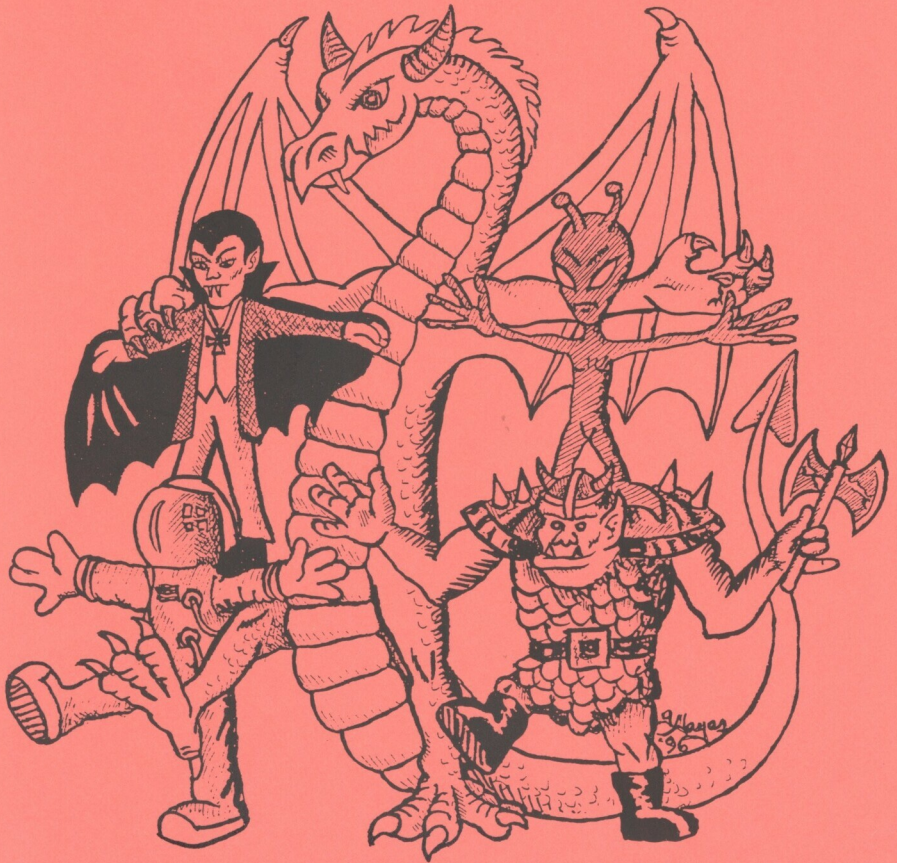


SPACENGRÜVEN



TusCon

Sci-Fi, Fantasy & Horror Convention **23**



TusCon 23 Committee

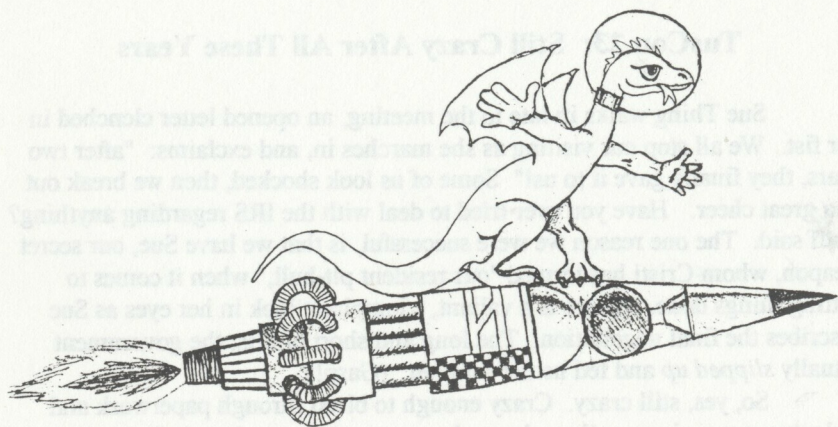
CHAIRBEING:	Sue Thing
PROGRAMMING:	Brian Gross
ART SHOW:	Rebecca Hayes
CONSUIITE:	Bruce & Peggy Wiley
VIDEO:	Fred Kurtzweg II
JANIMATION:	Daniel Arthur
PROGRAM BOOK:	Daniel Arthur
GAMING:	Henry Tyler
LARP:	Joe Palmer
MASQUERADE:	Marji Kosky
MASQUERADE DJ:	Samantha Nocera
SOUND ENGINEER:	Chris Bielanski
ADULT MASQUERADE:	Yvette Tang
DEALERS:	Cristi Simila
TREASURER:	Sue Thing
SECURITY:	Gary & Rebecca Hayes
PUBLICITY:	Nora Rankin
REGISTRATION:	Frances Gross
CHILDREN'S ROOM:	Mary Warren
ON-SITE WIZARD:	David Foster (Gannd)
GOPHERS:	Wendy Waters, Scot Glener

SPECIAL THANKS

Barry Bard for all the freebies. Bobbie Seaman & the Executive Inn Staff for making us feel so welcome, and putting up with us year after year.

