

# LEPRECON





# HEXA CON 15

## Arizona's Largest Gaming Convention

Aug 5-7\*, 2005

\*Special gaming and events for Pre-registered members starts Thursday, Aug 4

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#### **Tempe Mission Palms**

60 E 5th St, Tempe, AZ 85281  
(800) 547-8705

**\$91 S/D/T/Q + tax**

\$85 + \$6 resort fee includes free high speed  
wireless internet access and valet parking.

### **Membership Rates**

**\$20 thru June 30, 2005,  
\$25 at the Door.**

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## TABLE OF CONTENTS

	Page
Chairman's Message	2
Guests of Honor	
Dave Dorman	4
Kevin J. Anderson	6
Sarah Clemens	8
Bear Burge	10
Mitchell Burnside Clapp	11
Participants	12
Events	28
Panel FAQ	31
Panel Descriptions	32
Destinations	45
Leprecon History	47

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# FROM THE CHAIR...

Greetings, and welcome to Arizona's art oriented Science Fiction and Fantasy convention, LepreCon. Those of you who are actively participating in the local conventions, either through volunteering or attending, might see that we have made some changes over the past years. These changes are being made with an awareness that LepreCon is a community that enjoys sharing ideas and having fun. The LepreCon committee organizes many events for attendees and guests alike to enjoy and participate in. These include: meet the pros, sci-fi jeopardy, art show walk through, filk concert, charity and art auctions, and masquerade. For those who enjoy the old standbys, filk, gaming (both computer and regular), art show, Saturday night dance, and much, much more are still available. Also planned is a debate between Star Wars experts, Barry Bard's movie previews, Elevator Bob, and masks of the Goddess.

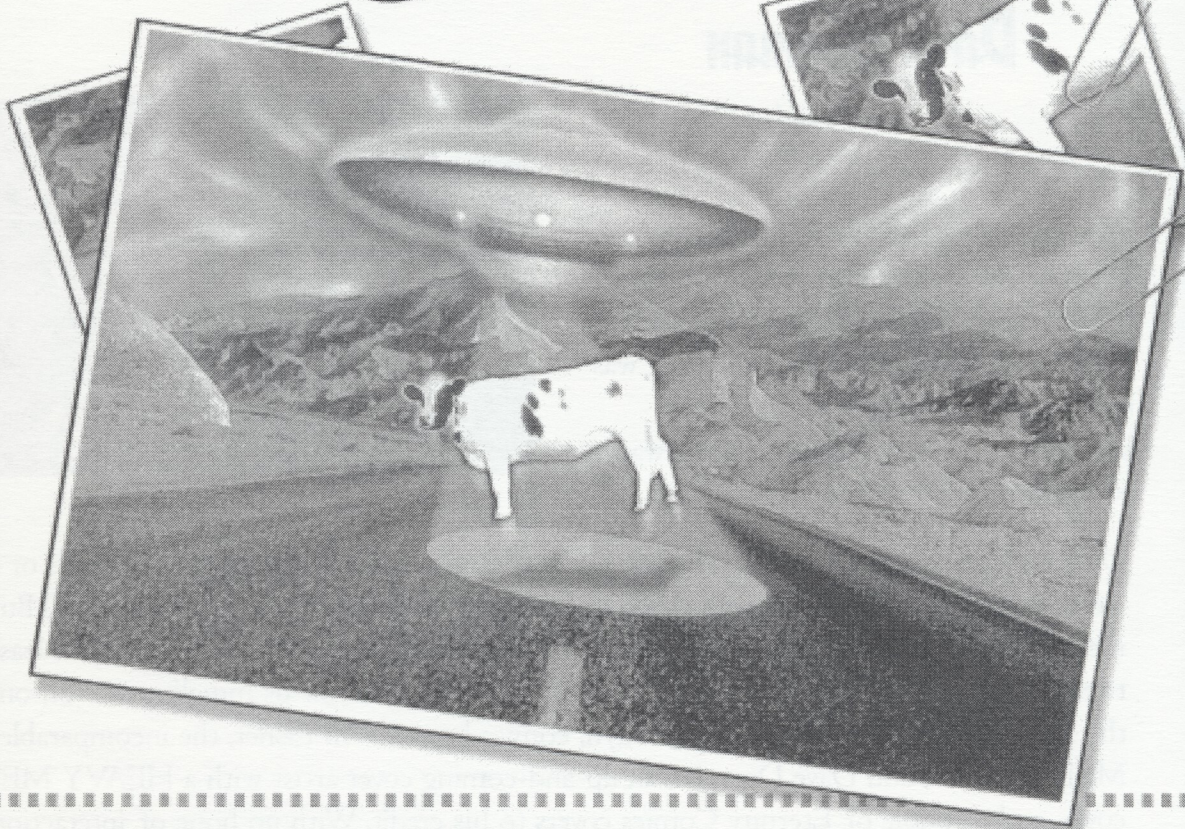
To help you gain insight into the entertainment and art industry, we have increased the number of art related panels, and are including costuming, SFX make-up, storyboarding, film making, and music scores. Plus, let's not forget an entire track of art demos, including modeling and sculpting, body casting, fingerpainting, performance dance, and comic book design. As the Film Making track continues, LepreCon intends to help the independent moviemaker share different ideas and network with other film artisans. This year's LepreCon adds a Film Festival to the list of activities. The Film Festival is, for now, replacing the video room. Anime lovers should not despair though as anime will be shown in the film festival room during the late hours.

This year's LepreCon offers something for everyone, with many new events, a great line-up of guests and panels, and all the fun activities LepreCon is known for. A lot of work and planning goes into bringing you the best Science Fiction and Fantasy convention Arizona has to offer; a big 'Thanks' to all those who have contributed. We thank you for attending this years LepreCon, and hope to see all of you again next year.

Larry Vela



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# GUESTS OF HONOR

## In Appreciation of **DAVE DORMAN**

By Steve Smith

I was introduced to Dave Dorman in 1987 by my college illustration professor, Mark Nelson, while attending a party at the Chicago Comicon. I had no clue I was meeting the talented man who would become my business partner, my stalwart companion, my brother.



Dave and I exchanged a couple of phone calls that year, a far cry from the daily calls or emails we now exchange (and it's slowed down since the birth of baby Jack last November.) But we met up at an ill-fated comic convention, the Florida Fantasy Festival, attended by at least twenty talented guests and maybe thirty fans. That weekend saw us mingling one-on-one with the screen's first SUPERMAN, Kirk Alyn, comics legend Will Eisner, the incomparable Michael Kaluta, and Dave Dorman, an up-and-coming cover artist with a HEAVY METAL cover, and a couple of Eternity Comics covers to his credit. With no hope of interaction with fans that weekend, we had the opportunity to get to know each other better. Dave was about to be married, my son was a month away from being born, and life just seemed good for a couple of guys in their twenties.

I recall Dave's excitement about landing the job of cover artist for the STAR WARS: DARK EMPIRE comics at Dark Horse. I remember thinking: what's the big deal about Star Wars? Why not something people will like? STAR WARS is dead. Hmmmm. But Dave knew better from the beginning, and despite any claims to the contrary, I still contend Dave Dorman is as responsible for the resurgence in popularity of the STAR WARS brand as is Timothy Zhan or Drew Struzan.

In 1994, Dave and I were invited to Skywalker Ranch for a STAR WARS licensing summit. It was all business, but at the end of the first day, George Lucas came out to meet all of the business people who had traveled to be part of the event. George spent a good two or three minutes greeting each person, thanking them, doing the industry small talk, etc. Dave was nervous that he was a nobody. But when the president of Lucasfilm introduced Dave to George, he shook Dave's hand enthusiastically and praised Dave's work. Lucas is the owner of the single largest collection of Dorman STAR WARS original works.





At the height of Dave's popularity for his STAR WARS, INDIANA JONES and ALIENS work, Dave and I had the opportunity to visit the set of ALIEN RESURRECTION. In advance of the meeting, Dave had created a small painting on the inside of his ALIEN: TRIBES book for director Jean-Pierre Jeunet and for Sigourney Weaver. We were more excited than a kid going to Disneyland for the first time; but when we got there, Dave was surprised that it was he, not them, who was treated to hero worship. Jeunet, whose film, CITY OF LOST CHILDREN, still ranks as one of Dave's favorite films, was frazzled from a strenuous day of shooting, but when introduced to Dave, he straightened up, shook Dave's hands, and graciously praised him for the beautiful gift of the remarked book. Sigourney Weaver's assistant called Dave shortly after to tell Dave how honored the actress was to have received hers. But perhaps the greatest compliment for Dave came from an unlikely person on the set, Academy Award-winning cinematographer Darius Khondji (se7en, Evita, Ninth Gate, The Beach.) Understand: Dave loves movies and he thinks meeting a celebrity is cool, but Dave *respects* other artists. Khondji is an artist's artist. Dave had admired his work, but it was Khondji who praised Dave's talent profusely.

What separates Dave Dorman from many other artists of his caliber is his genuine humility and his immense drive to please his fans. If you've ever been the tenth or later person in a convention line to meet Dave, you'll know what I'm talking about. It's not about signing a few books and shoving you off so he can do the same thing to the next fan. Dave appreciates his fans and makes sure they know it. He is as loyal to his fans as they are to him. He is as loyal to his friends as a friend could ever ask. Needless to say, Dave has made and kept many friends.

Over the years, Dave and I have laughed and cried together, lending support to each other through both of his parents' and my wife's battles with cancer, through a divorce, and then into a new phase in Dave's life, a second, much happier marriage, blessed with a beautiful child. We've watched an industry rise to the heights of mass popularity and again watched, with sadness, as it all but died out. But all the while, I have watched a self-taught illustrator rise to the ranks of the great artists of our time. Comics or no comics. Do I feel privileged to know Dave? Sure. Do I feel blessed to have been given the best, most loyal friend any person could ever hope to have in life. You bet I do.

If you have the opportunity to meet Dave Dorman during this convention, leave knowing that as much as you might appreciate the talents of this great illustrator, he appreciates you, his fans, even more.

Steve Smith

Chicago, April 200

author of *Star Wars: The Art of Dave Dorman*



# GUESTS OF HONOR

## KEVIN J. ANDERSON

*More than Mr. nice Guy*

by Brian Herbert

In January of 1997, I began corresponding with Kevin J. Anderson about the possibility of collaborating on a series of new "Dune" novels. A few months later he and his wife, Rebecca, flew to Seattle and I met them for the first time. During that memorable visit, the three of us brainstormed story ideas with tremendous energy and excitement. In the car as we left SeaTac Airport, fantastic ideas started flying and while rolling along the freeway we were fumbling for notepads, pens and a tape recorder to get it all down. I was trying to keep the car on the road, and little did the irritated drivers around us know that we were making science fiction history.

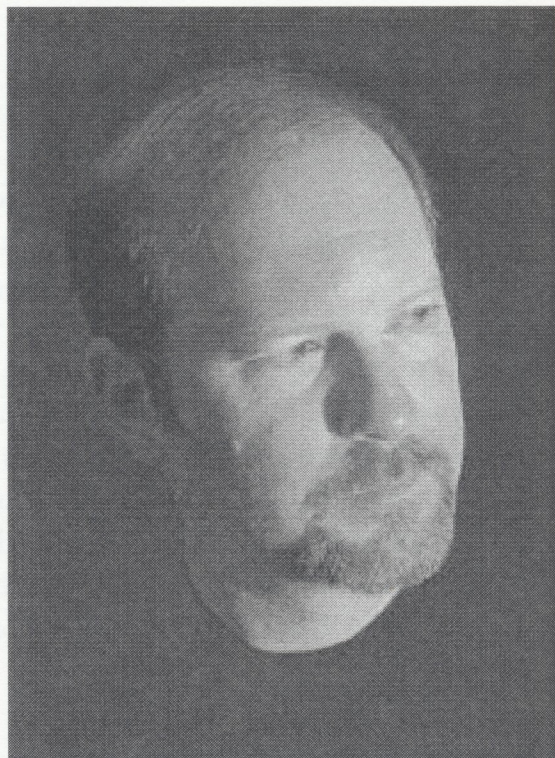
When Kevin returned to his home in California, he said that he was so exhausted from the mental exertion that he went straight to bed and slept for much longer than usual. For Kevin that is saying a lot, because he is a man of tremendous vigor, much like my own dynamic, energetic father, Frank Herbert. The familial similarity does not end there, as Kevin has become like a brother to me over the years that we have worked together on six huge *Dune* novels, numerous short stories, and a new, 60,000 word novella.

During that time, we have been on six national book tours, have appeared together at conventions, and have only had one fifteen-minute argument. As Kevin quipped once, we argue more with our wives every day. Any way you look at it, our continuing collaboration has been a remarkable, enjoyable experience for both of us, and we are proud of the new stories that we have produced. *Dune* fans, who are very demanding (and rightfully so), have responded with enthusiasm, and all of our novels have reached international bestseller lists.

Back in 1998, when I had only known Kevin for a year, I was asked to write a tribute about him for a convention in Colorado – "MileHiCon 30." Kevin was in the process of moving to that state, where he was building a castle on a hill, complete with a suit of armor just inside the front door. I wrote the piece about him, and the convention organizers added a title for the program guide. They called my tribute, "A Real Nice Guy," and printed the article along with an excellent photograph of Kevin.

The title they selected was accurate and remains so, as fans discover whenever they approach Kevin and talk with him. He goes out of his way for his readers, in countless ways. I'll provide just one of many examples. I went to the Nebula Awards ceremonies in Santa Fe with Kevin, where I saw him give his own nametag to a young Star Wars fan. The boy went home with a memorable photograph of himself standing next to his favorite author; a picture in which the kid was wearing Kevin's nametag around his neck. It's hard to top that for sheer generosity, and that young man will be a Kevin J. Anderson fan forever. Kevin has great relationships with his fans and stays in touch with them through an excellent newsletter, *AnderZone*, that he sends out several times a year. Anyone wanting to receive the newsletter can sign up wherever Kevin makes public appearances or can contact him at our website, [www.dunenovels.com](http://www.dunenovels.com).

The title of that tribute, "A Real Nice Guy," while accurate, only tells part of the story. Kevin is much more complex than that. Like me (and like Frank Herbert), he's only happy when he is writing, when he is making progress toward completing one of his many projects. Every day, no matter what else he has to do, he tries to get something on the page. As many of his fans know, he writes in multiple universes, not just *Dune*. Ask him about his own terrific solo science series, *The Saga of Seven Suns*. Or about one of his interesting projects with his wife, Rebecca Moesta, who is herself a bestselling author. Something new and exciting is always churning in Kevin's active mind. Of course, he does owe a great deal of his







energy to Starbucks coffee, and he knows where all of their stores are in every city in the United States. When we're on tour, he finds his way to Starbucks before he figures out how to get to the bookstores.

It's interesting to note that Kevin J. Anderson has remained a pleasant person while still being an admitted "Type A" personality. That sounds like an impossibility; but he's found a way to pull it off. He doesn't bear fools well, either, which makes it even more interesting to watch him remain emotionally level and civil in virtually any situation. He actually has a number of techniques that work quite well when he is traveling, but which I will not reveal here. As a clue I will tell you that he uses one of his methods on airplanes, if the person in the next seat is bothering him to distraction. No, he does not slip into a parachute and bail out. But he does manage to extract himself from the situation quite neatly.

