheraton, Phoenix AZ Artist GoH: Jim Fitzpatrick, Author GoH: Rick Cook, Fan GoH: Cristi Simila	Unknown
LepreCon 17	May 3-5, 1991, Safari Resort, Scottsdale AZ Artist GoH: Rowena Morrill, Author GoH: Carole nelson Douglas, Author Guest: Melinda Snodgrass, Local Artists: Deb Dedon & Earl Billick	Dave & Kim Hiatt
LepreCon 18	March 27-29, 1992, Celebrity Hotel, Phoenix AZ Artist GoH: Liz Danforth, Author GoH: Michael Stackpole	Eric Hanson
LepreCon 19	June 4-6, 1993, Camelview Resort, Scottsdale AZ Artist GoH: Sue Dawe, Author GoH: S.P. Somtow, Local Artist: Katrine Cady	Doug Cosper
LepreCon 20	Cancelled – May 1994	Pati Cook
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: Bog Eggleton, Author GoH: Tracy Hickman, Local Artist GoH: Liz Danforth, Media GoH: Mojo, Toastmaster: Mick 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,
Sp G: Don Maitz, Local GoH: C.F. Yankovich,
Filk Guests: Jeff & Maya Kaatherine Bohnoff | 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: Lyn 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 GoH: Robert Ross, Music Guests: Echo's Children | Mark Boniece |
| LepreCon 28 | May 07-19, 2002, Embassy Suites Phoenix North, Phoenix AZ
Artist GoH: Monte M. Moore, Author GoH: Peter David,
Music Guests: Jeff & Maya Kaatherine Bohnoff | Lee Whiteside |
| LepreCon 29 | May 16-18, 2003, Embassy Suites Phoenix North, Phoenix AZ
Artist GoH: Larry Elmore, Author GoH: Charles de Lint, Local Artist/Author GoH: Madame M.,
Media Technical Guest: Richard Coyle, Music Guest: Karen Willson | Shahn Cornell |
| LepreCon 30 | May 7-9, 2004, Sheraton Crescent Hotel, Phoenix AZ
Artist GoH: Donato Giancola, Author GoH: David Drake,
Local Artist GoH: Sylvana Anderson-Gish, Sp G: John Eaves, Music Guest: Mara Brenner | Mark Boniece |
| LepreCon 31 | May 6-8, 2005, Carefree Conference Resort, Carefree AZ
Artist GoH: Dave Dorman, Author GoH: Kevin J. Anderson, SFX Guest Artist: Bear Burge
Local Guest Artist: Sarah Clemens | Larry Vela |