Cover: Gary Hayes
Artwork: Deb Dedon, Gary Hayes & Leslie D'Allesandro Hill

The TusCon 23 Program Book is published by BASFA (Baja Arizona Science Fiction Association), a non-profit, 501(c)4 organization. Donations are not tax-deductible. Please send all inquiries to BASFA, P.O. Box 26822, Tucson, Arizona 85726. Examine our website at: <http://www.azstarnet.com/~basfa>. Individual authors and artists retain all publication rights to their works.



TusCon 23

November 15-17, 1996

Guest of Honor

Dennis L. McKiernan

Fan Guest of Honor

Barry Bard

Toastmaster

Edward Bryant

Featured Guests & Panelists

Kevin Birnbaum
Paul (Edwards) Clinco
Kate Daniel
Wolf Forrest
Simon Hawke
Scott Malcomson
Hillary Miller
Monica Schwab
Judith Tarr

John Brownlee
Loren Coleman
Catherine (Wells) Dinnerstein
Larry Hammer
Leslie D'Allesandro Hill
Daryl Mallett
Melanie Rawn
Janni Lee Simner
John Theisen
John Vornholt

Paul Carter
Liz Danforth
David Felts
Dr. Annita Harlan
Katherine Lawrence
Pete Manly
Jennifer Roberson
Mike Stackpole
Larry Vela

TusCon 23: Still Crazy After All These Years

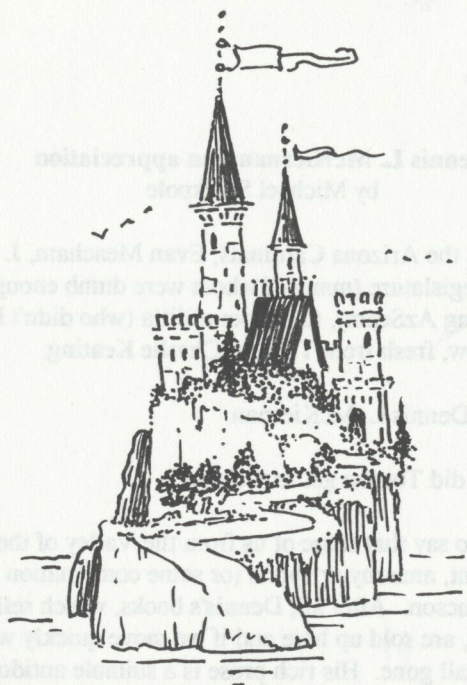
Sue Thing walks in late to the meeting, an opened letter clenched in her fist. We all stop our visiting as she marches in, and exclaims: "after two years, they finally gave it to us!" Some of us look shocked, then we break out in a great cheer. Have you ever tried to deal with the IRS regarding anything? 'Nuff said. The one reason we were successful, is that we have Sue, our secret weapon, whom Cristi has termed "our resident pit-bull," when it comes to getting things done. There is a valiant, triumphant look in her eyes as Sue describes the final negotiation. The long and short of it is, the government actually *slipped up* and fed us the solution. (Gasp!)

So, yes, still crazy. Crazy enough to bleed through paperwork and make too many phone calls and spend too many late evenings in last-minute preparations. Crazy enough to put on these conventions ad infinitum, it seems. But what has made it much easier since the rebirth at TusCon 20, is the influx of new fans who always seem to turn up to help out. It used to be, TusCon meetings would have maybe six or eight of us. Now, I often count sixteen to twenty fans in my living room for Sunday meetings. And they all read.

We're excited to welcome Dennis McKiernan to TusCon as our Guest of Honor this year. The inimitable Ed Bryant is back as Toastmaster (though I don't know how much longer his "friend" Simon Hawke will be around, after Ed gets a look at his bio.). We have the largest group of participants in the history of TusCon, including most of our local regulars. Oh, and whenever you see Barry Bard, make sure to crack a bad joke and give him a hard time, that's what he lives for, other than books and cons and too much paraphernalia.