On occasion, Kevin drives a bit too fast when we're on book tour. Oh, he tries to be good and keep a light touch on the accelerator, but occasionally when he thinks I'm not looking he tends to press his foot down a little harder, and little harder...and a little harder. I don't nap when he drives, for obvious reasons, so that's not when he makes the rental cars zoom. Rather, he knows that I like to flip open my laptop computer and work whenever possible, filling in the bits of time with productive work. Last August, I was doing exactly that, and I was typing very rapidly; really into a story. It was the final scene of "Spice Planet," a novella that we will be including in our next collaboration, "The Road to Dune." We were on our way to Santa Cruz, California, and the highway had a lot of twists and turns, like one of our plots.

I knew my friend was going a bit fast on the turns, because my computer was sliding all over my lap, but the story was going so well that I didn't say anything to him. I just kept holding onto the machine and typing like crazy. Somehow, we made it to the bookstore, and – since we were early! – I sat in a big armchair in front of the audience and finished the story, polishing it up a few moments before we were scheduled to speak. It was only later that I told Kevin he could have eased up on the accelerator a bit. I wasn't upset, though, because I know that personality well. As I wrote in "Dreamer of Dune," my father drove that way. Frank Herbert also wanted to get from Point A to Point B as rapidly as possible, and even ordered a high-performance sports car shortly before he died.

When I met Kevin, he wore thick glasses. A short while afterward, he went in for laser surgery to improve his vision. Worried about him, I suggested that he do only one eye at a time, but he went ahead and did them both at once anyway. They turned out great, and he no longer has to wear coke bottle glasses. The procedure did not, however, improve his driving.

Late in his life, my father wanted to be the oldest man to climb Mt. Everest. Like his mentor, Kevin also has his eye on mountain peaks. He writes books by dictating them into a miniature tape recorder while he hikes, and occasionally calls me by cell phone from the top of a mountain. He has climbed all of the major peaks in Colorado, and may set his sights on Everest one day. He certainly set his sights high when he decided to tackle the *Dune* universe.

Kevin J. Anderson is a Renaissance man with wide-ranging knowledge and skills; as he would have to be in order to write books that are set in the most fantastic universe in all of science fiction... Frank Herbert's *Dune*. And of equal importance, Kevin is a man of honor, a throwback from another age. If he tells me he is going to do something, it does not have to be a contractual commitment. I know he is as good as his word and he will complete the project with aplomb, without giving me a litany of excuses.

For Kevin, deadlines are sacred. Unlike other authors, who typically stretch their publishing deadlines by months and even years, Kevin does not miss them. Frank Herbert, a lifelong newspaperman, was like that himself, so he would appreciate Kevin for being that way, and for his writing skills. Unfortunately, the two of them never met. Back in the mid-1980's, Kevin was getting ready to send his favorite author, Frank Herbert, a copy of his first novel, "Resurrection, Inc.," and then learned the sad news that the great science fiction master had died.

But, as it turns out, my celebrated father did not really die. His legacy lives on in the marvelous books he left for his fans to read, and in the incredible universe where Kevin and I are still crafting stories.



# GUESTS OF HONOR

## SARAH CLEMENS

The simple Life is not an option

By Joe Siclari & Edie Stern

If you are in the Art Show and see a pretty blonde woman dressed in leather, hanging art about alien medical techniques and cute cats and erotic tattooed nudes and galactic tourism, then say hello to your Artist Guest of Honor ~ Sarah Clemens.

But be forewarned, this artist doesn't just like to talk about sex art; you might get thrown into a conversation about travel, body decoration, bizarre museums around the world or just plain old fantasy and horror. (By the way, the dark and handsome man with her is probably her husband, Ray Worley.)



We have had all these conversations and more with Sarah over the past 20-something years. When we first met Sarah, she and her late-husband Vince Miranda talked us into working at one of the first academic conferences about teaching science fiction and fantasy. Imagine – a leather-clad goddess teaching fantasy art appreciation to a bunch of college professors whose tastes ran to Andre Norton and Isaac Asimov! (By the way, the Conference on the Fantastic in the Arts and Literature they also helped start is still a going concern and for years, Sarah Clemens was one of its luminaries.)

Sarah didn't actually wear leather too often in those days – it's too hot and much too muggy in South Florida. But she was never your ordinary commuter. She has enthusiasms, and talent, and... shall we say: an unusual perspective on the world. She also has had the kind of life that makes for memorable jacket copy. You do know, don't you, that Sarah is a published author? She is also a painter of dog portraits, and has made a living out of illustrations for expert medical court testimony. She was one third of a gypsy (really – ask her about it). She was a co-owner of a bookstore. She was an art director for the West Palm Beach Science Museum Planetarium. To avoid boredom, she did some of these at the same time. One of her recent projects has been to create the art used to animate a gastric bypass surgery for a medical website.

Sarah's artwork can be quirky. Take a south Florida girl and start her thinking about tourism and science fiction, and pretty soon you have an image of your aunt and uncle posing on a spaceship in front of Jupiter. The effects of those medical malpractice suites show up in her alien medical set-pieces. At the same time, she has a talent for traditional forms, and is particularly effective in her depictions of the female form. Those can be very lush. And the luxurious texture can also be seen





from the background gardens to her “photo” realistic landscapes. We have several very different examples hanging on our walls. Take a look at her web site: [www.clemensart.com](http://www.clemensart.com) for a sampling of her styles.

Sarah has the ability to take a traditional medievalist piece and morph it with unpredictable humor. One of our favorites is “Gargoyles in Love”, where she uses Notre Dame as the backdrop for the inner lives of the stones.

But it's not all gargoyles in love, science fiction and strangulated hernias. There are other things you should know about Sarah. She is passionate about cats, and once had a miniature shrine to Bast in her living room; complete with carvings from legendary fan, Lee Hoffman. She loves gardens and roses, raising them in pots when the ground is too barren for them to live. She comes by it naturally, as her aunt grew the unusual as a decades-long member of the Rare Fruit Council. Sarah's actually a grownup, too. She runs her own web sites. She's very responsible about taking care of animals and people, even when it's not easy. For example, have you ever tried giving an insulin injection to a cat?

Sarah sparkles on a variety of topics. On “Sex at II” panels at Tropicon, she was the one that convinced the panelists to go topless – *the other panelists!* Those panels quickly evolved to having Sarah at the center, with everyone else trying to keep up with her. Still another career beckoned from this. Violence and mayhem are also an interest. Sarah can be serious and excited over serial killers. Some of this research showed up in her story “A Good Night's Work” for Gardner Dozois' *Ripper!* anthology.

And she can hobnob with the rich and famous of the genre. You've heard about *Craig's List* of all kinds of information? Ask Sarah what Craig Newmark is really like. Ask her about the best way to flirt with Brian Aldiss (it really doesn't have anything to do with what you can do on a luggage cart). Or what kind of person actively solicits and encourages horrifying writers as her friend Ellen Datlow does?

Science fiction and fantasy is filled with smart and entertaining people. Sarah Clemens is one of them. One you should take the opportunity to get to know better. She might even tell you about the first cover art she ever sold – *Edgar and his Electric Phallus*, or about the postcard museum. *Hey Sarah, we wish we were there!*



# GUESTS OF HONOR

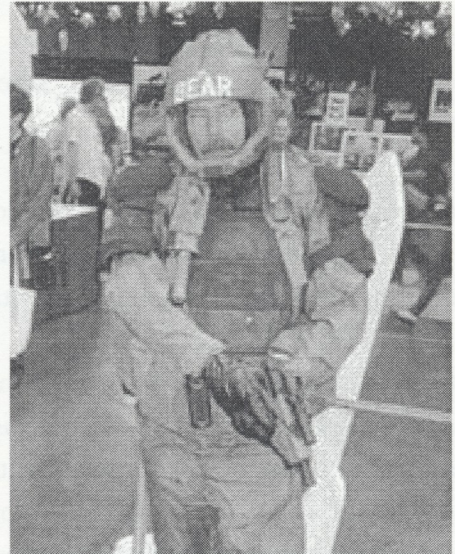
## IN APPRECIATION OF A BEAR

by Rae Grant

I first met Bear Burge, and his partner, Dana Ginsberg, at a FantastiCon in the late 90's, along with a few others of the *Space: Above & Beyond* cast and crew. Bear is a somewhat quiet, friendly person whom I find to be quite approachable about his work. He enjoys talking about the hows and whys of prop building, and likes to show what items he has worked on. Bear got his start in prop making in High School with a love of building things. After taking shop class and learning how to use equipment such as lathes and milling machines, prop building has been his passion ever since.

A few of the productions Bear has worked on include *Space: Above & Beyond*, *Star Trek*, *Babylon 5*, and *SeaQuest* for television, as well as various movies. He has worked with Mike Moore of HMS-Studios, and Dragon Dronet (also of *Space: Above & Beyond*). Some of the materials he works with include aluminum, resin, and rubber. I have been told that Bear never takes a screen credit for anything he does; although, in my opinion, he deserves it.

Both Bear and Dana can be found at various conventions including BayCon, Westercon, GateCon, and LosCon. Usually in costume, and toting one of the many props he has worked on.



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## MITCHELL BURNSIDE CLAPP

Our Filk guest, Mitchell Burnside Clapp is a man of many talents. Not only is he one of the best of Filk authors he is a graduate USAF Test Pilot school who heads his own Aero-space launch company. His Rocket Plane is due to be launched from the Oklahoma Spaceport in about two years.

Mitchell is the author of a number of Filk Songs including "Red Star, Rising," "Falling Down on New Jersey," and "Hangar My Heart". He was Winner of the 1990 the Pegasus award as Best Filk Performer. He has been a past GoH at both LepreCon and CopperCon. His wife, T.J., is also a well known and award winning Filker. When he was Filk guest in Phoenix last he won the auction for the privilege of being a character and dying in "War of Honor" by David Weber.

He "holds a Master's degree in Aeronautics and Astronautics from the Massachusetts Institute of Technology (MIT). He has flown more than 40 different types of military and civilian aircraft and is the only person outside McDonnell-Douglas trained to fly the DC-X single stage research demonstration vehicle. He is the author of numerous technical papers on various subjects in the space transportation realm." (This paragraph quoted from the Rocketplane Ltd., Inc. publicity material)

Mitchell will be at the Filk Circle at 9:00 p.m. on Friday and Saturday, will have a concert on Saturday afternoon and will be on a Filk Panel and several Science Panels.



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# PARTICIPANTS

**David Beaty** - <http://www.bushitales.com> An avid martial artist, David has been a professional illustrator and graphic designer since 1992. Some of his past clients include United Artist Pictures, Blockbuster Video, Clear Channel Communications, and Warner Brothers. He co-created with Dean Zachary and Scott Clark the ground breaking comic book 'Stargodz'. He has also been an inker for many small press comic books (as well as 'ghosting' on some comic work for the big two). Currently his work can be seen in many Western Newspapers publications where he provides specialty graphics, editorial cartoons, and the classified section comic strip, 'Captain Value'. He is a co-founder with Lin Workman of Pencil Neck Studios and is currently working on their new multi-media comic project, 'BushiTales'. David, now lives in Prescott Valley, AZ with his lovely wife Micah and their two cats Sato and Nermal.

**Tabitha A. Bradley** - <http://www.tabithabradley.com/> Tabitha Bradley is a local (Arizona) author, from Bullhead City, AZ, and currently has six books published through Renaissance E-Books and BuyBestEBooks. Recently, the anthology "The Abyss", which contains two of her science fiction/paranormal romance short stories, was reviewed by Romantic Times BookClub Magazine, a nationally recognized publication. Out of a possible 4 1/2 stars, this book was given 4 stars. Her science fiction e-books have all recieved excellent reviews in the industry.

**Greg Brown** - Greg Brown was the chair of the first three LepreCons. Since then, obviously a lot of water has passed under his bridge; he spent a few years as a teacher, and far more as a systems analyst. Late in his IT career he decided to try his hand at writing, in particular screenplays. After retiring from his day job, he spent some time at film school, worked on a movie as a script supervisor, and continued to work on scripts. He had a script optioned by a TV studio (although they never picked it up) and he has written several other screenplays that are being shopped around.

**Frances Burns** - Frances Burns has been active in costuming for over fifteen 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.

**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.

**Bruce Farr** - Bruce Farr is a book and art collector, and former collector of convention positions. He's the past chair of a NASFiC, SMOFCon, CopperCon, World Fantasy Convention, SFRA Conference, and has held over 120 convention positions over the years (mostly vertical) including Treasurer and/or Hotel Liaison for about 12





past LepreCons. CPA by profession, Bruce is married to Lea Farr who is running the Participant Green Room for this convention.

**Michele Ellington** - <http://www.angelfire.com/scifi2/moondrake> Michele Ellington is a bureaucrat by day and an artist, medievalist, a role-player, and board gamer by night. She has done many years of costuming and won a WorldCon level award, has been selling art for at least ten years and have sold it at WorldCons in Glasgow and Melbourne, where she won Best Amateur or something like that. She likes to try her hands at every kind of art she come across. She believes how well she does is far less important than the enjoyment and learning she take away from trying new things. She has been active in fandom for some years now as a costumer, artist, videophile, otaku, gamer, filker and all around fen.

**jan howard finder** - The Wombat, aka jan howard finder, has been reading SF for more than 50 years & active in SF circles for about 30. He chaired 2 Tolkien conferences, 69 & 71. After finding fandom in 72 & cons in 73, in the UK, he ran many cons, from 1977 through 2001. In 93 he was accorded the genuine honor of being named as an Honored Guest at the 1993 Worldcon. He participates in, judges, & MC's masquerades. He is one of the best auctioneers found at cons. According to backs that know, he gives the best backrubs north of the South Pole. He put out an award winning fanzine, The Spang Blah. He sold a short story, edited an SF anthology (Alien Encounters) & published his incredible Finder's Guide to Australterrestrials. He puts out an irregular fanzine on Arthur Upfield, an Australian mystery writer. He also likes aerobics, learned to scuba, is taking up sailing, learning how to play cricket, & has a budding film career. Ask him about Yaminons, wombats, BYTELOCK, visiting Middle-earth & other stuff.

**Maryeileen Flanagan** - 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 a minor in genetics) she entered the work force as a professional costume designer for the ASU Department of Dance. Her accomplishments and experience are diverse: author of several articles, poems, and photographs published in various places; she has been an English teacher at Tempe High School; has volunteered as programming director for several local cons as well as a World Fantasy Con and has helped facilitate several local "semi-pro" writers' groups. In her "copious amounts of spare time" she breeds Appaloosa horses using applied genetics and lives in Casa Grande with four dogs and twenty (or so) horses.

**Joseph Formichella** - Writer/Producer/Editor Joseph Formichella is co-founder of Industrial Discord, LLC, a Phoenix-area independent video production company. Mr. Formichella's work ranges from music video to horror to documentary films. Of particular interest to science fiction fans is the 2004 release entitled "Finding the Future: A Science Fiction Conversation", directed by Casey Moore of Anomalous

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Entertainment. A feature-length documentary shot at the 2000 and 2002 World SF conventions, and at several local conventions, FINDING THE FUTURE presents a history of fandom as told by those where were there, plus extensive discussion of the role and influence of science fiction on society. Mr. Formichella has been a screenwriter for over 15 years, and teaches screenwriting at Scottsdale Community College. A technophile, he was also a contributing editor and game reviewer for Computer Buyer Magazine during most of its production run, and has built more computers than he can keep track of (including several video editing systems).