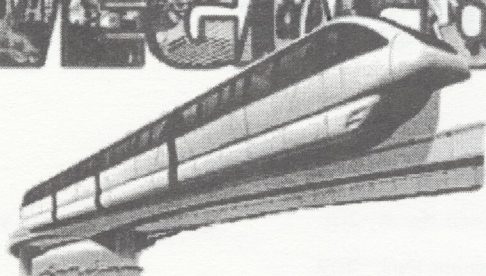
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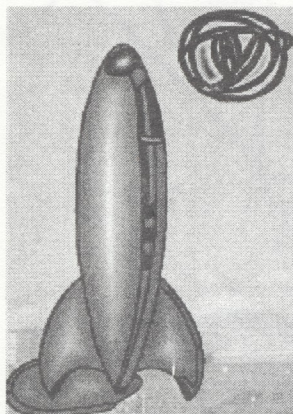
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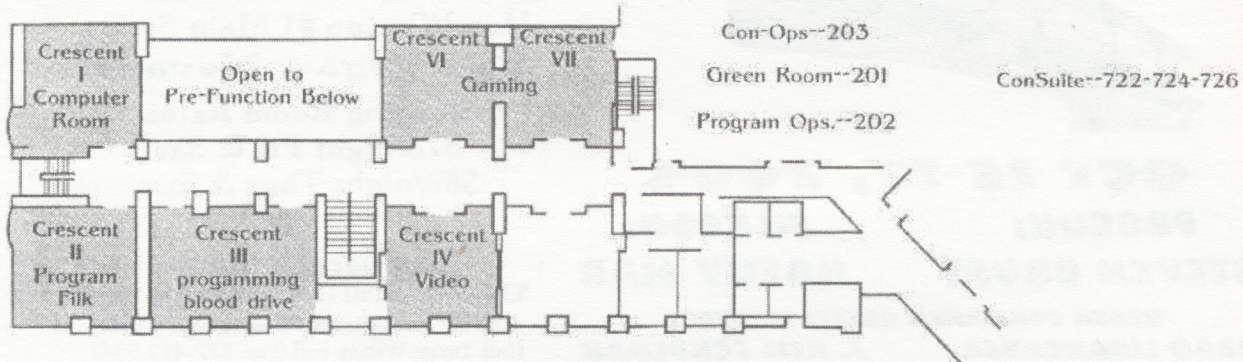
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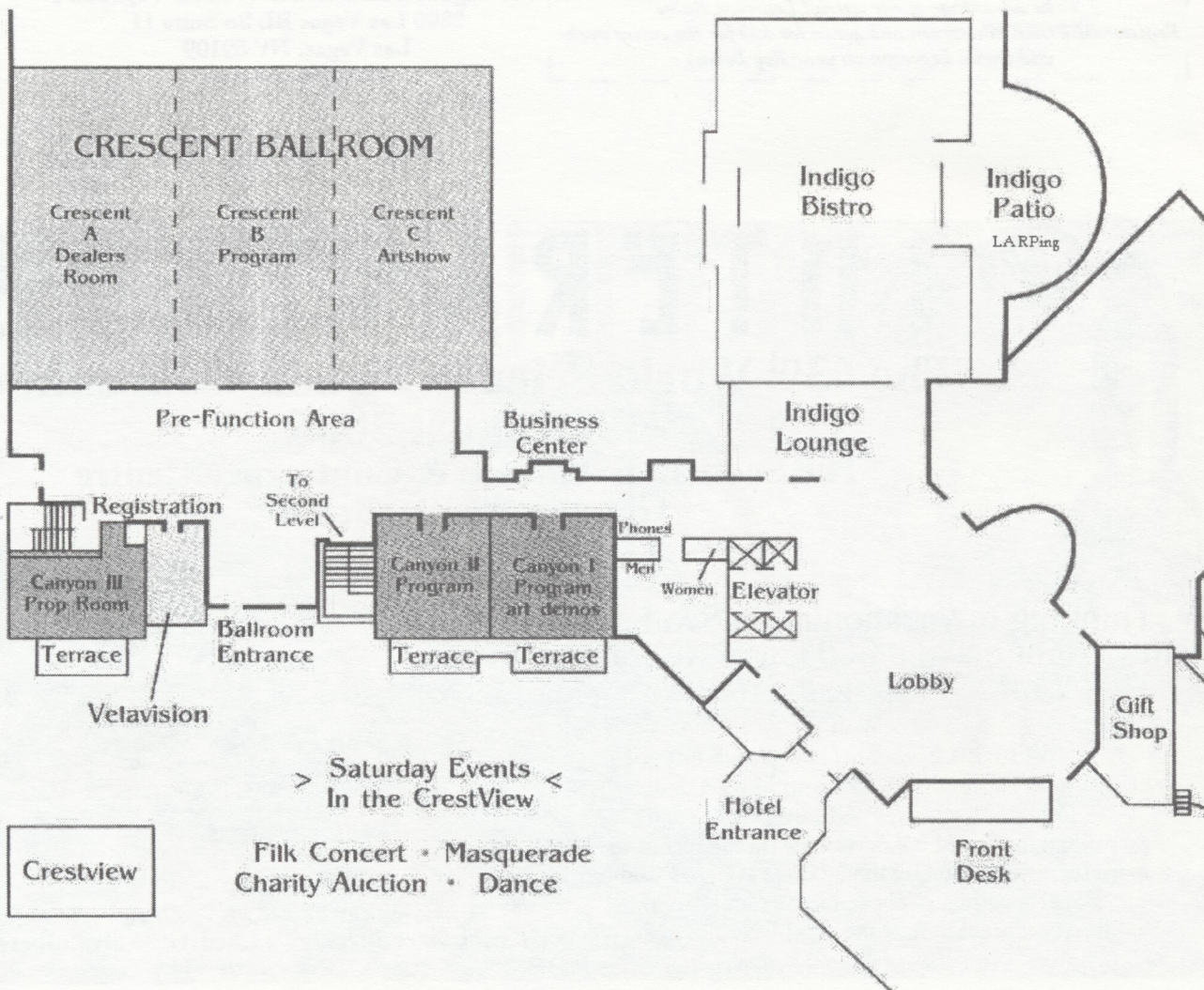
Christopher Priest, Greg Pickersgill,
Robert Sheckley, Lard-Olov Strandberg,
& Jane Yolen