Daniel Arthur
Editor





BUBONICON 29 ... AND HOLDING

Artist Guest of Honor
JOY MARIE LEDET
Fantasy Sculptor & Illustrator

Computer Guest
GORDON GARB
Apple Computers Inc.

Other Special Guests To Be Announced Soon
(20-30 Science Fiction Authors & Artists Are Expected)

AUGUST 22-24, 1997
HOWARD JOHNSON EAST
ALBUQUERQUE, NEW MEXICO
Hotel Reservations (800) 877-4852
(Ask for the Sales Department)

Memberships: \$17.00
thru February 28, 1997
(call for current rates after that date)

"NMSF CONFERENCE"
PO Box 37257
ALBUQUERQUE, NM 87176
(505) 266-9030 or (505) 266-8905



Dennis L. McKiernan: an appreciation

by Michael Stackpole

Phoenix has the Arizona Cardinals, Evan Meacham, J. Fife Symington III, the *entire* State legislature (many of whom were dumb enough to accept bribes in person during AzScam), the Viper militia (who didn't knock off any of the above) and, now, fresh from Tucson, Charlie Keating.

Tucson has Dennis L. McKiernan.

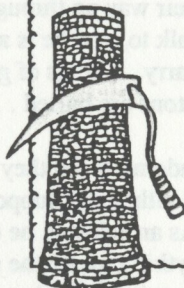
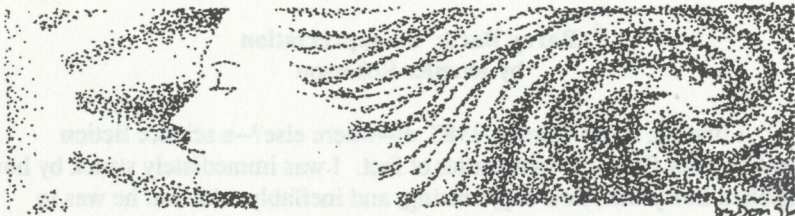
How in hell did Tucson get first choice?

This is not to say that those of us from the Valley of the Sun-dry idiots practicing government, anarchy or sports (or some combination thereof) are insanely jealous of Tucson. After all, Dennis's books, which sell about a bazillion copies each, are sold up here and if we move quickly we can snag copies before they're all gone. His rich prose is a suitable antidote for the Fifer's protestations of innocence. (It's also rumored that the valuable books that Fife transferred to his wife to protect them from creditors were actually signed McKiernan volumes.)

While there are those who might point out the Dennis and your Governor are similar -- both having built here in Arizona -- the dissimilarities arise immediately. Dennis is solvent. Dennis has eyebrows. Dennis has a quick wit, thinks before he speaks and can cite among his life's accomplishments holding several patents from his work with Bell Labs in addition to writing the best epic fantasy series going today. (Fife has his sights set on being the first Governor since Bruce Babbitt to have his last term in office be a *full* term in office.)

Dennis is also a contributor to a vast number of anthologies. Whereas his fantasy novels are massive undertakings, his short stories are usually short, precise and spectacularly crafted. Reading a McKiernan short story is like looking at a diamond that's been cut by a master jeweler. It sparkles and scintillates far too much to be that small.

Anyway, look, the folks from Phoenix aren't going to wheedle or grovel to get you to trade Dennis to us because we know you won't let him go. You *do* have to let him come up here every so often, and let us come down and visit, or else there could be trouble. If you don't, next year we come to TusCon, we bring the Cardinals and we aren't giving them directions home. (Face it, they can't make a 100 yard journey, no way they get back to the Valley on their own.)

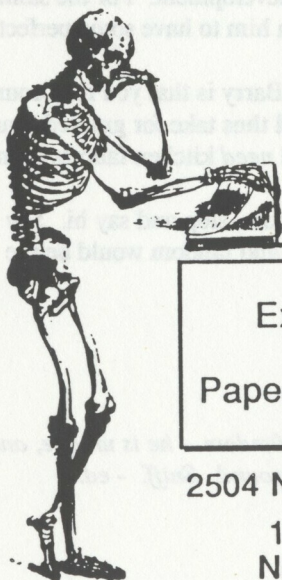


Druid's Keep
Jaeger Knives & Swords
Custom Knives and Leatherwork
David Foster
By Appointment
Tucson: 520 881 7292

Hungry For Good Books?