**Dana Ginsburg** - Dana has worked for WB for many years, is very into costuming and Regency dancing. She likes to attend science fiction and fantasy conventions where you will most likely see her in a number of her costume creations. Her partner, Bear Burge, creates many of the props they use for their costumes.

**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", Russian also cricket umpire, and enjoys hiking in the Rockies with his wife Anne.

**Diane Harris** - Diane Harris is the current president of the Southwest Costumers' Guild.

**Loran W Hoffheins** - <http://www.dragonspine.net> Loran Hoffheins is better known as Arch Duke Sir Ironpaw Lightfoot nav' Nox from the Kingdom of Dragonspine, one of the twelve kingdoms of Amtgard. Amtgard is a non-profit, non sectarian group that has no affiliation with any other interest group which recreates fantasy and medieval combat, culture, and arts.

**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? Get in touch with the folks at Wordcraft of Oregon <[wordcraft@oregontrail.net](mailto: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

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"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 Eight Windows.

**Pamelina Hovnatanian** - <http://www.pamelina.com> Her first illustration was published in the fan pages of Vampirella Magazine when she was 10 years old. At the age of 13 she became a professional, earning money through embroidery, selling to a local boutique in Carmel, CA. At 17, she had her first paid illustrations under her belt with Gallery and Hooker Magazines. During the '90's she established herself firmly within the music industry by creating artwork for cds, tour merchandise, concert laminates, and charity giveaways. She has also painted musical instruments for Motley Crue, Mick Fleetwood, Sheila E., and many others. She has painted murals on motorcycles, helmets, and cars for Shaquille O'Neal, Vince Neil, Brent Stait, and many fine men & women of the police and fire department. Her work has been included in several magazines including Playboy, Air Brush Art + Action, Tattoo Savage, Flex, Easyriders, VQ, and others. Her original work has been published as calendars, posters, puzzles, body jewelry, and, of course, t-shirts. If you don't blink, you'll see her poster '400 Orgasms' in the best movie of all time, Phantoms. Her studio is located in Los Angeles, CA.

**Paula Lary** - Paula Suzanne Lary does stained glass, photography, and costumes. She is secretary of the Southwest Costumer's Guild, and an avid belly dancer.

**Afton Love** - <http://chapters.marssociety.org/usa/az/phoenix/> Afton Love is a member of the Mars Society at Arizona State University.

**Tonia Madenford** - Screen Addiction is film producer Tonia Madenford who is generating groundbreaking films. She is a producer and director of feature films, music videos, and documentaries along with numerous industrials,

commercials, and TV pilot episodes. Tonia also has experience in recording engineering, A&R, and promotions. This combination of film expertise and a recording industry background gives her the ability to reach the younger generation as well as mature markets in both industries. She has produced films at varying budget levels and has won numerous awards, both nationally and internationally, for her projects. Her credits include A Matter of Time, Sturgis PPV: At Full Throttle, Harlem Globetrotters, Crimes Chapel, Mischeif Destroy, Rock the Place, and more.....



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**Jack Mangan** - <http://www.creativeguypublishing.com/> Jack Mangan is a writer, musician, Software Quality Engineer, etc., born in New Jersey, but now residing in Glendale, Arizona, with his





# PARTICIPANTS

wife and three children. A Google search for his name may turn up his novella, "Dirk Moonfire & the Nefarious Space Women" which was one of four selected to appear in Creative Guy Publishing's electronic and print anthology, "Amityville House of Pancakes Omnibus, vol. I". You may also find his pieces published at Neometropolis magazine and Comrades e-zine. If you have time, click the search results linking to Beyond Infinity Magazine (<http://www.beyondinfinitymagazine.com>) for his book review and mythology columns, the latter of which pits notable figures from various mythologies head-to-head. In addition to all that, his guitar playing can be heard on the Matt Mango CD releases, "Be the Light" and "The Wishing Bridge".

**Loretta McKibben** - <http://www.seds.org/~loretta> Loretta McKibben does education and public outreach for the Lunar and Planetary Laboratory at the University of Arizona, and the HiRISE camera on the Mars Reconnaissance Orbiter. She works for Professor Alfred McEwen, the Principal Investigator of HiRISE.

**Michael Mennenga** - Michael R. Mennenga (men-en-gay) began writing in the late 1980s. 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. After only 1 year as a staff member he was asked to become its executive editor. During this time the site received recognition from Writer's Digest and Forbes Publishing before the release of his first book forced his resignation as editor in 1999. 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 the Internet Radio Talk Show called "The Dragon Page" ([www.dragonpage.com](http://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.

**Edouard Mesert** - President of EBM Associates, he began fundraising in college in mid 1980 as the Campaign Manager for Phil Arthurhultz, who became the Senate Majority Floor Leader in the MI State Senate. He has worked with Gay Pride in Philadelphia, NY, and WA, and helped organize the Gay 'March on Washington' DC in 1998. Edouard's other accomplishments include co-chairing the AZ Human Rights Funds Annual Awards Dinner in 2003 and creating a weekend retreat for men in Philadelphia Area Nativist Group for which he received an award for his contribution to that organization. Currently, he is Campaign Manager for Stu Starky for US Senate, and credits his AFP membership as a key component to his selection for that position. Edouard has been a member of the Greater AZ AFP Chapter for two years and is a member of the Chapter's Diversity Committee. He continues to be active with the AZ Human Rights Fund, the AZ Democratic Party, Southwest Costumers Guild, and enjoys theatre, travel, gardening, and spending time with his family.

**Rebecca Moesta** - <http://www.wordfire.com> Rebecca Moesta (MESS-tuh) wanted to be an author since her early teens, but it wasn't until 1991 that she began writing in earnest. Moesta has written several science fiction stories, both on her own and with her husband, and co-written three science fiction and fantasy novels under a pseudonym. In addition to her many fiction credits, she has had photographs, computer art, and nonfiction articles published in numerous science fiction magazines. Born in Heidelberg, Germany, to American parents, and raised in Southern California, Moesta has traveled extensively in Europe. She has one son, who keeps her busy nearly every minute that she doesn't spend writing. She is also CEO of WordFire, Inc., the company that she and Kevin J. Anderson jointly own. Moesta is currently developing proposals for three Young Adult series. Her remaining time is spent serving as final reader and copyeditor on her husband's manuscripts.





**Casey Moore** - [www.findingthefuture.com](http://www.findingthefuture.com) Casey Moore is Director, Writer, and Co-Producer of the documentary feature, *Finding the Future: A Science Fiction Conversation*. Casey Moore was born in St. Paul, Minnesota, but has spent most of his life as a resident of Arizona. Besides his work on *Finding the Future*, he is also a fiction writer, a photographer, and a composer of electronic music: including several pieces featured in *Finding the Future*. Casey has previously collaborated with his fellow filmmakers to develop several projects, including a pilot for a TV series entitled *STOP BUY*, about a convenience store located at a trans-dimensional nexus. Casey is currently in preproduction on his second feature film.

**Kevin Murphy** - <http://www.sff.net/people/Kevin.A.Murphy> Kevin Andrew Murphy writes and sells science fiction, fantasy, and horror novels, short stories, poems, plays, and any other form he finds. His most recent publications are the SF novel *Fathom: The World Below* (a novelization of Michael Turner's comic series), the fantasy novel *Drum into Silence* (a posthumous collaboration with the late Jo Clayton, concluding her *Drums of Chaos* trilogy), and an SF novella "With a Flourish and a Flair" in *Wild Cards: Deuces Down* (edited by George R.R. Martin). Upcoming in the horror field are *Penny Dreadful*, a mage novel for *White Wolf's World of Darkness*, and "Gingerbread Recipe #13," a cautionary tale for children in *Vox13's* anthology *Hastur, Pussycat! Kill! Kill!* Kevin also writes games, including *Mage: The Ascension* and *Talisanta*, and is currently doing a roleplaying adaptation of *Wild Cards* for the Theatrix system. He's also just broken into mainstream respectability with a poem, "BAD FAIRIES," in the print edition of Sam Hamill's anthology *Poets Against the War* (from Nation Books).

**Bill Nicholls** - <http://www.billswrite.com> Bill Nicholls is a writer, programmer, consultant, and sometimes all three at once. Bill started programming in 1961 with the original Fortran on an IBM 1620. After getting a BS degree in Physics, he was seduced by the computer side of the force and began work at Univac in 1964. After a long and twisted career in IT, he wants to share what he has learned and written. During his IT career, science in general and physics in particular remains a major interest. He is currently a contributing writer for *Byte.com* (*Byte Magazine*) on advanced software and technologies.

**Adam Niswander** - <http://www.adam-niswander.com> Adam is the author of the *Shaman Cycle* novels originally published by Integra Press. *The Charm* appeared in 1993, *The Serpent Slayers* appeared in 1994, and *The*

*Hound Hunters* was due in October 1994, but never made it into print after appearing only as an advance reading copy/uncorrected proof. He has since completed a fourth *Shaman* novel in the series called *The War of the Whisperers*. Adam is also the author of *The Sand Dwellers*, a stand-alone mythos novel published in 1998 by Fedogan & Bremer, and *The Repository*, A Novel of

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Magik and the Occult, published by Meisha Merlin Publishing in 1999. His short fiction has appeared in numerous publications, including 100 Vicious Little Vampire Stories, 100 Wicked Little Witch Stories, 100 Astounding Little Alien Stories, and Horrors: 365 Scary Stories, The Asylum - Volume II, the Violent Ward, and Dead But Dreaming. Some of his stories were recently featured on the website Horrormasters. His short fiction has also appeared in numerous online magazines including Bloody Muse and SFGoth: Errata. Adam is former President of the Central Arizona Speculative Fiction Society (CASFS) (14 terms) and has served on the CASFS Board. Adam lives in Phoenix with two cats, Fafhrd and The Gray Mouser.

**Kevin O'Connor** - <http://www.az501st.com> Kevin O'Connor is best known as TD0013 of the 501st Dune Sea Garrison. The Garrison, which concentrates on charity events, is also usually deeply involved in the local conventions in Arizona, and is providing the half-time entertainment for this year's Masquerade. Besides Star Wars costuming, Kevin has helped build props and costumes for YK Productions, for their upcoming Villikon Chronicles. He is also a regular contributor to the DragonPage Sci-Fi/Fantasy PadCast show, 'Wingin' It'.

**Janeen O'Kerry** - <http://www.okerry.net> Growing up in the military, she lived in many places — California, Germany, Washington D.C., Texas, and Ohio. And like many writers, she has held a number of different jobs — everything from computer programmer to horseback riding instructor. Her writing career began in 1984 when she sold the first of over 100 non-fiction articles written for the national and regional horse magazines. A few years later, she and a friend decided to try their hand at novels. They wrote three and sold the third one, APRIL'S CHRISTMAS, to Avalon Books in 1994. Her own first novel was LADY OF FIRE, a time-travel romance published by Leisure Books in 1996. She has always had a great interest in Ireland, history, horses, and fantasy, and truly enjoys combining all these things in her novels. Janeen's Celtic Journey's series has been well received, and translated into other languages for European readers.

**Ray Poulsen** - A life long fan of sci-fi (including reading books and watching movies and tv shows), Ray Poulsen is president of the Mars Society of Arizona State University. His current project is a script for A Princess of Mars to submit to Paramount Studios.

**Lauren Raine** - <http://www.rainewalker.com> LAUREN RAINE holds a BFA from the University of California at Berkeley and an MFA from the University of Arizona. She has attended Otis Art Institute and the New England Institute for Art Therapy and studied traditions of sacred masks, ritual and dance in Bali (with master mask maker Ida Bagus Anom and others), as well as traditional "Del Arte" Italian mask traditions. She is also a visionary painter, performance artist, and choreographer with work in international private, public, and museum collections. Currently, she creates masks for performance and for exhibition. In her workshops she assists others to explore the Mythic Realms through the arts.

**Cary Riall** - Cary Riall is an embedded avionics and control software system designer. He is known to local fandom as the ever-faithful master of ceremonies for the Masquerade and Meet the Pros events at many area conventions, and as newscaster for several VelaVision newscasts. His other interests include costuming, near-future technology, medieval technology, and gaming.

**Mike Roberts** - Mike Roberts is a member of the Mars Society at Arizona State University, and is more familiarly known as Evil Mike.





**Ken St. Andre** - Ken St. Andre is a well-known writer and publisher of games and game-related short stories who helped organize the first LepreCon 31 years ago and has made at least a token appearance every year since. He was once foolish enough to chair LepreCon IX whose motto was "bodges-we don't need no stinking bodges!" Con members wore buttons. A writer and publisher of gaming material since 1973, he has also partaken of articles, essays, book reviews, et cetera, but only socially. He is an active member of the Academy of Gaming Critics and SFWA, largely on the strength of his game design work for Tunnels and Trolls, Stormbringer, Monsters! Monsters!, Starfaring, and Wasteland the computer game. He has sold several short stories-find them if you can.

**Tom Sanders** - <http://www.darkcommandos.com> Co-creator and co-producer of Dark Commandos for Sanders/Gross Productions, Tom Sanders writes, directs, and creates the animated special effects for this live action web series.

**Jannie Shea** - As president of ASFA, you'll find Jannie Shea supporting or tirelessly working at various conventions. She monitors art and its artists around the globe, dropping an encouraging note or lending a hand wherever needed.

**Evo Terra** - <http://dragonpage.com> 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. 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



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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.

**Bradley Upton** - Bradley Upton is an actor in LA working in an internet series called Dark Commandos, and has acted in the feature film Evil Remains. He is a master costumer at Worldcon level and has won numerous awards for costuming and presentation.

**Larry Vela** - <http://www.velavision.com> 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, Casseiochia, Roadwarrior, and Athena. On top of it all, he is chair for LepreCon XXXI and co-chair for LepreCon XXXII.

**Scott Virtes** - <http://www.virtes.com> Scott Virtes is a filmmaker, writer, poet, editor, and game designer. He has had a whopping 300+ stories and poems published since 1986. Director, producer, editor, and script supervisor for the Actors' Playground of San Diego, Scott always seems to add an interesting dimension to the panels in which he participates.

**John Vornholt** - <http://www.vornholt.net> 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, number seven in the Star Trek: The Next Generation book series. Masks was 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 50 books, for both adults and children.

It would be difficult to find a kind of writing John has not done professionally. He started submitting science fiction stories to magazines when he was about thirteen years old. At the age of twenty, he began to write and sell travel articles (the first sale was to Diversion), and he's made hundreds of sales to markets as diverse as The Hollywood Reporter and DEC Professional.

Theatrical rights for his fantasy novel, The Fabulist, have been sold to two young composers in New York, and they're in the process of adapting it as a Broadway musical. Early in his career, John flirted with playwrighting, which resulted in six published plays and several productions in the Los Angeles area. That proved satisfying, but not very lucrative, and, with a partner, he turned to screenwriting in the 1980s. Hollywood was lucrative, but not very satisfying, and John has enjoyed writing books ever since.