Sheraton Crescent LepreCon 30 layout

Second floor



Ground level



Frances Burns: Frances Burns has been active in costuming for over 15 years. It is rumored that she popped into this world naked, clutching a portable sewing machine and proceeded to design her own diapers. Frances has been altering and fitting patterns for family and friends since grade school, perfecting the art of clothing making for real-world bodies. Her neighborhood seamstress - who was trained in French Quebec in Couture sewing - mentored her, giving Frances an eye for detail construction, fit, and quality that is rare in fan costuming. She approaches the design and production of costumes as actual clothing - not props to be used once or twice.

Chuck Cady: Chuck Cady has been active in fandom since his first convention in 1971. He has been a voracious reader of hard Science Fiction since the 1950s. One of the original-founding members of Atenveldt, fighter Chuck kept getting hit and began putting steel plates over the bruises until he ended up with the very first ever full suit of Plate-Armor anywhere in the SCA. Professionally, Chuck spent 30 years with Honeywell Industrial Control in multiple positions from computer Tech to software developer and tester. He recently served as Contractors Test lead to the Army's Land Warrior program. This program, inspired by Heinlein's Starship Troopers, was intended to provide the M.I. suit's advanced communications and intelligence systems to today's soldiers.

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 Dyptheria, AZ in high level talks with the Velavision board of directors.

Mark Greenawalt: Mark Greenawalt is an award-winning artist who has evolved to painting on living canvases. From liquid latex swimsuits to airbrushed murals, Greenawalt blurs the boundaries between art and photography as an accomplished body painter. His final images are more than documentation snapshots of what he painted -- more like professionally composed photographs of beautiful models whose surroundings compliment their painted skin. The photograph, after all, is the final product once the bodypainting has long since washed away. Mark's work has been featured in numerous magazines, on television, and at live demonstrations for various art groups. Born and raised in Pennsylvania, he now makes his home in Phoenix, Arizona.

Hugh S. Gregory: Professionally an avid Spaceflight Historian based in Vancouver Canada, he has worked as an Engineers' Surveyor, an Industrial Paramedic/E.M.T. (Industrial Ambulance Officer) and managed his own Occupational Health and Safety Program consulting service. He lectures occasionally in local schools on spaceflight history and astronomy. Hugh owns and operates the H.R. McMillan Planetarium's affiliated space and astronomy educational BBS "SpaceBase(tm)." Hugh has produced (and sells) videos on "Voyager 2 at Neptune", "The Gas Planets", "SSTO - The DC-X", "Soviet Space Disasters" and "The Flight Of Buran - The Russian Shuttle Story". His slide/video shows have been appearing at Conventions across North America and also overseas for over 12 years now. On weekends he's a private pilot, amateur astronomer (Member RASC), cricket umpire, and enjoys hiking in the Rockies with his wife Anne.

Lori Herrin: Lori Herrin started Larping only 7 years ago but it has not stopped her from getting as involved as possible. For three years she was a narrator for the valleys Rage Against the Darkness, an ongoing independent Werewolf LARP that lasted a record braking 5 years. 7th Sea was her most recent project but both of them have more events coming. . .