Have a Banquet at

The
BOOK
STOP



Extensive Selection of
Science Fiction
Paperbacks and Hardbounds

2504 N. Campbell Ave. 326-6661

10 A.M.—11 P.M. Daily
Noon—11 P.M. Sunday

We buy books, libraries, and estates

Barry Bard: an appreciation

by Jennifer Roberson

I first met Barry Bard in 1983, at--where else?--a science fiction convention. My first one, as a matter of fact. I was immediately struck by how soft-spoken Barry was, how shy, retiring, and ineffably reluctant he was to speak to people. A real wall-flower, Barry Bard

However. (You knew there had to be a "however.") Barry's propensity for collecting books and other oddments (as well as people) is a generosity of spirit, which is so evocative of fandom in general. Barry is invariably cheerful in the midst of chaos, as well as highly motivated to help individuals of all ilk, be they new to fandom, old hands, or pros making their way up through the ranks. His outgoing personality makes him easy to talk to, and he is always interesting as well as fun. And he *knows* things, does Barry. Things of great interest to fans and pros alike. (Like where the skeletons are buried . . . but also what's up with various movies and books.)

Barry is also an eclectic. Most people in fandom are, be they pros, smofs, or newbies. (I said "eclectic," not "eccentric," although I suppose an argument might be made that we are that as well.) As an eclectic, he collects <wait for it> eclecticA, nifty-neato books about everything under the sun. Barry Bard is the Hans Schleimann of Phoenix Fandom in particular, and of dealers in general: one digs through the layers on his tables and finds Troy. I'll never forget discovering a lovely slipcased hardcover edition of the original Robin Hood ballads, which helped me immeasurably while writing *LADY OF THE FOREST*. Costumers adore Barry, because he finds hard-to-get books on textiles, jewelry, historical periods, and costume development. For the same reason writers love Barry; we can always count on him to have some perfect little reference gem that we can't live without.

But perhaps one of the best things about Barry is that you may count on him. He is a fixture: part of the landscape and thus taken for granted, much as a kitchen faucet--until it begins to leak. We all *need* kitchen faucets to make life easier. And we also need Barry Bard.

Next time you see Barry in the dealers' room, stop and say hi. Say *thanks*. Because without our local "fixture," cons and fandom would be the poorer.

Thanks, Barry!

I hereby nominate Barry for national treasure of fandom -- he is unique, and we really would all miss him dearly were he not around. Sniff. - ed.

Grumpy Old Men: an appreciation of Ed Bryant by Simon Hawke

I've known Ed Bryant for about twenty years now, which is longer than some of you have been alive (dang young whippersnappers). I'd like to say I've known Ed through thick and thin, but I can't. I've known him through thin. Time was, we used to live around the corner from each other in Denver and we'd have breakfast together at the Greek place nearly every damn morning. (Ever seen Ed first thing in the morning? Don't ask. You women who think he's so damn charming and urbane and all . . . just wait.) We used to be able to have breakfast for about two bucks. (I'd like to say those were the good old days, but I can't. Wasn't anything particularly good about 'em and they haven't gotten any better.) Ed was always up on the latest news in our field. (that's because he was always off gossiping at cons like an old woman instead of writing. Come to think of it, that hasn't changed, either.)

"Remember that Dan Simmons?" he'd say.

"That kid from the workshop?"

"Yeah. He just won eight Hugos and got a twenty-nine figure advance."

"Great. I needed to hear that, Ed. And here we are, eating a two dollar breakfast. Dang young whippersnapper . . ."

Then we'd talk about who died. Every year, a few more pros would bite the dust. Herbert, Simak, Long, Brunner, Asimov, Sturgeon, Reamy, Heinlein, Ellison . . . no, wait, he's still alive, isn't he? Bad ticker, though. Heard they gave him the heart of a baboon. (Understand the ape's family is suing . . .)

"You know, Ed," I said to him (or maybe he said it to me, I don't remember now. Dang memory . . .), "pretty soon, *we're* going to be the grand old men of science fiction."

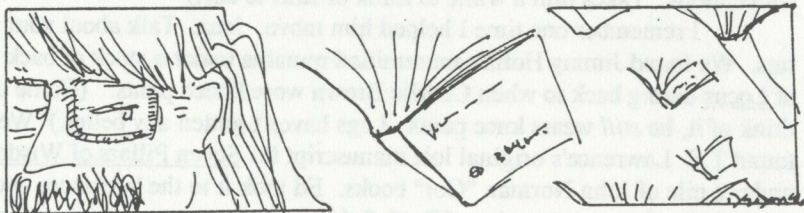
And he gives me this gimlet-eyed stare and says, "Yep. Guess so."