He currently lives with his wife and two children in Tucson, Arizona.

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sound recordings, to full and complete film and video production, from script to final distribution format. It has provided such complete services for such clients as Ramada Inns, Club Med, and Interlink/Visa to name a few. Producing the full gamut from commercials, through industrials, to entertainment, Ron Walker Productions has won awards from such prestigious organizations as the Smithsonian Institution, an Emmy, several Addys, and was a Cleo finalist. Ron Walker Productions not only continues to produce custom films and videos for specialized objectives, he also has taught the nuts and bolts of film making at Scottsdale Community College and now teaches at Arizona State University.

**Doreen Webbert** - Jim & Doreen Webbert are members of 2nd Fandom. Doreen got into fandom via the Apa route. She joined SAPS in 1959 and attended her 1st con at the WesterCon held in Bosie, ID. Doreen & Jim were Official Editors of Spectator Amateur Press Society for 6 years, and members for over 15 years. She had done programing for both LepreCon & Copper Con many times, and for NASFIC and Westercon. She was Co-Chair for the '93 Phoenix World Con bid, Co-Chair for the World Horror Convention in '94, and '98, Vice Chair in 2004, and has done various other convention related work. She is the Asst. Supervisor for the Mineral & Jewelry Dept. for the AZ State Fair. And works as a volunteer at the Mineral Museum one day a week. And has many hobbies, jewelry making & design, knitting, crocheting, and sometimes painting. Doreen & Jim were both on the committee for the Seattle World Con in 1961 and have been honored as Fan GoHs at KublaKhan 10 & 20 in Nashville, TusCon 15, Copper Con 9, and Con/Fusion I in San Diego.

**Jim Webbert** - Jim & Doreen Webbert are members of 2nd Fandom. Jim started with WorldCon 8 in Portland Oregon. He was a reserve police man with the Seattle PD, spent 33 years in the Army Reserves (taught nuclear, biological, & chemical warfare), and was a chemist in real life. He is a gun and weapons specialis, shoots in competitions, loves model rockets & HO trains, and has almost as many books as a small library. Then there is the SF/F Art collection that got it's start around 1959, it could fill an art show. Jim as been the Art auctioneer for most of the LepreCons. He will do his best to squeeze every last cent out of the bidders. He has been at all but one or two LepreCons starting with the first. He has also auctioned at Copper Con, World Horror Con, Fantasy Con and several of the charity auctions at various conventions. Doreen & Jim were both on the committee for the Seattle World Con in 1961 and have been honored as Fan GoHs at KublaKhan 10 & 20 in Nashville, TusCon 15, Copper Con 9, and Con/Fusion I in San Diego.

**Michelle M Welch** - <http://www.sff.net/people/mmwelch> Her first novel, Confidence Game, was published in October 2003. The project grew out of almost fifteen years of work, and it is the fifth novel manuscript she wrote. The Bright and the Dark is forthcoming from Bantam Spectra in August 2004. Prior to writing novels, she wrote short stories in a magical-realism style. She also has a background in music and has played various instruments with several musical groups.

**Lee Whiteside** - Lee Whiteside is our local SFTV guru with the long running SF Tube Talk column in ConNotations, The Magrathea/SFTV Web Page (<http://www.sftv.org>) and associated mailing lists. Chair of LepreCon 28, Lee is a software Engineer/Lan Administrator in his spare time.

**David Williams** - <http://europa.la.asu.edu/pgg/associates/members/williams/gw/index.htm> Dr. David A. Williams, Ph.D., is currently serving as a Postdoctoral Research Associate in the Department of Geological Sciences at ASU, Tempe. David is currently performing research in volcanology and planetary geology. 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,



# PARTICIPANTS

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 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.

**CF Yankovich** - Catherine Yankovich has had her art published in Analog, MZB Magazine, and Ad Astra. She has assorted short stories published in Connotations and The Martian Wave and multiple articles to be published in America's Flyways.

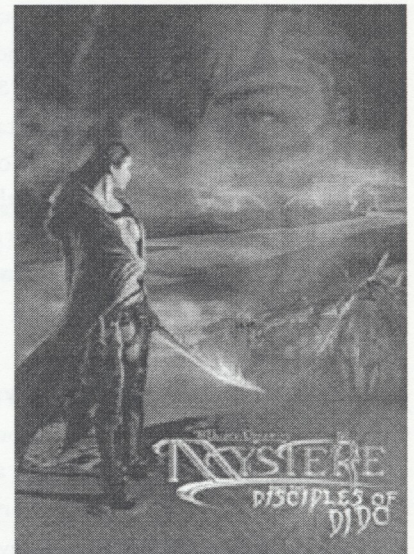
**Nola Yergen-Jennings** - Nola Yergen-Jennings is a professional costumer who has won many awards. As a profesor at Grand Canyon University and a member of the Southwest Costumers' Guild, she passes her skills on to the whole community. As a member of the Dark Ones, she has recently been elected Chair of DarkCon 2007.

**Veronica Ann Zabala-Aliberto** - <http://europa.la.asu.edu> Veronica Ann Zabala-Aliberto, a student at ASU's Planetary Geology Department, is a recipient of the NASA Space Grant. She is involved with all aspects of investigation of aeolian dynamics of the planet Mars and how these affect the surface structure. Her research will aid in the choice of future landing sites on the Red Planet for both robotic and manned missions.

## THE MYSTERE CREW:

**Courtney Black** - Courtney Black is an aspiring model and actress who will be making her film debut in The Villikon Chronicles - Mystere and the Diciples of Dido as the Wiccan Huntress, Delicia. She is interested in all aspects of the movie making process and is currently is working toward obtaining a degree in costuming. Even her hobbies are geared toward honning her talents as an actress including fencing (foil, epee, and saber) and belly dancing. She also enjoys sewing, painting, and drawing and looks forward to supporting the Villikon team as it takes on the arduous task of post-production of the film and it's upcoming promotions.

**Eric Blevins** - The Cellar Door Experiment - (Rene De La Fuente and Eric Blevins) It started off as an idea. It started off as an experiment in taking ideas, ingenuity, and creative thought of artists from varying fields and backgrounds to come together and present something that no one has ever seen before. A new breed of effects artists, animators, designers, and other CG artists, giving the audience something technically achieving, and yet something to carve at the narrow boundries between madness and genius as well. A line we cross everytime we have graphic art interpreted through the eyes of an animator or effects artist. Our editing effects driven from the mind of a web designer. New blood, new thought, the experiment has come alive and we are it. The cellardoor experiment.



**Jody Collins** - Jody Collins has a diverse range of theatrical talents and specializes as a Casting Director, Choreographer, and Acting coach. Some of his film credits include Proof of Chaos (Choreographer, Sith, Producer), Training Wheels (Producer, Casting Director), and Jerry Maguire (Actor, stuntman). He is currently





involved in the Villikon Chronicles: Mystere and the Diciples of Dido film as the casting director and stunt choreographer. Collins is also at home on live stage productions and has worked with AJTC, ATC, Phoenix Theatere, Theatere Outback, and Southwest Shakespeare Company on such productions as West Side Story, Fiddler on the Roof, A Few Good Men, Othello, and Hamlet. His acedemic training has included acting, dancing (ballet, jazz, and modern), fight choreography, music, and film tech.

**Rene De La Fuente** - The Cellar Door Experiment - (Rene De La Fuente and Eric Blevins) It started off as an idea. It started off as an experiment in taking ideas, ingenuity, and creative thought of artists from varying fields and backgrounds to come together and present something that no one has ever seen before. A new breed of effects artists, animators, designers, and other CG artists, giving the audience something technically achieving, and yet something to carve at the narrow boundries between madness and genius as well. A line we cross everytime we have graphic art interpreted through the eyes of an animator or effects artist. Our editing effects driven from the mind of a web designer. New blood, new thought, the experiment has come alive and we are it. The cellardoor experiment.

**George Gifford** - <http://www.gifcorp.com> George Gifford started his career the same way in which he will likely end it—going in ten directions at once. He started making Super 8 films at age twelve and by age fourteen demoted himself to volunteer studio cameraman at a Podunk Pennsylvania PBS TV station. When he was ready to make a real life decision he opted for a love hate relationship with the U.S. Marine Corps where he spent four years as a Combat Photographer making films and videos of big metal things blowing up other big metal things. Since 1990 George has lived in Phoenix, AZ earning a living with his small video production company as a freelance Director of Photography, contract Promotions Producer for KTVK Ch. 3, and by making commercials, corporate videos, and helping out on the occasional Independent Film. He earned two

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# PARTICIPANTS

Emmy Awards for Best Lighting and a couple of Emmy Nominations in other production fields. You can check out some of his work at his web site: [www.gifcorp.com](http://www.gifcorp.com).

**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.

**Byur Gullwing** - He has a BS degree in Mechanical Engineering from the U of AZ, and has worked in industry for many years. His appreciation of sculpture diverted his career path slightly toward the fine arts 10 years ago. After attending several sculpture classes at Scottsdale Artists School, he was invited to join a class in Lifecasting in Santa Fe, New Mexico. His inspiration has been his daughter, whose face he has cast annually since she was 6. He is a charter member of the Association of Lifecasters International and has been featured in the ALI gallery. He is a regular contributor to the Alwun House Exotic Arts Show, held a demonstration panel at LepreCon 30, and has been displayed in galleries in the Scottsdale and Mesa areas. Gullwing produces exact replicas of hands, faces, feet, and torsos either on commission or for art galleries and show. Gullwing is currently involved in the special effects make-up and prosthetics creation for the Villikon Chronicles- Mystere and the Diciples of Dido film project.

**Bryan Kinnaird** - Bryan J. Kinnaird is an award-winning screenwriter and author/creator of the popular sci-fi graphic novel series THE VILLIKON CHRONICLES. Bryan started as a staff writer for morning radio and later wrote marketing scripts for sales companies before professionally writing and producing corporate training programs under his own video production label in the late 90's. He has also written and produced several documentary films including BEHIND THE SCENES OF DESTRUCTIVE METAL AND COMIC BOOK MAYHEM. HELLBOX is the latest project planned as something else but taking a roundabout way to becoming a book. Based on a film treatment drafted by Bryan during the final year of Sean Delaney's life, Sean enlisted Bryan to tell the story of his deeply rooted but later troubled relationship with the greatest manufactured rock and roll band of all time. HELLBOX, is a biographical story inspired by Sean Delaney's claims that he had a hand in founding and co-creating the theatrics behind the legendary rock band KISS.

**Webb Pickersgill** - <http://www.basslinedigital.com> Webb Pickersgill is an aspiring independent film maker and special event videographer who has been around film, video and music his whole life. His grandfather was an executive producer and cinematographer, his father an editor and post production supervisor, and Webb absorbed this love for the arts by graduating from the University of Delaware with a degree in Music Education, concentration Double Bass.. Webb has talent and experience making independent films with little-to-no budget and enjoys sharing his experiences, techniques, and stories with others. Webb owns his own production company, Bassline Digital LLC, and his current projects include the Villikon Chronicles short film, 2 Star Wars fan films, an instructional video about babywearing, and various special interest videos.

**Kevin Speidel** - Kevin started creating leather goods and armor at the ripe old age of 16 when he and his brother-in-law joined a group that recreated medieval times. He had the need of both armor and gear that could withstand the intense abuse of actual battles so he set out to master the skills necessary to make it himself. At





eighteen, Kevin enlisted in the Army and spent much of his spare time honing his leather craft skills while being stuck in the mud of Bosnia. Then, after his tour of duty, he returned to Arizona and worked at a leather company and learned even more of the art of tooling, all while simultaneously attending a motorcycle repair and restoration school. His website, [HardWearCreations.Com](http://HardWearCreations.Com) was founded with the intent of of commissioning custom leather items that people won't find anywhere else. His gallery includes everything from SCA legal and leather period combat and fantasy Armor to totally unique gifts like book covers, belts, bodices, neck and armbands.

**Shane Stevens** Shane Stevens is an Arizona actor who has been sharpening his acting skills since 1988. He began his acting career in Tucson, Arizona where he was a student of Ann Risley (Saturday Night Live) specializing in improvisational comedy skills. He became a member of "Group Therapy", a comedy improv troupe in Tucson. In 1997, Shane moved to the Phoenix area and continued his quest in the acting field. Shane recently appeared in the independent films "Leather And Iron" and "Greasewood Flat". In addition, he has been involved with the "Villikon Chronicles" graphic novel series project since 2002. He is currently represented by the FORD / Robert Black Agency in Phoenix.

**Donna Wilson** - Donna Geneva Wilson is a black belt who spent eight years as a GM test driver. Possessor of a Fine Art degree, she numbers amongst her passions blacksmithing, writing, photography, and maintaining Alpha Bitch status at home (her pack consists of a charming 9-month Aussie/Rottie, and an old longhaired cat whose looks are more endearing than her personality). Donna has assisted director Shian Storm on each of his films in varying capacities, including costuming, art direction, script revision, and also permitting herself to be firmly harnessed up a tree with a camera to capture a Really Cool Shot. For the Mystere project, she served as stunt coordinator, and also played the part of Wiccan huntress Opal. She is savoring the opportunity to be covered in leather and paint and embody an alien warrioress. Donna wishes to be a Dzurlord when she grows up, but privately admits she's more a Tiassa.

**Roy Young** - His early successes came from years spent as a color artist for icons such as Todd McFarlane on titles that included SPAWN and CURSE OF SPAWN, and later with CHAOS! COMICS cult titles such as LADY DEATH, EVIL ERNIE, CREMATOR, and PURGATORY. After 7 years in the industry, Roy teamed with writer Bryan J. Kinnaird to form YK Productions, a radically different entertainment company into several different areas of the entertainment industry, including development of motion picture properties, books, lithograph series. Roy's surreal art styling and new ideas for imagery became classics unlike anything the industry had seen before with the popular sci-fi graphic novel series, "THE VILLIKON CHRONICLES." Roy is also known for his Production Design and award-winning costume and prop making skill sets, working on productions to include "The First Power" and "Robin Hood-Prince of Thieves" with Kevin Costner. He's also the front man for the up-and-coming powerhouse progressive metal band, "Elements of Chaos".



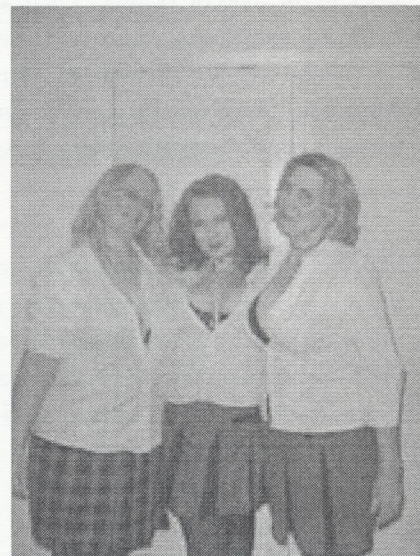
# PARTICIPANTS

## THE WICKED MINX:

**Rachel Cornell** - Rachel Cornell has been a regular at local conventions since attending Westercon in 1992. She has worked registration and been a guest liaison. She can usually be found with the other members of Wicked Minx.