Emily Hogan: Emily Hogan has been a published author for sixteen years, writing under three pseudonyms. Her 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. As Emily Devenport, her novels include: Shade, Larissa, Scorpianne, Eggheads, The Kronos Condition and Godheads. As Maggy Thomas, she wrote the novel Broken Time, which was nominated for the Phillip K. dick Award. And, as Lee Hogan, she has written the novels Belarus and Enemies.

Ernest Hogan: The reputation as the international underground cult author of CORTEZ ON JUPITER and HIGH AZTECH have caused a frenzy of critical acclaim for Ernest Hogan's latest novel SMOKING MIRROR BLUES. (What? You haven't read it yet? Get in touch with the folks at Wordcraft of Oregon < ">wordcraft@oregontrail.net > right away!) His fiction has appeared in AMAZING STORIES, LAST WAVE, NEW PATHWAYS, PULPHOUSE, SEMIOTEXT(E), PENTHOUSE HOT TALK, PROUD FLESH, THE RED DOG JOURNAL, SCIENCE FICTION AGE, ANALOG, and SPIDER. Look for "Pallocrat," a short film based on his story "The Frankenstein Penis" on DVD in HELLCHILD: THE WORLD OF NICK LYON. Most recently, "Burrito Meltdown," his light-hearted romp about Chicano bioterrorism appeared in the anthology ANGEL BODY AND OTHER MAGIC FOR THE SOUL (order that from Wordcraft while you're at it), and soon, in a bookstore near you, "Coyote Goes Hollywood," in which an ancient trickster spirit plugs into the modern media, will be featured in WITPUNK, an anthology from Four Walls

Alice Massoglia: A 17 year veteran on the SF&F book selling front, Alice has also worked at Staff or Committee level for approximately a dozen regional or larger SF Conventions, and about the same number of local SF Conventions. She is a part of the group putting on Regency Dance events both locally and at other conventions and is a member of one of the Baker Street Irregulars. Although living in Los Angeles, Alice considers herself to be part of Arizona fandom.

Benjamin Massoglia: Part of the Massoglia book-selling clan, Ben has been part of Phoenix fandom from an early age. His current interests include collectible card games, computer games, RPG's, LARP's, as well as science fiction and fantasy literature.

Marty Massoglia: A fan and purveyor of fine science fiction and fantasy books for the last 17 years, Marty can usually be found at the dealer's table but is also well known for teaching regency, country and ballroom dancing at local conventions.

D.L. Mullan: A native of the Southwest, D.L. Mullan fondly remembers writing stories and poetry from an early age as well as drawing unique abstractions. Later combining these two art forms with technology, D.L. is the web engineer, graphic designer, and webmaster of several professional and personal websites spanning many years. Currently, D.L. exhibits her artistic endeavors in Charity Auctions and Art Shows while speaking on panels of various subjects. D.L. holds an A.A., A.G.S. and B.A. cum laude.

Michael R. Mennenga (men-en-gay) : The Dragon Page Michael R. Mennenga (men-en-gay) began writing in the late 1980s. He spent several years submitting manuscripts, talking with publishers, agents and learning the ins and outs of the ever-changing publishing industry. Even though he remained unpublished, he had become a proficient writer and by the end of 1995 he had written 2 young adult books, 1 novel, and had 9 other works in various stages of production. In 1996 he turned his attention to writing for the Internet. In 1998 he joined a developing writing community and was soon asked to become part of the staff. Working with members, creating interesting assignments, and developing writing lessons he became a valuable part of the community. After only one year as a staff member he was asked to become its executive editor - overseeing all operations of the growing community. During this time the site received recognition from Writer's Digest and Forbes Publishing before the release of his first book - *Zac and the Valley of the Dragons* - (published on Xlibris Press) forced his resignation as editor in 1999. His next book - *Mistress of the Dragon* - (Published AmErica House) was released in 2001. His next book, *The Valley of the Dragons: Dragon's Fire and Wizard's Flame* - (Published on Bedside Books) was released in 2002, and then re-released as *Dragon's Fire, Wizard's Flame* - (Published by Dragon Moon Press) in 2003.