*Not one to waster words, old Ed. Saves up all his clever conversation for conventions. Takes him a while to think of stuff to say.)

I remember one time I helped him move. Jeez. Talk about your pack rats. We found Jimmy Hoffa's mummified remains under a stack of back issues of Locus dating back to when Charlie Brown wore kneed pants. (Come to think of it, he *still* wears knee pants. Legs haven't gotten any better.) We found T.E. Lawrence's original lost manuscript for Seven Pillars of Wisdom under a pile of John Norman "Gor" books. Ed took it to the bookstore and traded it for three used copies of Battlefield Earth, one personally inscribed to John Travolta. ("To Vinnie Barbarino, love your work on "Kotter." Keep the engrams flowing, Best, Ron.")

We'd often talk about which of our students were now making more money than we were. (Just about every one of 'em. Durn upstart kids) We used to ask each other about mutual friends, but we don't do that anymore. (Afraid to find out who else has died. Or is making more money, which is worse.) So now, here we are again, together at another con. Older, grayer, grumpier Whoop-de-fricken-doo. I suppose I should get down to business and spend some time telling you how goddamn wonderful he is, that's what these program bios are supposed to do, I guess, but the fact is, I've written so many of these damn things about him that I just can't think of anything new to say. I'm sick of the whole think, to tell the truth. And I'm kinda sick of him , too, come to think of it. (Get a haircut, Ed. The sixties are over, okay? Get a clue.)

So where the hell was I? Something about Bryant and conventions. Right. He goes to them. so do I, occasionally. It makes us feel like "authors." buy a book of his, if you can find one. Ask him to sign it. It'll really make his day. He might even smile. He'll appreciate it, really. (We're tired of signing each other's books. It'll make a nice change of pace for the old guy.) Me, I don't care anymore. It'll be nice to see ole Ed again, I suppose. We'll sit across from each other in the coffee shop over breakfast and he won't say anything. (I've heard all his stories, anyway. Several times.) The ones about how he was almost in a porno movie. The one bout how he almost sold a movie. The one about how he almost wrote a screenplay with Dan Simmons, except Steve King queered the deal and now Ed is eating Ramman noodles while Dan drives an NSX. The one about . . . ah, the heck with it. You get the idea. We've known each other too damn long. He's a good guy and a pretty decent writer. what else is there to say? At our age, it's hard to get too worked up about anything. Now where the hell's my stomach pills?



Evangeline Ensley, AKA Evangeline Walton: A Personal Remembrance

by Dr. Annita Harlan

I first saw Evangeline during one of the old DesertCon sessions at the U. of A. I was raptly listening to Poul Anderson addressing the crowd in the Gallagher Theater, when I noticed this little old bluish-skinned, alien sort of woman in the front row. She had a stack of manuscript pages on her lap, and as I later observed, she was waiting to talk with Poul. Somebody nearby whispered, "That's Evangeline Walton. She's a fantasy writer. She lives in Tucson." And I thought, "Wow! Tucson has someone like that?" We sure did. And our lives are less rich now.

Turns out that alien skin color was tied up with why she became a major fantasy writer. As a child she had life-threatening, chronic asthma that seldom allowed her to attend school. Books were her salvation and her road to glory, as she began to write seriously in her early teens. The asthma seemed to yield to a common, silver-containing drug of the time. Just as she blossomed into full womanhood and her isolation from others seemed over, a hidden quality of her medication revealed itself. Her skin began to turn bluish-gray. There was never a remedy, medically or socially. Moving to Tucson in the mid-1940's gave her considerable relief from asthma, but people still found her appearance too strange for comfort. Her best companions remained books. From that relationship she gave the world some splendid tales. The best-known is her re-telling of the Welsh Mabinogian. The one whose reprinting surprised her most is the uncharacteristic horror tale, Witch House. Her Greek trilogy, which began with The Sword is Forged, remains unfinished, a victim of the loss she suffered when her mother died.

I became involved in Evangeline's life through the simplest of acts -- giving her a ride home from TusCon on a blustery, wet, autumn night. It amazed me that an established, elderly writer should have so many basic needs. Though she did not think of herself as a teacher, she taught me much about the plight of the elderly, and the limits of fame.