**Lea Farr** - Lea Farr has worked on conventions since the early 1970's. She's been committee on Worldcons, NASFiCs, Leprecons, CopperCons, World Fantasy Conventions, and Baycons. Lea has done been everything from gopher to co-chair, with frequent convention operations and program positions. Mostly retired from local fandom, Lea is running the Participant Green Room for this convention, and Artist Alley for this year's NASFiC. Lea is married to Bruce Farr who is funny, fun, and must be twins because he works on so many conventions and still has time to be a wonderful husband and father.

**Allison Mitchell** - Allison Mitchell is a textile artist, and has experience in quilting, general sewing and dollmaking. You may have seen her dolls in the art shows-she makes the dragons. While she has no experience with the costumer's guild, she has made her own costumes for SCA events and has experience with the sewing aspects therein.



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**September 9-11, 2005**

**Embassy Suites Phoenix North, Phoenix, AZ**

**Author Guests of Honor**

**GREG KEYES & ROBERT J. SAWYER**

Greg Keyes is the renowned Fantasy Author of *The Briar King*, *The Charnel Prince*, *The WaterBorn*, *The Age of Unreason* series, and the Star Wars novels *Edge of Victory* & *The Final Prophecy*

Robert J. Sawyer is the Hugo award winning author of the *Neanderthal Parallax Trilogy* (*Hominids*, *Humans* and *Hybrids*) plus *Calculating God*, *Flash Forward* and more.

**Artist Guest of Honor: MARK GREENAWALT**

Renowned bodypainting artist and photographer.

**Ghost of Honor: G. HARRY STINE**

An engineer, science writer, and science fiction author (aka Lee Correy), Stine also designed and built as well as taught people how to fly model rockets. We will be remembering him with special panels at this year's convention.

**Special Guest: Paranormal Investigator DEBE BRANNING**

Director of the paranormal team---The MVD Ghostchasers---since 1995.

She investigates haunted historical locations in Arizona.

**Special Guest: Phoenix Lights Author LYNNE KITEI, M.D.**

A key witness to the still unexplained mass UFO sighting on March 13, 1997, she will be presenting startling photographic evidence and personal anecdotes relating to the Phoenix Lights event & more.

**Music Guests: ESCAPE KEY**

Featuring Michelle and Matthew Dockrey.

(sponsored by the Phoenix Filk Circle)

**Special Guest: Star Trek Expert LARRY NEMECEK**

Larry is editor of the Star Trek Communicator Magazine and author of the Star Trek: TNG Companion.

(sponsored by the United Federation of Phoenix)

**Join CopperCon for its 25th Anniversary Celebration!**

2005 is going to be a blast with our theme: **AND THE ADVENTURE CONTINUES . . .**

We will have many other authors, artists, and science participants as well as a wide range of discussion panels and presentations.

CopperCon 25 will feature an Art Show and Auction, Gaming, Hospitality Suite, Filk Suite, Charity Auction to benefit the Arizona Challenger Center, Dealer's Room, and much more.

We are returning to the Embassy Suites Phoenix North with roomy suites that include a made-to-order breakfast and a daily happy hour!

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Email: [cu25@coppercon.org](mailto:cu25@coppercon.org)

## **Memberships**

\$35 thru 8/28/05,

\$40 at the door

Kids 7-12 half price\*,

Kids 6 & Under Free\*

\* with Adult membership



# EVENTS

## FILK CONCERT:

The Filk Concert with **MITCHELL BURNSIDE CLAPP** will be at 1:00 pm on Saturday in the Filk Room. Come and enjoy the music.

## CHARITY AUCTION:

It is our pleasure to bring to all the members a **CHARITY AUCTION** to benefit The Association of Science Fiction and Fantasy Artists (ASFA) and the Thomas J. Pappas Schools. 100% of the proceeds are given to these charities.

ASFA is a non-profit, 501(c)3, educational association whose membership is made up of amateur and professional artists, art directors, art show managers, publishers, collectors -just about anyone with an interest in the art of the genre. Their website is: [www.asfa.org](http://www.asfa.org)

The Thomas J. Pappas Schools were founded in 1989 to provide equitable and accessible education for homeless children. They are committed to providing a comprehensive educational experience, as well as meeting the social and physical needs of their students. They currently support an elementary and middle school in Phoenix, and an elementary school in Tempe. Their website is: [www.tjpappasschool.org](http://www.tjpappasschool.org)

I can pretty much guarantee everyone who shows up will have a good time and plenty of opportunity to bid on and take home cool stuff. We'll have books galore, signed galleys, Space Science memorabilia from the ESA Mars Express project, loads of signed photos of favorite TV actors, collectible fantasy art, *killer* custom jewelry, movie memorabilia, and a special edition camp folding chair in a bag, silk-screened with HORRORFIND.COM.

There will be Charity Auction Program Guides available at Registration. The auction is scheduled for Saturday in the Opera House from 3:00pm to 5:00pm. We will accept cash, checks and credit cards but not children or husbands. Winners will be able to pay for and collect their items right after the auction ends but not during the auction.

All books that are presented as a First Edition are done so at the best judgment of our Charity Auction Director. No guarantee is made by Catherine Book, Bill Whitmore, Leprecon, Inc. or LepreCon 31 for any item. If you have any questions, please ask via e-mail or inspect the item prior to auction.

Some of the folks we'd like to thank are: Bookmans, Stalking Moon Books, Trash City, Pop the Soda Shop, Samurai Comics, Game Depot, Imperial Outpost Games, Dr. David Williams, our fine dealers and artists at the con and our illustrious Guests of Honor: Kevin J. Anderson, Sarah Clemens, Bear Burge and Dave Dorman.

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

**YOUR TIMELESS CHARITY AUCTION DIRECTORS,**

**CATHERINE BOOK & BILL WHITMORE**

## LEPRECON MASQUERADE:

One of the most popular events at any science fiction convention is the Masquerade (ours is Saturday 7pm, in the Opera House). Here costume-makers, whether novice or master, share their moment of fame as their creations are





presented on-stage to an appreciative audience. If you are interested in participating in this year's costume contest, please sign up at convention Registration, and make sure to attend the entrants' meeting on Saturday at 12:30 in the Opera House.

There is a movie theme planned for the Masquerade, and preferably your costume can work along with it. We'll also have awards, and a great half-time show provided by 501st. LepreCon masquerades have a reputation for providing a low-stress, friendly environment for the contestants. LepreCon has presented Masquerades with a theatrical flair, with some contestants performing short sketches, renderings of a favorite character (original or from the media), visual puns, and simple walk on presentations. Come and show off your work!

Velavision will be on hand to videotape the event, and will make copies available for sale after the convention.

See you there!

#### Entrants' Meeting & Pre-Show Details --

At 12:30 on Saturday, you can fill out your entry forms (or bring completed ones), bring your CD for the sound man, your notes for the emcee, any documentation for the judges you may have, and have the opportunity to clear any presentation questions with the Director.

You'll need to be in costume and reporting to the Opera House by 5:30pm Saturday evening, where you'll be photographed, and will meet and talk to the judges before the Masquerade, so they can get a closeup look at your handiwork. Please eat your dinner before then if you can, because you'll be occupied until probably 9pm.

#### Necessary Rules and Useful Suggestions --

- Please limit your presentation to 60 seconds or less.
- No fire or flame allowed on-stage.
- Purchased or rented costumes may not be entered for competition, but are welcome as display-only. You can use a few purchased components, but the overall costume is to be fan-made.
- The designer, builder, and model of the costume do not have to be the same person.
- No messy substances (wet, dusty, oily, etc.) that might damage the stage or interfere with other contestants.
- There will be children present, so this masquerade is rated PG-I3. Please, no flagrant nudity or deliberately offensive language and action.
- No smoking inside any building.
- Weapons or other sharp, pointy, or loud things must be approved in advance by the Masquerade Director at the walk-through or earlier. If the weapon and its presentation have not been cleared, you will be disqualified from competition. This safety approval rule also applies to off-stage action, stunts, energetic dances, et cetera.



# EVENTS

## CONFUSION THE MODERN DANCE EVENT

This year marks the 5th annual Confusion modern dance at LepreCon. Never content with 'the usual', the Confusion Crew always strives to provide a more intense and pleasurable dance experience. This year is no different. With over 6000 watts of lights and 1500 watts of crystal-clear sound from our new high-fidelity system, you can dance and groove to a great mix of funk, rock, pop, alternative, electronic and 80's music. As usual, we will have a selection of glow sticks, blinky lights, and night-time electronic magic available for purchase.

Our doors open at 9:30, so come by after the masquerade and be prepared to shake that thang! On Friday night, Confusion, in conjunction with VelaVision, presents: CHILL, the LepreCon party event. This year's theme is 'Chill in the Winter Wonderland'. The party will be in the casitas next to Con Suite. The party will be in room 3018. There will be mood lighting, great downbeat 'chill' music, great conversation, and a selection of icy cold treats to choose from. We encourage you to drop in, grab a bite, talk or just chill out for a while.

## Cascadia Con

The North American Science Fiction Convention  
September 1-5, 2005

Writer GOH  
**Fred Saberhagen**

Artist GOH  
**Liz Danforth**

Editor GOH  
**Toni Weisskopf**

Fan GOH  
**Kevin Standlee**

Science GOH  
**Marc Abrahams**

Special Ghost of Honor  
**Richard Wright**  
1943-1998

Anime GOH  
**Hiroaki Inoue**

Filk GOH  
**Heather Alexander  
& Uffington Horse**  
Presented by Friends of Filk

### Cascadia Con Proudly Presents:

#### Teachers Mini Conference

This intensive one day professional development teacher's and librarian mini conference runs concurrently with the 5 day North American Science Fiction and Fantasy Convention, Cascadia Con. The conference is specifically designed to provide teachers with the tools and concepts needed to successfully integrate the use of Science Fiction with their districts instructional media and requirements. Workshops will feature panel discussions and presentations by professionals in education, science, and science fiction writing. Clock hour credit will be available and we are negotiating college credit at this time. SWOC, the sponsoring organization for Cascadia Con is a non-profit 501(c)(3) literary corporation whose mandate and mission includes education.

### Science Fiction and Fantasy Film Festival

Our Film Festival is designed to showcase the abilities of amateur movie/film makers in the Science Fiction, Fantasy and Horror Genre.

We are an audience focused film festival - which means we are seeking to present a broad range of Science Fiction and Fantasy films to an audience which might not otherwise have access to such material.

**Categories:** Feature Film, Short Film, Animation and Documentary

**Special Category:** Young Film Maker

This festival will stand apart from the normal Fan-Film type of Film Fest we have previously seen at our local conventions. We have placed "calls for submissions" out worldwide and have had responses from several countries and many interested parties. This will be a professional film festival that will run concurrently with our convention.

#### For More Information

send your questions to  
Seattle NASFiC  
Box 1066  
Seattle, WA 98111

[WWW.CASCADIACON.ORG](http://WWW.CASCADIACON.ORG)



# PANEL FAQ

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. Meanings are thus:

**Panels with code "LEP" fall in the realm of "LepreCon Events"**

This category includes topics and activities specifically associated with LepreCon itself. Old favorite events like Meet the Pros, the auctions, the masquerade etc., are grouped under this category of programming.

**Panels with code "ART" fall in the realm of "Artistry"**

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.

**Panels with code "SCR" fall in the realm of "Screenwriting"**

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

**Panels with code "FLM" fall in the realm of "Film Making"**

Film making, from amateur to independent to the big screen, requires many different technical and artistic skills. This category covers all of those.

**Panels with code "SCI" fall in the realm of "Science"**

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 and technology.

**Panels with code "GAM" fall in the realm of "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 — which often coincide with other fannish interests! (Look for "cross-overs"...)

**Panels with code "SOC" fall in the realm of "Socio-Political Topics"**

Socio-Political topics lend fodder for fandom's endless speculations of "What If..". Speculative fiction at its best starts with observable fact and moves toward a believable possibility. These topics help provide facts from credible sources and a forum for "think tank" style discussions.

**Panels with code "FAM" fall in the realm of "Family Oriented / Kid Friendly Programming"**

Kids are fen too, and this track is set to bring them into the fold by sharing with them all that first attracted us to speculative fiction and fantasy. Most items will be "hands-on" and should fit other categories as well as this one. This track of programming is NOT intended to be a daycare or babysitting service - but just to provide some activities that will appeal to those attendees between 6 and 12 years of age. Family members of all ages are encouraged to participate with the kids!

**Panels with code "DEM" fall in the realm of "Art Demonstrations"**

This category deals with demonstrating techniques and practical aspects of creating your work.

Q. I see WRI06 and WRI10 in the descriptions – what happened to WRI07 through WRI09?

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. A couple of the panelists listed in the Program Book weren't on the panel. (Else a panelist took part who was not listed.) Why?

A. At the time the Program Book went to press, not all the panelists had made final choices or been scheduled. Sometimes, our participants have personal emergencies and must leave; others who thought they could not attend find that they can show up at the last minute. We did our best to be as accurate as possible, but we couldn't see into the future – if you know anyone who can, please ask them to contact us to volunteer for next year's convention! ☺



# PANELS

## LEP 001: SFTube Talk

with Lee Whiteside

**Begins: Saturday 1000am**

**Location: Palo Verde 4**

The latest news and information on current and upcoming genre TV shows. From the new Doctor Who to the end of Enterprise and everything in between.

Participant: Lee Whiteside

## LEP 002: At the Movies

Freebies & Previews sponsored by Barry Bard

**Begins: Sunday 1000**

**Location: Palo Verde 4**

We don't have to tell you what this one is all about! Once again, we'll be showing some great movie trailers and giving away all the free goodies we can carry. Thanks, Barry!

Participant: Craig Dyer

## LEP 003: Convention Evaluation

LepreCon XXXI Review

**Begins: Sunday 1600**

**Location: Saguaro 4**

Now that the convention is over, use this opportunity to tell the convention committee what you thoughts are about LepreCon XXXI.

Participant: Larry Vela Billy Bishop Paul Tanton

## LEP 006: Art Show Walk-Thru

with Guests of Honor

**Begins: Friday 2100**

**Location: Art Show**

Join Art Show Director Ray Gish and our esteemed artist guests of honor Dave Dorman and Sarah Clemens as they walk through the Art Show, enjoying and interpreting the entries.

Participants: Dave Dorman Sarah Clemens Ray Gish

## LEP 007: Ask Bear

Q&A with the Special Artist GoH

**Begins: Saturday 1100**

**Location: Saguaro 5**

Our Special Artist Guest of Honour will answer questions about himself, his projects, and prop building in general.

Participant: Bear Burge

Dana Ginsburg

## LEP 008: Explore the Art of Dave Dorman

The Artist GoH

**Begins: Saturday 1200**

**Location: Saguaro 5**

Our Artist Guest of Honour will show and answer questions about his art and work thru his career.

Participant: Dave Dorman

## LEP 009: For the Love of It

A Look at Sarah Clemens, Local Artist GoH

**Begins: Saturday 1000**

**Location: Saguaro 5**

Our Local Artist Guest of Honour will share her work from within the genre.

Participant: Sarah Clemens

## LEP 010: Meet Kevin J. Anderson

The Author GoH

**Begins: Saturday 1300**

**Location: Saguaro 5**





Our Author Guest of Honour will introduce himself, his projects, and answer questions from those in the audience.