Michael and his wife Lorrie are now residents of Phoenix Arizona. He is a member of The Arizona Authors Association, Toastmasters International and is a Book Crazy Author. He is working full-time as an author and as host of his own Internet Radio Talk Show called "The Dragon Page" (www.dragonpage.com). Along with his co-host Evo Terra, they broadcast worldwide on Internet radio stations, and in syndication on many AM & FM stations throughout the US and Canada. The show features interviews with Sci-fi / Fantasy authors, publishers, and artists - and they discuss many other related Sci-fi topics, news, and events.

Ken St. Andre: Ken St. Andre - is a well-known Phoenix fan and writer of games and game-related short stories who helped organize the first LepreCon 29 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!" Con members wore buttons. He is an active member of the Academy of Gaming Critics and S.F.W.A., largely on the strength of his game design work for Stormbringer and Tunnels and Trolls (which is not dead!) He has sold several short stories—find them if you can.

Evo Terra The Dragon Page: Evo Terra, musician and herbalist, has been involved in writing and audio production since 1987. His love of music started as a child, playing guitar and percussion then centering on the bass guitar in his mid-twenties. Recently, he spent time as a semi-professional bass guitarist, touring with a ska punk band (Spaz Kitty). He left the band to focus on his radio work and to concentrate on his own original compositions. Evo has been studying herbs since his 1997 arrival in Arizona. Fascinated by the natural world from a young age, he discovered an affinity for native plant species and how indigenous cultures made use of these plants. Chance readings went on to professional and formalized training. Evo has studied with some of the region's finest herbalists, including Mimi Kamp, Peter Bigfoot and his mentor, Joanne Sanchez. He has recently founded A Simpler Way, dedicated to herbal education, wildcrafting and holistic health care.

In his limited freetime, Evo enjoys the natural wonders of Arizona with his wife of many years, and their son. As a personal suggestion, Evo strongly encourages each of you to read the book *Ishmael*, by Daniel Quinn.

Larry Vela: Larry Vela is a custom painter first known for his work on motorcycles, planes, trucks, then people, and anything that doesn't run away. His keen interest in movie production and all of the arts that are connected with it - such as creation of costumes and props, filming, directing, editing and animation, have led Larry and his associates to form The Velavision Video Group, who produce LepreCon's at-con video newsreels. Larry's notable flat art works include *Illusion*, *Casseiopia*, *Roadwarrior*, and *Athena*.

Lee Whiteside: 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. Chair of LepreCon 28, Lee is a software Engineer/Lan Administrator in his spare time.

Randall Whitlock: Randall Whitlock - is a registered geologist with background in Meteorites, AZ geology, and environmental assessments. He also operates "MoiRandall's," a custom costume and desktop clothing pattern publishing business (the "Randwulf's" line of historical/fantasy sewing patterns) and edits the "Costume Closet" column in CONNOTATIONS and CACTUS NEEDLES, the newsletter of the Southwest Costumers Guild. Currently president of the Southwest Costumers Guild, fandom knows him for the costumes he builds for convention masquerades and occasional service as Masquerade director. Randy claims to suffer from chronic Paronomasia--the compulsion to make the worst pun possible at the worst possible time.