Evangeline always had to deal with the fact that her birthday was very close to Thanksgiving, so she never really got a separate party. I decided to remedy that for her 80th birthday, by throwing a bash for her.

We invited fifty-or-so friends and acquaintances. We put out decorations and tableware in Evangeline's favorite colors, and ordered lovely, cool weather warranting a hearth fire. One friend baked two, not one, cakes for the occasion. When Evangeline arrived we made pretty speeches, then lighted 80 long, skinny, orange candles arrayed on cake number one. There was a long delay while Evangeline composed a wish and set about trying to blow out the candles. She puffed and puffed, turning an even deeper shade of purple than

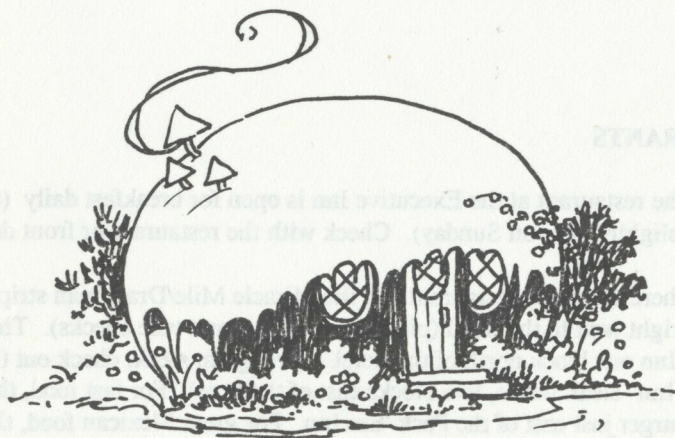
usual, and was abruptly saved from fainting by the smoke alarm which went off directly overhead, loud enough to scare her, then make her laugh.

Evangeline had no close relatives, and lived alone since her mother's death. Although she was part of my extended family for many years, I was vacationing, and not at her side last March as she lay dying of pneumonia. Fran Coleman, the woman who had provided basic assistance for Evangeline since her brain surgery, was at her side at the hospital to the end, providing aid and comfort in ways that Evangeline's friends would have wished for her, for all our loved ones, and for ourselves.

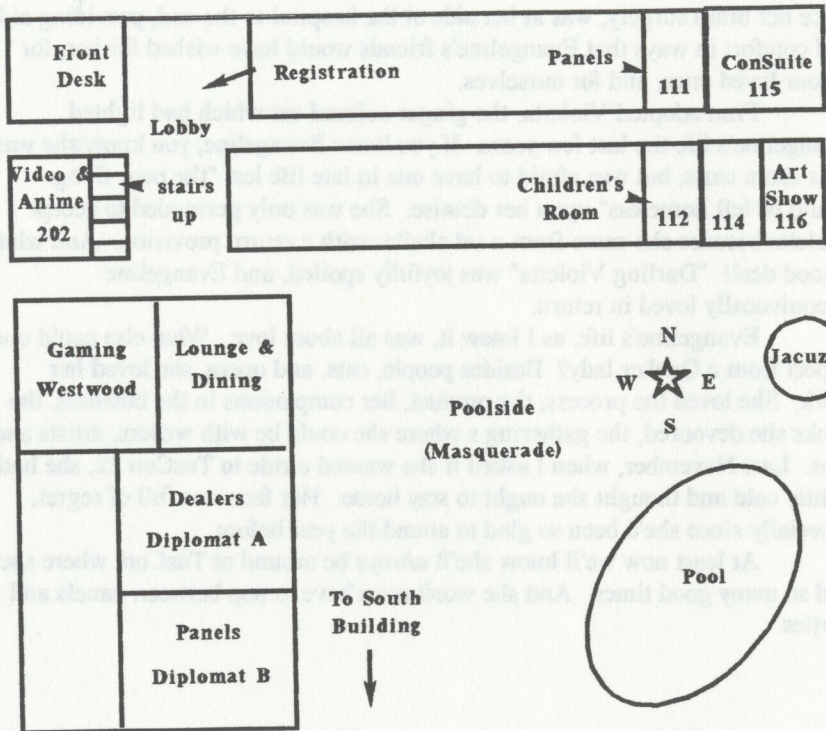
Fran adopted Violetta, the ginger-colored cat which had lighted Evangeline's life the last few years. If you knew Evangeline, you know she was nuts about casts, but was afraid to have one in late life lest "the poor thing would be left homeless" upon her demise. She was only persuaded to accept Violetta because she came from a cat shelter with a return provision. And what a good deal! "Darling Violetta" was joyfully spoiled, and Evangeline unequivocally loved in return.