Participant: Kevin Anderson

Rebecca Moesta

**LEP 011: Meet the Pros**

**Begins: Friday 1900**

**Location: Saguaro 3**

Come mingle with your favourite speculative fiction professionals. We will also announce the winners of the film festival!

**LEP 012: Filk Concert**

Presented by the Phoenix Filk Circle

**Begins: Saturday 1300**

**Location: Filk**

The talented Mitchell Burnside Clapp will be performing.

Participant: Mitchell Burnside Clapp

**LEP 015: Masquerade Signup & Walkthrough**

**Begins: Saturday 1230**

**Location: Opera House**

Masqueraders will register and be advised of everything they need to know to be part of our Saturday Night Masquerade — rules, expectations, helps and hints, dos and don'ts, et cetera.

Participant: Margaret Grady

**LEP 017: What's That Byte?**

Presented by VelaVision

**Begins: Thursday 1900**

**Location: ConSuite**

Come join the fun as VelaVision runs a What's That Sound?-style game where all of the soundbytes are from speculative fiction!

Participants: Larry Vela Mike Cassidy

**LEP 019: UFP's Sci Fi Jeopardy**

Presented by United Federation of Phoenix

**Begins: Friday 2100**

**Location: Saguaro 5**

Join The United Federation of Phoenix for SciFi Jeopardy and test your knowledge on all things Sci-Fi. We've also got brownies and some some great prizes thanks to Barry Bard.

Participant: Lee Whiteside

**LEP 021: 30 Years of LepreCon**

A Retrospective

**Begins: Thursday 2030**

**Location: Saguaro 4**

Past committee members and chairs of LepreCon gather to reminisce about the early years of the organization and its conventions.

Participants: Bruce Farr Jim Webbert Doreen Webbert Ken St. Andre Greg Brown

**LEP 044: ASFA Regional Meeting**

Open Board Meeting

**Begins: Sunday 1200**

**Location: Saguaro 3**

See what ASFA is all about at this open board meeting.

**DEM 001: Artists' Fingerpainting**



# PANELS

**Begins: Friday 2000**

**Location: Saguario 2**

Come see your favourite artists create fingerpainted masterpieces, some of which might end up in the charity auction!

**DEM 029: Low Cost Set Building**

**Begins: Friday 1600**

**Location: Saguario 2**

Join the Arizona 501st as they show you some low cost set building techniques.

Participant: Dune Sea Garrison

**DEM 033: Face Casting**

Body Casting 101

**Begins: Friday 2200**

**Location: Saguario 2**

Learn the basics of body casting during this face casting demonstration.

Participants: Dana Ginsburg

**DEM 049: Printing 101**

ART DEMO

**Begins: Saturday 2200**

**Location: Saguario 2**

Learn about print runs, remark, and artist proofs.

Participant: Gilead

**DEM 050: Printing 201**

ART DEMO

**Begins: Sunday 1300**

**Location: Saguario 2**

Learn how to choose a printmaker source and the type of paper to use.

Participant: Gilead

**DEM 067: Costume Dungeon**

**Begins: Friday 2030**

**Location: SWCG Suite**

Have a pattern you'd like suggestions on? Need some help with some part of your costume? Come get advice, assistance, or just come sew on your outfit! A real hands-on workshop with several Costume Guild members available to answer your questions!

Participant: Southwest Costumers Guild

**DEM 068: Do You Need a Sense of Closure?**

**Begins: Sunday 1200**

**Location: Saguario 2**

Are buttonholes or zippers too complicated and have you flummoxed? Come learn about several alternatives to keep it together, and prevent your costume from, er, malfunctioning.

Participants: Frances Burns Diane Harris Jean Palmer

**DEM 069: Pirate Raid on a Thrift Store**

**Begins: Friday 1730**

**Location: Saguario 2**

Don't sew? Here's how you can put together a swashbuckling outfit with a minimal budget.

Participants: Frances Burns Edouard Mesert Diane Harris Jean Palmer

**DEM 081: Bellydance Costuming**

**Begins: Sunday 1430**

**Location: Saguario 2**

Learn how to make part of an authentic bellydance costume, following historic methods.

Participant: Paula Lary

**DEM 153: SFX Makeup**

ART DEMO





**Begins: Saturday 1000**

**Location: Saguaro 2**

Come learn airbrushing SFX-makeup techniques to accent your costuming needs, or maybe even replace them! Mark Greenawalt will paint the faces and the arm and leg tattoos for two of the actresses in The Villikon Chronicles - Mystere and the Diciples of Dido.

Participants: Mark Greenawalt Donna Wilson Courtney Black

**DEM I6I: Plotting & Sketching**

**Begins: Saturday 1430**

**Location: Saguaro 2**

Collaborating together, Dave and Kevin will plot and sketch at the same time.

Participants: Dave Dorman Kevin J Anderson

**DEM I75: Fabric Painting**

**ART DEMO**

**Begins: Saturday 1300**

**Location: Saguaro 2**

Learn the basics of painting on fabric from the artist known for her painted big cloaks. A fabric surface will be provided to the first fifteen in attendance so that you may obtain first hand experience. Afterwards, take the art home with you!

Participant: Michele Ellington

**DEM I86: Costuming on a Dime**

**Begins: Saturday 1600**

**Location: Saguaro 2**

Learn how to do general costuming on a very low budget. From sci-fi to historical reenactment, some costumes can be made for very low costs.

Participants: Bear Burge Dana Ginsburg

**DEM I87: How to Put on Your Own Makeup**

**Basic Makeup Techniques**

**Begins: Sunday 1000**

**Location: Saguaro 2**

Whether a beginner or just looking for some new techniques, this demo will explain some of the basics of makeup and makeup appliances.

Participant: Dana Ginsburg

**ART 024: A Novel Approach**

Writing Novelizations to Movies, Comics, and Games

**Begins: Saturday 1730**

**Location: Saguaro 5**

Come learn what it takes to create a novel out of someone's existing work.

Participants: Kevin Anderson John Vornholt Kevin Murphy Tabitha A. Bradley Janeen O'Kerry Ken St. Andre

**ART 039: Kids' Insta-Costuming**

**Grab Bag Costuming**

**Begins: Saturday 1200**

**Location: Saguaro 2**

How to put together a quick costume with materials readily at hand.

Participants: Frances Burns Diane Harris Jean Palmer

**ART 074: A Moving Work**

Screenwriting from novels, comics, and games.

**Begins: Sunday 1000**

**Location: Saguaro 5**

Come learn what it takes to create a screenplay out of someone's existing work.

Participants: Janeen O'Kerry Adam Niswander Kevin A Murphy



# PANELS

## ART 080: Bellydance Performance Technique

Begins: Saturday 1300

Location: Palo Verde 2

Paula Lary shares her knowledge and expertise in bellydance with beginner and advanced alike.

Participant: Paula Lary

## ART 097: The Capture

Begins: Friday 1600

Location: Saguaro 4

A tribute to Kelly Freas.

Participant: Jan Howard Finder

## ART 100: Myths, Masks, and Goddesses

Begins: Friday 1730

Location: Saguaro 4

In 1999 Lauren Raine created 20 multi-cultural masks of goddesses from around the world. Over the years the series has been used for theatre, ritual, and by groups of women for personal growth. Through research of spiritual traditions and myths, a creative "conversation" grew as other women used the masks to explore these ancient stories and filled the stories with energy and meaning.

Participant: Lauren Raine

## ART 134: Self Promotion for Artists

Begins: Sunday 1300

Location: Saguaro 3

Learn promotion techniques and mistakes from those in the know.

Participant: Pamelina H

## ART 163: Cyberpunk Today

Begins: Saturday 1200

Location: Palo Verde 2

A discussion of how this "dead" genre is still present across all forms of media in the 21st century.

Participants: Jack Mangan Ernest Hogan Kevin Murphy Evo Terra

## ART 170: Photoshop 101

Begins: Friday 2200

Location: Saguaro 4

See how we built LepreCon XXXI's web site in Photoshop.

Participant: Pamelina H

## ART 174: Bronze Sculpture

From Start to Finish

Begins: Saturday 1600

Location: Saguaro 4

Michele Ellington will share her digital photojournal of the entire bronze sculpture creation process for one piece. See it start from a copper wire armature, watch the pour, and see all the finishing work. Michele will have the molds, original wax piece, and the final product on hand.

Participant: Michele Ellington

## ART 188: Alternative Methods of Comic Publishing

The New Frontier...Internet Comics

Begins: Saturday 1730

Location: Saguaro 4

Can a comic book website be used for something more than promotion? A presentation and discussion of publishing comic books on the internet with David Beaty, including a look at the realities of traditional publishing versus Internet publishing and an exclusive preview of BushiTales.com. This is primarily for comic book fans and comic enthusiasts!

Participant: David Beaty

## SCI 018: The Light of Alien Suns

Begins: Saturday 1300

Location: Saguaro 4

How a star's spectrum effects its appearance, its planets' habitability and how things would look. This includes a demo of how artwork would look under the light of the sun (full spectrum lamp) versus the light of a red dwarf (incandescent bulb).

Participant: Gerald Nordley





SCI 065: Science in the Movies

Begins: Sunday 1430

Location: Saguaro 3

What science did the movies get right, and what did they get wrong?

Participants: Bill Nichols Loretta McKibben Evo Terra

SCI 066: How SciFi Advanced Science

Begins: Saturday 2200

Location: Saguaro 5

What in science fiction has inspired science? Would we have communicators and datapads now if science fiction hadn't shown the way? What is science working on now that started out in sci-fi?

Participants: Evo Terra Hugh S Gregory Loretta McKibben Adam Niswander Gerald D Nordley

SCI 085: How to Design Your Academic Career for a Job in Space

Begins: Saturday 1000

Location: Saguaro 5

Come learn what you'll need to know to get a career in the space industry.

Participants: Mitchell Burnside Clapp Loretta McKibben Gerald D Nordley Veronica Ann Zabala-Aliberto

SCI 098: Climate Report 2005

Begins: Saturday 1430

Location: Saguaro 4

Climate is one of the most complex challenges of the 21st Century. Discover what we know, what we can speculate, and what kind of recommendations are being made in this fascinating field of study.

Participant: Bill Nichols

SCI 099: Podcasting

Radio K-YOU

Begins: Saturday 1600

Location: Saguaro 5

Podcasting is the newest buzz in the alternative distribution of audio and video content. From radio shows and video productions to audio books and educational seminars, podcasting is changing the world of "broadcasting" to "narrowcasting". Michael and Evo are pioneers in this fastgrowing field and will be talking about ways you can take advantage of this new distribution medium as a fan or content creator. It's cheap and easy to get your voice heard via podcasting!

Participants: Evo Terra Michael Mennenga

SCI 137: Detrimental Effects of Sonar on Marine Animals

Begins: Sunday 1000

Location: Saguaro 4

See and hear through video, audio, and still photos the adverse affects that Sonar is having on whales and dolphins.

Participants: Ray Poulsen Mike Roberts Afton Love

SCI 157: Rocket Plane Launch System

Begins: Sunday 1200

Location: Saguaro 5

The Rocket Plane satellite launch system will be launching satellites from the Norman Oklahoma spaceport within two years.

Participant: Mitchell Burnside Clapp

SCI 158: Hard Science Filk

Begins: Sunday 1100

Location: Filk

Filkers have long turned to the sciences as one of their many muses. Join the filkers as they discuss and perform filk songs inspired by and about hard science.

Participant: Gary Swaty

SCI 162: Electronic Publishing

What it is, what it's not, and how to get published electronically.

Begins: Saturday 1900

Location: Saguaro 4

A presentation on Electronic Publishing by author Tabitha Bradley. Introducing participants to the exciting new world of e-books, topics covered will include: what e-books are, what you can read them with, where you can get them, and how a prospective author can break into electronic publishing. Handouts and information flyers will be available. This presentation is sponsored by the Electronic Publishing Information Connection (EPIC), representing authors and publishers in the electronic industry.



# PANELS

Participant: Tabitha Bradley

## SCI 179: Venus and Mars in Popular Culture

Mature Theme

**Begins:** Friday 2330

**Location:** Saguaro 4

Looking at some of the highlights — and lowlights — of our nearest two planets as seen in literature, radio, film, television, and music from H.G. Wells' War of the Worlds up to Steven Spielberg's updated version. We will be using audio and video clips as well as still photos. Some content may be procreative in nature.

Participants: Ray Poulsen Mike Roberts

## SCI 190: The Mars Society & Working on Mars: A True Story

**Begins:** Saturday 1100

**Location:** Saguaro 4

The Mars Society starts with an introduction to the Mars Society with information regarding the Mars Arctic Research Station on Devon Island and the Mars Desert Research Station near Hanksville, Utah. Then the Crew Geologist for Crew #36 for the Mars Desert Research Station will report on her experiences there and at Arizona State University's NASA Space Photography Laboratory where she analyzes data from the Mars Exploration Rovers (MER) and from ESA's Mars Express mission in order to extrapolate geological as well as astrobiological data which will be needed for future robotic and Human exploration of The Red Planet.

Participants: Ray Poulsen Veronica Ann Zabala-Aliberto Afton Love Mike Roberts

## SCI 193: Magnifying Planets

**Begins:** Saturday 1200

**Location:** Saguaro 4

As we continue to explore the planets of our solar system, newer technologies present greater amounts of information. First will be a look at the latest information from the Cassini-Huygens probe. Then we'll explore the HiRISE camera on NASA's Mars Reconnaissance Orbiter, which will take the highest resolution images of Mars ever from orbit this time next year.

Participants: Dave Williams Hugh S Gregory Loretta McKibben Gerald D Nordley

## GAM 011: Junkbox Wars

Presented by VelaVision

**Begins:** Friday 1900

**Location:** Palo Verde 2

Join the VelaVision crew in their fan favourite family-oriented game.

Participants: Jeff Grant Jo Grant

## GAM 017: What's That Byte?

Presented by VelaVision

**Begins:** Thursday 1900

**Location:** ConSuite

Come join the fun as VelaVision runs a What's That Sound?-style game where all of the soundbytes are from speculative fiction!

Participants: Larry Vela Mike Cassidy

## GAM 019: UFP's Sci Fi Jeopardy

Presented by United Federation of Phoenix

**Begins:** Friday 2100

**Location:** Saguaro 5

Join The United Federation of Phoenix for SciFi Jeopardy and test your knowledge on all things Sci-Fi. We've also got brownies and some some great prizes thanks to Barry Bard.

Participant: Lee Whiteside

## GAM 024: A Novel Approach

Writing Novelizations to Movies, Comics, and Games

**Begins:** Saturday 1730

**Location:** Saguaro 5

Come learn what it takes to create a novel out of someone's existing work.

Participants: Kevin Anderson John Vornholt Kevin Murphy Tabitha A. Bradley Janeen O'Kerry Ken St. Andre

## GAM 072: Rock, Paper, Scissors Tournament

Presented by Wicked Minx

**Begins:** Saturday 1500

**Location:** Palo Verde 2

This is an official RPS tournament.

Participants: Allison Mitchell Lea Farr Rachel Cornell





#### GAM 074: A Moving Work

Screenwriting from novels, comics, and games.

**Begins:** Sunday 1000

**Location:** Saguaro 5

Come learn what it takes to create a screenplay out of someone's existing work.