David Williams: Dr. David A. Williams, Ph.D., is currently serving as a Postdoctoral Research Associate in the Department of Geological Sciences at Arizona State University, Tempe. He has served as a Visiting Assistant Professor at ASU, teaching Geology 101 and a graduate seminar in Planetary Volcanology during the 2001-2002 academic year. David is currently performing research in volcanology and planetary geology, with a focus on remote sensing and computer modeling studies. His research has included computer modeling of seismic wave propagation through planetary interiors, visible and near-infrared spectroscopy of lunar mare soils, and computer modeling of the thermal, fluid dynamic and geochemical evolution of low-viscosity lava flows in a variety of planetary environments. He is currently an affiliate member of the Solid-State Imaging Team of NASA's Galileo Mission to Jupiter, and has been involved in mission planning, image processing, and data analysis of the Jovian satellites Io, Europa, Ganymede, and Callisto. He is also involved in education/public outreach activities including giving talks to school and civic groups and developing Galileo-related educational exercises and slide sets. David received his Bachelor of Science in Astronomy & Astrophysics (with minors in Mathematics and Geology) from Indiana University in 1989, and his Master of Science in Geology from Arizona State University in 1992. He received his Ph.D. in Geology from the University of Alabama in August 1998. He was a three-time Graduate Council Research Fellow and received the award for Outstanding Research by a Doctoral Student from the University of Alabama Graduate School in 1998. His dissertation research focused on computer modeling of the emplacement of high-temperature, low-viscosity komatiite lava flows in the Earth's Precambrian, and included field study of komatiite lava channels and flows in Canada, Western Australia, and South Africa. He has published many papers in scientific journals on subjects related to volcanology and planetary geology. David is a former president of the United Federation of Phoenix, the second longest continuously running Star Trek and general science fiction fan club in the country. He is an avid fan of Star Trek and Star Wars, and several other sci-fi TV shows and movies.

Mike Willmoth: Mike is an integral part of the programming team for this convention. He enjoys helping organize and run conventions. He will be chairing the World Horror 2004 and World Fantasy 2004 Conventions. His hobbies include amateur astronomy and ham radio operation. Punster extraordinaire, he can cripple at 20 paces.

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CopperCon 24

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Artist Guest of Honor

Todd Lockwood

Chesley Award Winning (9 times) Illustrator for *Wizards of the Coast* & *Dragon Magazine*. Art Director for Version 3.0 of *Dungeons and Dragons*.

Local Author Guest of Honor

Catherine Wells

Author of *Beyond the Gates*, *Mother Grimm*, & many short stories, plays, and historical fiction.

Music Guest

Leslie Fish

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CopperCon 24 will feature an Art Show and Auction, Gaming, Hospitality Suite, Masquerade, Video Room, Charity Auction to benefit the Pappas Schools, Anime Room, Dealer's Room, plus special events on Thursday night for pre-registered members only.

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ConKopelli

WesterCon 57

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Wigwam Resort, Litchfield Park, AZ



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Artist Guest of Honor: **David Cherry**

Media Guest: **Virginia Hey** (Farscape's Zhaan)

Music Guest of Honor: **Heather Alexander**

Fan Guest of Honor: **John Hertz**

Our Theme: **Mythology of the Southwest**

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Wigwam Resort

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Litchfield Park, AZ

(623) 935-3811

(800) 327-0396

Rooms \$105 (plus tax),

Suites \$135 (plus tax)

Room rates include resort fee that covers
gratuity for bellman (check in/out), maid
service, as well as unlimited use of the Health
Facilities, Valet and Resort Parking, Bicycles,
Shuttle to nearby shopping,



Conkopelli will feature **Panels, Readings, and Presentations on Science Fiction, Fantasy, Science, Mythology, Media, Fandom, Gaming** and more with 150+ participants. Events & activities include **Masquerade, Stargazing event, Challenger Center Mission, Water Balloon Trebuchet, Art Show, Meditation Workshop** presented by Virginia Hey, **Gaming, Video, Anime, Filk, Dealer's Room, Guest of Honor Banquet, and Two Charity Auctions** to benefit **Challenger Center & Reading is FUNDamental** including **an auction of Signed First Edition Books**. Please visit our website at www.conkopelli.org for more details and participant list & bios.

ConKopelli Contact Info:

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PO Box 67457,
Phoenix, AZ 85082

Phone: (602) 973-2341

Email: info@conkopelli.org

www.conkopelli.org

Membership Rates:

**Attending: \$75 thru 5/31/04,
\$85 at the door.**

Kids 7-12 half price with adult membership

Supporting Membership: \$30