Evangeline's life, as I knew it, was all about love. What else could one expect from a Quaker lady? Besides people, cats, and opera, she loved her work. She loved the process, the product, her companions in the business, the books she devoured, the gatherings where she could be with writers, artists and fans. Last November, when I asked if she wanted a ride to TusCon 22, she had a little cold and thought she ought to stay home. Her face was full of regret, especially since she'd been so glad to attend the year before.

At least now we'll know she'll *always* be around at TusCon, where she had so many good times. And she won't even have to nap between panels and parties.



WHERE TO FIND IT:



RESTAURANTS

The restaurant at the Executive Inn is open for breakfast daily (they may open slightly later on Sunday). Check with the restaurant or front desk for hours.

There are many restaurants on the Miracle Mile/Drachman strip. CoCo's is right next to the hotel (please note, they don't take checks). There is a Village Inn one block north of the hotel. For a great steak, check out the "Pack 'em Inn" steak house, two blocks east of the hotel. For fast food, there's a What-A-Burger just east of the Pack 'Em Inn. For great Mexican food, there's always El Fuente, Just north of the Hotel, on the west side of Miracle Mile.

MEMBERSHIPS

A word about membership badges. You must wear your badge at all times to gain access to all convention activities. If you lend it, lose it, or allow it to be stolen you can replace it; for the current membership rate. Exceptions may be made on an individual basis by the head of registration, for visiting dignitaries from the Gamma Quadrant only.

SECURITY

Our weapons policy is a simple one: if you pull it, our lovely and charming security personnel will put it back for you.

Please, no real or realistic firearms, no projectile or projectile-throwing weapons of any sort, all edge or spiked weapons must be in a sturdy sheath or have all edges and points covered with a material hard enough to prevent accidental injury, and all weapons must be peace-bonded securely to the body. Tucson city ordinance also prohibits the carrying of any and all martial-arts weapons such as nunchuku and shuriken.

We at TusCon like to think that we have a fairly liberal weapons policy. Please help us to keep it that way. We reserve the right to check all weapons, and violations of the rules can result in confiscation of the weapon, revocation of Con membership and benefits (like hotel room rates...), and/or notification of the local militia.

CONSUIITE

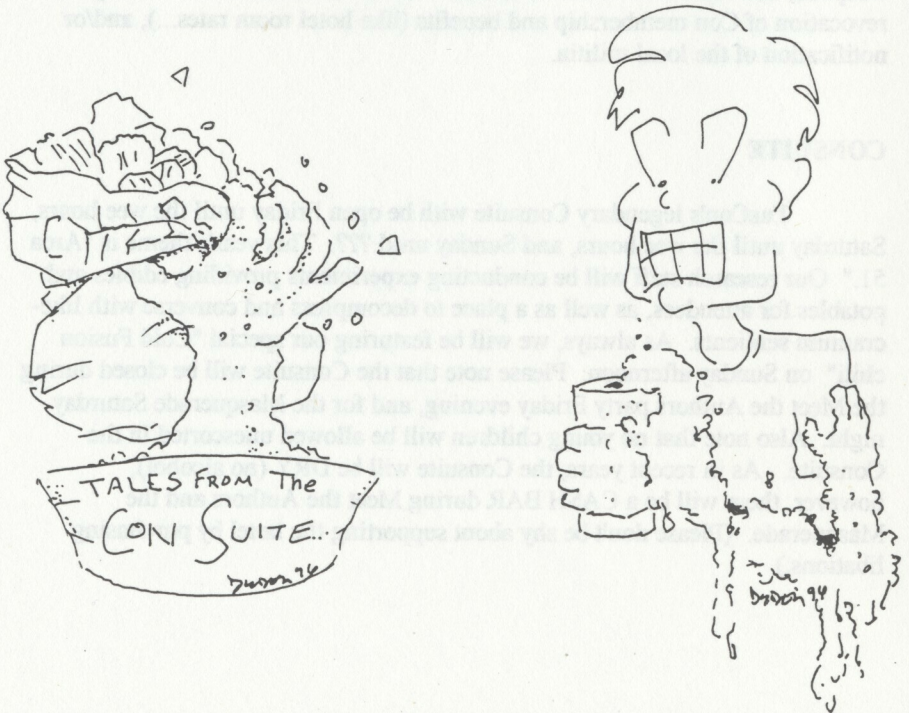
TusCon's legendary Consuite will be open Friday until the wee hours, Saturday until the wee hours, and Sunday until ????. This year's theme is "Area 51." Our research staff will be conducting experiments providing edibles and potables for attendees, as well as a place to decompress and converse with like-cranium sentients. As always, we will be featuring our special "Cold Fusion chili" on Sunday afternoon. Please note that the Consuite will be closed during the Meet the Authors party Friday evening, and for the Masquerade Saturday night. Also note that no young children will be allowed unescorted in the Consuite. As in recent years, the Consuite will be DRY (no alcohol), however, there will be a CASH BAR during Meet the Authors and the Masquerade. (Please don't be shy about supporting the hotel by purchasing libations.)