Participants: Janeen O'Kerry Adam Niswander Kevin A Murphy

#### GAM 163: Cyberpunk Today

**Begins:** Saturday 1200

**Location:** Palo Verde 2

A discussion of how this "dead" genre is still present across all forms of media in the 21st century.

Participants: Jack Mangan Ernest Hogan Kevin Murphy Evo Terra

#### GAM 194: Amtgard Demo

**Begins:** Saturday 1000

**Location:** OH

Amtgard recreates fantasy and medieval combat, culture, and arts. The weapons that used are PVC/fiberglass/graphite cores covered in foam rubber and cloth. All weapons are at least 2.5 inch in diameter and must conform to set safety standards that insure that the participants will not get hurt.

Participant: Loran W Hoffheins

#### FAM 011: Junkbox Wars

Presented by VelaVision

**Begins:** Friday 1900

**Location:** Palo Verde 2

Join the VelaVision crew in their fan favourite family-oriented game.

Participants: Jeff Grant Jo Grant

#### FAM 039: Kids' Insta-Costuming

Grab Bag Costuming

**Begins:** Saturday 1200

**Location:** Saguaro 2

How to put together a quick costume with materials readily at hand.

Participants: Frances Burns Diane Harris Jean Palmer

#### FAM 178: Building a Glovebox

**Begins:** Sunday 1100

**Location:** Palo Verde 2

Using an empty box, rubber gloves, and some cups, we will demonstrate for kids how they can build a glovebox like the astronauts use on the Space Shuttle to conduct experiments.

Participants: Ray Poulsen Mike Roberts Afton Love

#### FLM 024: A Novel Approach

Writing Novelizations to Movies, Comics, and Games

**Begins:** Saturday 1730

**Location:** Saguaro 5

Come learn what it takes to create a novel out of someone's existing work.

Participants: Kevin Anderson John Vornholt Kevin Murphy Tabitha A. Bradley Janeen O'Kerry Ken St. Andre

#### FLM 029: Low Cost Set Building

**Begins:** Friday 1600

**Location:** Saguaro 2

Join the Arizona 501st as they show you some low cost set building techniques.

Participant: Dune Sea Garrison

#### FLM 065: Science in the Movies

**Begins:** Sunday 1430

**Location:** Saguaro 3

What science did the movies get right, and what did they get wrong?

Participants: Bill Nichols Loretta McKibben Evo Terra

#### FLM 067: Costume Dungeon

**Begins:** Friday 2030



# PANELS

## Location: SWCG Suite

Have a pattern you'd like suggestions on? Need some help with some part of your costume? Come get advice, assistance, or just come sew on your outfit! A real hands-on workshop with several Costume Guild members available to answer your questions!

Participant: Southwest Costumers Guild

### FLM 068: Do You Need a Sense of Closure?

Begins: Sunday 1200

Location: Saguaro 2

Are buttonholes or zippers too complicated and have you flummoxed? Come learn about several alternatives to keep it together, and prevent your costume from, er, malfunctioning.

Participants: Frances Burns Diane Harris Jean Palmer

### FLM 069: Pirate Raid on a Thrift Store

Begins: Friday 1730

Location: Saguaro 2

Don't sew? Here's how you can put together a swashbuckling outfit with a minimal budget.

Participants: Frances Burns Edouard Mesert Diane Harris Jean Palmer

### FLM 074: A Moving Work

Screenwriting from novels, comics, and games.

Begins: Sunday 1000

Location: Saguaro 5

Come learn what it takes to create a screenplay out of someone's existing work.

Participants: Janeen O'Kerry Adam Niswander Kevin A Murphy

### FLM 095: Tour of Middle Earth

Begins: Sunday 1300

Location: Saguaro 4

What the Wombat did on his summer vacation in Middle-earth in JAN 04: 15 Days of film locales with 18 other nutters with 200 photos on a CD.

Participants: jan howard finder

### FLM 138: Film Making I

Pre-Production

Begins: Friday 1730

Location: Saguaro 3

So you want to make a movie? First you have to develop the concept and work out what it would take to make, including people, material, and timeline to develop the budget.

Participant: Scott Virtes

### FLM 139: Film Making II

Script Writing

Begins: Friday 2200

Location: Saguaro 3

So the idea has been accepted. Now the script has to be written based on the storyline and the budget.

Participants: Scott Virtes Greg Brown

### FLM 140: Film Making III

Storyboarding & Concept Design

Begins: Friday 2330

Location: Saguaro 3

Using the script, it's now time to design the sets, costumes, and props for your movie.

Participant: Joseph Formichella

### FLM 141: Film Making IV

Costuming 101

Begins: Saturday 1100

Location: Saguaro 3

Using the storyboard and budget, we now need to take your costume designs and make them a reality.

Participant: Francis Burns

### FLM 142: Film Making V

Prop Building

Begins: Saturday 1000





**Location:** Saguaro 3

Using the script, storyboard, and budget the props will be built from the artists' designs.

Participants: Bear Burge Joseph Formichella

**FLM I43: Film Making VI**

Movie Set Build

**Begins:** Saturday 1200

**Location:** Saguaro 3

Using the script, storyboard, and budget you will need to build the set how it relates to the movie.

Participants: Joseph Formichella Scott Virtes

**FLM I44: Film Making VII**

Acting & Direction

**Begins:** Saturday 1300

**Location:** Saguaro 3

As everything falls into place, you'll need to begin casting the actors and working with directors and producers.

Participants: Ron Walker Scott Virtes

**FLM I45: Film Making VIII**

Hear No Evil, See No Evil

**Begins:** Saturday 1430

**Location:** Saguaro 3

Without sound and light work, your film will not be watchable.

Participant: Ron Walker

**FLM I46: Film Making IX**

Second Unit Filming

**Begins:** Saturday 1600

**Location:** Saguaro 3

After location shooting comes filming with miniatures and background images.

Participants: Ron Walker Tom Sanders Casey Moore

**FLM I47: Film Making X**

Editing

**Begins:** Saturday 1730

**Location:** Saguaro 3

Now that filming has finished, learn what it takes to edit a movie with the editor and director.

Participants: Ron Walker Webb Pickersgill Casey Moore

**FLM I48: Film Making XI**

Postproduction

**Begins:** Saturday 2200

**Location:** Saguaro 3

Now that the film is filmed and edited to your taste, create the special effects—both visual and sound—that can not be filmed.

Participants: Webb Pickersgill Greg Brown

**FLM I53: SFX Makeup**

ART DEMO

**Begins:** Saturday 1000

**Location:** Saguaro 2

Come learn airbrushing SFX-makeup techniques to accent your costuming needs, or maybe even replace them! Mark Greenawalt will paint the faces and the arm and leg tattoos for two of the actresses in The Villikon Chronicles - Mystere and the Diciples of Dido.

Participants: Mark Greenawalt Donna Wilson Courtney Black

**FLM I63: Cyberpunk Today**

**Begins:** Saturday 1200

**Location:** Palo Verde 2

A discussion of how this "dead" genre is still present across all forms of media in the 21st century.

Participants: Jack Mangan Ernest Hogan Kevin Murphy Evo Terra

**FLM I71: What is a Story?**

And Why Should I Care If I'm a Filmmaker?

**Begins:** Saturday 1000





# PANELS

## Location: Palo Verde 2

Any good film must start with a good script - with a story. Come discover what exactly a story is (and what it isn't). Those attending this workshop are encouraged to bring their own scripts and story ideas for some on-the-spot feedback.

Participant: Janeen O'Kerry

FLM 173: The Villikon Chronicles - Mystere and the Diciples of Dido.

Q&A with Cast & Crew

Begins: **Saaturday 2030**

Location: **Saguaro 4**

This short film project currently in production in Arizona is the prequel to the successful Villikon Chronicles graphic novel series. The lead character, Mystere, was introduced in the novels and her feature-length backstory entitled The Crucibles of Mystere. Diciples of Dido is an excerpt from this screenplay that pits Mystere in a fight for sisterhood with a tribe of wiccans and brings her face to face with the ultimate evil: the creature named Dido. In the tradition of Star Wars, Dune, and Lord of the Rings, the Villikon Chronicles are an epic adventure in science fiction/fantasy that is deep in plot, character development, and culture.

Participants: Mark Greenawalt Bryan Kinnaird Roy Young Webb Pickersgill Jody Collins Donna Wilson Courtney Black George Gifford Rene De La Fuente Eric Blevins Byur Gullwing Kevin Speidel Shane Stevens

FLM 185: Dark Commandos

Begins: **Sunday 1200**

Location: **Saguaro 4**

The next step after fan films: Learn how to get your own original ideas into the public consciousness by creating a dramatic live action internet series. Using DARK COMMANDOS as a model, we'll discuss writing, planning, budgeting, innovative shooting techniques utilizing immersive virtual sets, post-production and FX, and getting the word out about your show.

Participants: Tom Sanders Bradley Upton

SOC 089: Women in Combat

Fact versus Fiction

Begins: **Friday 220**

Location: **Palo Verde 2**

This roundtable discussion explores what women in combat really means, historically, politically, socially; and whether fact and fiction have or ever will agree on the issue.

Participants: Michelle M Welch CF Yankovich Tabitha Bradley

SOC 092: How to Use SF to Teach Subjects at All Levels of Education, Or Can You?

Begins: **Saturday 1700**

Location: **Palo Verde 2**

Teachers and other educational professionals discuss ways to incorporate science fiction and fantasy art, film, and literature into lessons on various subject matter.

Participants: Gerald D Nordley Maryeileen Flanagan

SOC 158: Parody Filk

Begins: **Saturday 1100**

Location: **Filk**

Filkers have a long history of parodying others' works. Join the filkers as they discuss and perform parody filk songs.

Participants: Gary Swaty Mitchell Burnside Clapp

SOC 184: What's New With The Dragon Page

Begins: **Sunday 1100**

Location: **Saguaro 5**

Are you a fan of The Dragon Page Show? Find out what new and exciting are in store for the #1 Science Fiction Radio talk show anywhere.

Participants: Michael R. Mennenga Evo Terra

SOC 185: A Different Point of View

The Star Wars Universe as seen through the eyes of a trooper

Begins: **Friday 2100**

Location: **Palo Verde 2**

Everything you know about the Galactic Empire is Rebel propaganda. These in character arguments are made from the Imperial side of the Star Wars saga, taken from the Wingin' It segments on the DragonPage podcast show.

Participant: Kevin O'Connor

SCR 024: A Novel Approach

Writing Novelizations to Movies, Comics, and Games





Begins: Saturday 1730

Location: Saguaro 5

Come learn what it takes to create a novel out of someone's existing work.

Participants: Kevin Anderson John Vornholt Kevin Murphy Tabitha A. Bradley Janeen O'Kerry Ken St. Andre

**SCR 074: A Moving Work**

Screenwriting from novels, comics, and games.

Begins: Sunday 1000

Location: Saguaro 5

Come learn what it takes to create a screenplay out of someone's existing work.

Participants: Janeen O'Kerry Adam Niswander Kevin A Murphy

**SCR 086: Who Will Be the Next Villain in SF?**

Begins: Saturday 1430

Location: Saguaro 5

Another ho-hum villain got you down? Are you craving a villain worthy of your hard spent entertainment dollar? Come join this roundtable discussion as we determine what it will take to be the next villain in speculative fiction.

Participants: Tabitha A. Bradley Emily Hogan Ernest Hogan Jack Mangan Janeen O'Kerry Ken St. Andre

**SCR 087: The Worst Future You Can Imagine**

Mature Theme

Begins: Saturday 2330

Location: Saguaro 4

Oh sure, the future might be bleak. You might dread every second you creep away from the past. But in this roundtable discussion, share your absolute worst fears for the future.

Participants: Evo Terra Janeen O'Kerry Jack Mangan Jan Howard Finder Kevin Murphy Mike Roberts

**SCR 139: Film Making II**

Script Writing

Begins: Friday 2200

Location: Saguaro 3

So the idea has been accepted. Now the script has to be written based on the storyline and the budget.

Participants: Scott Virtes Greg Brown

**SCR 159: Things I Wish Some Pro Had Told Me When I Was Just Starting Out**

Begins: Sunday 1300

Location: Saguaro 5

Okay, so you have sold your first short story or novel. Should you quit your day job? What are the secrets to a successful "business" as a writer? Kevin and Rebecca will give frank, nuts & bolts advice about becoming serious in a writing career.

Participants: Kevin Anderson Rebecca Moesta

**SCR 160: The New Dune Novels**

Begins: Thursday 2200

Location: Saguaro 4

Kevin will discuss the amazing resurgence in Dune popularity, describing the stories behind the new Dune novels based on Frank Herbert's notes, future plans for novels and other possibilities for Dune.

Participant: Kevin Anderson

**SCR 161: Plotting & Sketching**

Begins: Saturday 1430

Location: Saguaro 2

Collaborating together, Dave and Kevin will plot and sketch at the same time.

Participants: Kevin Anderson Dave Dorman



# PANELS

## SCR I63: Cyberpunk Today

Begins: SaI200

Location: PV2

A discussion of how this "dead" genre is still present across all forms of media in the 21st century.

Participants: Jack Mangan Ernest Hogan Kevin Murphy

## SCR I71: What is a Story?

And Why Should I Care If I'm a Filmmaker?

Begins: SaI000

Location: PV2

Come discover what exactly a story is (and what it isn't) in this discussion of story elements and why they matter in film as well as in the novel. Those attending this workshop are encouraged to bring their own scripts and outlines for some on-the-spot feedback.

Participant: Janeen O'Kerry

## SECURITY

This is the Weapons and Security Policies and Procedures for the LeperCon31 convention held May 6<sup>th</sup> – 8<sup>th</sup>, 2005. The Convention and Convention Security are not limited by what is contained in this document and will handle any and all incidents during the convention in a manner they deem appropriate for the circumstances.

Any convention attendee violating any weapons or security policies and procedures will be referred to security for appropriate action, which can include but is not limited to the following:

- Verbal cautioning
- Badge punching to track verbal warnings; 3 punches = revocation of membership
- Confiscation / removal of weapons or props
- Removal from programming / event
- Revocation of membership and removal from the convention and convention venue
- Local law enforcement authorities may also be notified at our discretion.

## Weapons Policy

**Horseplay with weapons WILL NOT be tolerated!**

**No real or realistic firearms are allowed at the convention at anytime for any reason.** Any violation of this policy will result in revocation of membership and removal from the convention and convention venue. Firearms include but are not limited to the following:

- Handguns
- Long guns / shotguns
- Tasers / stun guns
- Any prop or device designed or intended to fire a projectile

Bladed weapons such as swords and knives are permitted provided they are kept in a hard sheath and peace-bonded. Convention attendees will need to go to the Convention Security Office and have their blade peace-bonded. They will also need to read and sign a copy of the weapons policy.

Any attendee carrying a peace-bonded blade will need to carry or wear the blade in such a manner so that other attendees or anyone else present at the convention venue is not at risk to be struck by or otherwise physically encounter the sheathed weapon. Unsheathed or non-peace-bonded bladed weapons are not permitted at any time. Any peace-bonded blade carried in an unsafe manner or any non-peace-bonded or unsheathed blade can be confiscated and the attendee could face further action by Security.

## General Policies

Use common sense and think before you do something. If an action will get in you in trouble in the real world, it will probably get you in trouble at LepreCon. Remember Arizona does have laws concerning alcohol consumption, use of illegal substances, and public nudity.



# DESTINATIONS

Your badge shows that you are a member of convention. Attendees are required to have their badge worn and displayed so that it is easily seen and readable at all times. A badge is required to access all convention programming and function space. Badges may not be shared with or loaned to anyone. The badge remains the property of the convention until the close of the convention and your membership is revocable for cause at any time.

If you are concerned with your safety or the safety of another please contact the Security Office, a Security Team member, or any LepreCon 31 Committee or Staff member. We are here to help you and to insure that you have a good time.

Please feel free to contact Security at anytime if you have any questions about the convention or need any assistance.

## Room Party Policies

If you are planning a room party please stop by the Security Office and fill out a party registration form. Room Parties are not required to be registered but you are encouraged to do so. Registered parties that generate complaints will be handled primarily by convention security, and we will act as a buffer between you and hotel security. Non-registered parties that generate complaints will be handled primarily by hotel security and the convention will not act as a buffer nor will we intervene if the hotel chooses to shut down your party. This does not mean that you can register your party and be excessively rowdy and avoid being shut down - the convention reserves the right to shut down parties or events or to withdraw convention recognition and turn the problem over to hotel security should the situation warrant. **Please register your party by 5:00pm of the day of the party.**

The Carefree Resort may have guests who are who are not convention attendees. These guests have a reasonable expectation of not being disturbed by loud parties during late-night hours. While we have tried to keep room parties away from non-attendee rooms and will make every effort to mediate noise disputes involving registered parties, there will be limits on how much noise you can make.

You must be both a convention member and a registered guest at The Carefree Resort to register your room party.

The individual(s) registering the party are responsible for the conduct of all persons at the party. They are also responsible for ensuring that Arizona laws are obeyed, including laws regarding consumption and dispensing of alcohol.

## ART SHOW

We are proud to announce Dave Dorman as our Artist Guest of Honor. Our local Artist Guest of Honor will be Sarah Clemens. We are planning a guided tour of the art show Friday evening hosted by Dave Dorman and Sarah Clemens. 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 Cholla 1 and 2 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: Dave Dorman, Sarah Clemens, 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, John Kaufmann, Kieona, Mary Hanson-Roberts, Deborah Woods, Daniel Cortopassi, Charlene Taylor D'Alessio, Lela Dowling, Dr. Susan "Arizona" Gleason, Lew Hartman, Meredith A. Martini, Rachael M. Mayo, Abranda Sisson, Cassandra L. Sweep, Liza Hoffheins, Brett Bass, Mark Greenawalt, Casteen O'Neill, Alain Viesia, Sharon A. Young, Pamelina H. and many more old favorites.

New artists that have reserved space: Lisa Albinger, Mark J. Ferrari, Justin Miller, Nicole Pellegrini, Lauren Raine, Bridget E. Wilde, Derek Dey, Mike Cole, Catherine Cheek, Frank Cirocco, Tracy Cornett, Ava Maureen Durbin, Denise Garner, John A. Garner, Therri Morre and Lisa Snellings-Clark.

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 two or more bids will go to the voice auction and buyer pickup will be after the auction.





# DESTINATIONS

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

Sunday: 10 AM - 12 noon

Sunday: Art Auction 1 PM

## FILM FESTIVAL

Looking for a place to see a science fiction, fantasy or horror independent movie? Then welcome to the LepreCon 31 film festival, All entries have been juried and a person who was apart of the movie will be on hand to talk about the movie. We will be screening in the Palo Verde IV room that will use a digital projector to display the movies. DVD and VHS will be used with this. We will be giving two awards, one for best of show, which a jury will judge the entries and peoples choice. The movies will be shown several times so that the members of the convention can see them. Many of these filmmakers have spent several months working on these movies, so come and see what they have created and what they have to say about it.

## DEALERS ROOM

This years dealers room features Felitaur Enterprises, Moebius Enterprises, Rainwalker, Ice House Productions, Dimenisonal Designs , Aurora's Creations, Hadrosaur Productions, Rockfarm Collectibles, Buysoundtrax.com, Nighthawk Studio, Sky Horse Jewelry. Come by and shop for the fine items these vendors provide.

## GAMING

Games and Diversion will be providing a friendly Open Gaming environment Friday at 12:00 PM until convention close at 5:00 PM Sunday. Gaming will also close at 2:00 AM Saturday and Sunday mornings then re-open at 9:00 AM. Here are a few of the events that will be happening.

Jessie with the MIB of Steve Jackson Games will have a variety of games for folks to stop by and play throughout the convention.

John who has provided game support for ten plus years will provide two evenings full of table-top RPG starting at 8:00 PM. Friday will be Witchcraft from Eden Studios and Saturday will be Green Ronin's Mutants & Masterminds an RPG of Superheroes. Have a pleasurable time, and please stop on by.

## VOLUNTEERS

Volunteering is Fun and Rewarding! The Volunteer desk is right next to registration. Earn meals and prizes! A Lord of the Rings Risk Game is the grand prize!



# LEPRECON HISTORY

**LepreCon 30** - May 7-9, 2004. Sheraton Crescent Hotel, Phoenix, AZ

Chair: Mark Boniece, Artist GoH: Donato Giancola, Author GoH: David Drake, Local Artist GoH: Sylvana Andershon-Gish, Special Guest: John Eaves, Music Guest: Mara Brener

**LepreCon 29** - May 16-18, 2003. Embassy Suites Phoenix North, Phoenix, AZ

Chair: Shahn Cornell, Artist GoH: Larry Elmore, Author GoH: Charles de Lint, Local Artist GoH: Madame M, Media Technical Guest: Richard Coyle, Music Guest: Karen Willson

**LepreCon 28** - May 17-19, 2002. Embassy Suites Phoenix North, Phoenix, AZ

Chair: Lee Whiteside, Artist GoH: Monte M. Moore, Author GoH: Peter David, Local Artist GoH: James Reade, Music Guests: Jeff & Maya Bohnhoff

**LepreCon 27** - May 18-20, 2001. Holiday Inn Sunspree Resort, Scottsdale, AZ

Chair: Mark Boniece, Artist GoH: Stephen Hickman, Author GoH: Michael A. Stackpole, Local Artist GoH: Robert Ross, Music Guests: Echo's Children

**LepreCon 26** - May 22-24, 2000. Holiday Inn Sunspree Resort, Scottsdale, AZ

Chair: Dave Hungerford, Artist GoH: Lubov, Author GoH: John DeChancie, Local Artist GoH: Larry Vela  
Filk GoH: Marilyn Miller

**LepreCon 25** - May 14-16, 1999. Holiday Inn SunSpree Resort, Scottsdale, AZ

Chair: Pat Connors, Artist GoH: Michael Whelan, Author GoH: Larry Niven, Local Artist GoH: Robert Peacock, Filk GoH: Lynn Gold

**LepreCon 24** - May 15-17, 1998. Francisco Grande Hotel, Casa Grande, AZ

Chair: Ray Gish, 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 Bohnhoff & Maya Kaatherine Bohnhoff

**LepreCon 23** - May 16-18, 1997. Francisco Grande Hotel, Casa Grande, AZ

Chair: Charles Jarvis, Artist GoH: Kevin Ward, Author GoH: Dave Wolverton, Local Artist GoH: Leslie D'Allesandro Hill, Media GoH: George Johnsen

**LepreCon 22** - May 17-19, 1996. Francisco Grande Hotel, Casa Grande, AZ

Chair: Jay Patton, Artist GoH: Bob Eggleton, Author GoH: Tracy Hickman, Local Artist GoH: Liz Danforth, Media GoH: Mojo, Toastmaster: Mike Stackpole, Filk: Mitchell & TJ Burnside Clapp

**LepreCon 21** - May 26-29, 1995. Francisco Grande Hotel, Casa Grande, AZ

Chair: Dave & Kim Hiatt, Artist GoH: Laura Brodian Freas, Author GoH: D.C. Fontana, Special Spouse GoH: Frank Kelly Freas, Special Artist Guest: Nancy Strowger, NASA Science Guest: Charles Les" Johnson, Filk: Barry & Sally Childs-Helton

**LepreCon 20** - May 1994 (Cancelled). Chair: Pati Cook

**LepreCon 19** - June 4-6, 1993. Camelview Resort, Scottsdale, AZ

Chair: Doug Cospers, Artist GoH: Sue Dawe, Author GoH: S.P. Somtow, Local Artist: Katrine Cady

**LepreCon 18** - March 27-29, 1992. Celebrity Hotel, Phoenix, AZ

Chair: Eric Hanson, Artist GoH: Liz Danforth, Author GoH: Michael Stackpole

**LepreCon 17** - May 3-5, 1991. Safari Resort, Scottsdale, AZ

Chair: Dave & Kim Hiatt, Artist GoH: Rowena Morrill, Author GoH: Carole Nelson Douglas, Author Guest: Melinda Snodgrass, Local Artists: Deb Dedon & Earl Billick

**LepreCon 16** - April 13-16, 1990. Phoenix Sheraton, Phoenix, AZ

Chair: Eric Hanson, Artist GoH: Jim Fitzpatrick, Author GoH: Rick Cook, Fan GoH: Cristi Simila

**LepreCon 15** - 1989. Phoenix Hyatt Regency, Phoenix, AZ

Chair: Sam Stubbs, Artist GoH: Richard Hescox, Author GoH: Chelsea Quinn Yarbro, Fan GoH: Sue Thing

**LepreCon 14** - April 1-3, 1988. Phoenix Hyatt Regency

Chair - Ray Gish, Artist GoH: Alan Gutierrez, Author GoH - Steven Barnes, Fan GoH - Richard Wright

**LepreCon 13** - June 5-7, 1987. Phoenix Hyatt Regency

Chair: Eric Hanson, Artist GoH - Phil Foglio, Author GoH - Raymond Feist, Fan - Susan Potter

**LepreCon 12** - May 29 - June 1, 1986. Chair: Terry Gish

Artist GoH - Kim Poor, Author GoH - Jo Clayton, Fan GoH: Peggy Crawford, Special Guest: Jennifer Roberson, Don Wollheim cancelled due to health reasons.

**LepreCon 11** - April 5-7, 1985. Hyatt Regency, Phoenix, AZ

Chair - Clif Baird, Artist GoH - Lela Dowling, Author GoH - G. Harry Stine, Author GoH - Lee Correy, Fan GoH - Roy Tackett



# LEPRECON HISTORY

- LepreCon 10** - April 20-22, 1984. Hyatt Regency, Phoenix, AZ  
Chair: Pati Cook, Artist GoH: Real Musgrave, Special GoH: C. J. Cherryh, Fan GoH: Sleepyhawk Simila
- LepreCon 9** - May 20-22, 1983. Ramada TowneHouse, Phoenix, AZ  
Chair: Terry Gish, Artist GoH: Frank Kelly Freas, Author GoH: Jack Williamson, Fan GoH: Elayne Pelz  
Toastmaster: Bill Rotsler
- LepreCon 8** - 1982. Caravan Inn, Phoenix, AZ  
Chair: Zetta Dillie, Artist GoH - George Barr, Fan GoH - Jan Howard Finder, Toastmaster - Bill Rotsler
- LepreCon 7** - 1981. Caravan Inn, Phoenix, AZ  
Chair: Barry Bard, Artist GoH - Alicia Austin, Fan GoH - Bruce Miller,
- LepreCon 6** - May 2-4, 1980 - Cancelled. Hyatt Regency, Phoenix, AZ  
Chair: Randy Rau, Pro GoH - Gordon R. Dickson, Fan GoH - Milt Stevens, Toastmaster - Terry Carr
- LepreCon 5** - May 1979. Quality Inn, Phoenix, AZ  
Chair: Ken St. Andre, Pro GoH - Ian Ballantine, Fan GoH - Skip Olsen
- LepreCon 4** - March 17-19, 1978. Los Olivos Hotel, Phoenix, AZ  
Chair - M.R. Hildebrand, Pro GoH - Poul Anderson, Fan GoH - Fred Haskell, Toastmistress - Carolyn Thompson, (Marion Zimmer Bradley according to Lep II retro)
- LepreCon 3** - March 18-20, 1977. Grand Canyon, AZ  
Chair: Barry Bard, Author GoH - Robert Silverberg, Toastmistress - Marion Zimmer Bradley
- LepreCon 2** - March 19-21, 1976. Ramada Inn, Phoenix, AZ (E. Van Buren)  
Chair: Greg Brown, Author GoH - Roger Zelazny, Toastmaster - F. M. Busby
- LepreCon 1** - St. Patricks 1975 (March 14-16?). Quality Inn, Phoenix, AZ (Thomas & I-17)  
Chair - ?, Author GoH - Larry Niven, Toastmaster - Bruce Pelz (after David Gerrold was a no-show)

## 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 four newscasts 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 Con suite. If you have a convention story, let us tape you for all to see and hear, just go to the Velavision room in Palo Verde III.

If you missed out on being a part of the "Elevator Bob Show", at last years LepreCon, then don't miss out this year. Elevator Bob and Basement Betty will be taping the show in the elevator south of Palo Verde II on Friday night from 10:00 PM till 11:00 PM. Last years shows will be shown on Velavision, Look for times listed at Registration and Con Suite.

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. Check programming Schedule for time. 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. Check programming schedule for time.

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 the 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.





**early May 2006**

**[hotel TBA]**

**GUESTS OF  
HONOR**

**Author-John Vornholt**

[www.sff.net/people/vornholt](http://www.sff.net/people/vornholt)

**Artist-Alan M. Clark**

[www.ifdpublishing.com](http://www.ifdpublishing.com)

**Movie Guest-Bill Blair**

[www.alienactor.com](http://www.alienactor.com)

**Local Artist-Gilead**

***Get your Membership now for only \$20 at the Registration Table.***





# CON GAMES

## ***The Rebirth of Gaming!***

From the ashes the Phoenix is born - be there to witness the rebirth of gaming in Arizona! Phoenix ConGames is a ablaze of the best gaming available. All your favori te games are here!

### **Some Event Highlights**

- ♣ Sanctioned Camarilla LARPs
- ♣ RPGA Living Arcanis Premier Event
- ♣ Play Magic against Peter Adkison
- ♣ Reality Simulations Inc, Demos
- ♣ Sneak Peak at White Wolves New "Mage"

### **Games of all Types**

Board, Card, Electronic, LARP, Miniature, Role-Playing, and RPGA events will be taking place. To find out the details you can look us up on the web here [www.ConEvents.com](http://www.ConEvents.com), your place for up to date information about Phoenix ConGames.

### **Details**

**Where:** Hilton Phoenix East/Mesa  
(Alma School and I-60, Mesa AZ)  
**Hotel:** \$59 Rooms (480) 833-5555 for rooms  
**When:** July 21st - 24th, 2005  
**Costs:** \$25 Pre-Register / \$35 At the Door  
(Sign up Online, Fast and Easy)  
**Website:** [www.ConEvents.com](http://www.ConEvents.com)  
**Phone:** (480) 236-4314 for information

### **Brought to you by:**

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## **CON EVENTS**

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