MASQUERADE

If you are planning on entering the masquerade this year, be advised that the masquerade is being split into three divisions: Children's, Main and Adult. This year we are requiring registration for the masquerade. Please bring a sketch or Polaroid of your costume with you. Masquerade Registration will close at noon on Saturday, with walk-through for main masquerade at 3:00 p.m. on Saturday. Children's masquerade will be held at 5:00 p.m. Main masquerade will start at 8:00 p.m. The Adult Masquerade will be held indoors at midnight Saturday, you must be 18 to attend, and identification will be required. There will be prizes for the sexiest male and female costumes. Reminder: No costume is *still* no costume!

DEALER'S ROOM

The TusCon dealer's room will be tentatively open Friday 3:00 - 8:00 p.m., Saturday 10:00 a.m. - 8:00 p.m., and Sunday 10:00 a.m. to 5:00 p.m. Stop by and browse through a select choice of books, jewelry, artwork, music, gaming supplies and other treasures from distant stars.



ART SHOW & AUCTION

The TusCon 22 Art Show will be open Friday at 3:00 p.m. until 7:00 p.m. It will re-open 10 a.m. Saturday, closing at 7:00 p.m. Sunday hours will be 10:00 - 11:30 a.m. only. Closing times may differ depending on the whims of the Art Show director. The Art auction will begin at 1:00 p.m. Sunday.

Generally, two bids will send a piece to auction. A one-bid piece may, at the director's discretion and evil whims, go to auction. Pieces with a **FLAT SALE** price only (no minimum bid indicated) may be purchased for that **FLAT SALE** price only. Such pieces do not go to auction. Pieces with **BOTH FLAT SALE** and **MINIMUM BID** prices indicated may be purchased for the **FLAT SALE** price only if there are no marked bids. Similarly, a bid may be placed if no **FLAT SALE** price has been marked by a buyer. Pieces with **MINIMUM BID** price only indicated cannot be sold directly (no "flat" sale).

Keep track of your bids and assume that any piece you bid on will show up at the auction. Be prepared with cash, travelers checks or personal checks to claim your purchased art work at the close of the auction. Sorry, TusCon can't do credit. All personal and traveler's checks will require identification - a driver's license and bank card will suffice.

Think before you bid. You will be held responsible for any marked bids or flat sales. Purchased art work may not be removed from the show prior to closing on Sunday. If you must leave prior to closing, please make arrangements with the art show director. And, should your courage or cash flow fail, and you wish to withdraw a bid or sale, you **MUST** first clear it with the art show director. If you have any questions, ask the art show director. You should be able to find her easily, as she will probably be the huddled, bleary-eyed, jerking mass in one corner, jealously clutching a cup of a choking, black mass rumored to have once been coffee.

GAMING

Silver Pack will be demonstrating *Arcadia*, and they will be demo-ing and running a *Rage* tournament. Both of these collectable card games are produced by White Wolf Publishing. There will also be open gaming, a tabletop miniature demo of *War Hammer Fantasy*, and a chance to play-test a new sci-fi role-playing game. Gaming will be open Saturday, from 10:00 a.m. until Henry gets tired, and Sunday, from 10:00 a.m. until 3:00 p.m.

LIVE ACTION ROLE PLAYING (LARP)

Old Pueblo LARP group will be running their 4th annual TusCon game both Friday and Saturday nights, with wrap-up on Sunday afternoon. Will the hotel burn again? Only you can decide! Come play with us!

TusCon 23 Programming

Friday

Chupacabra! Modern myths, why do they persist? With all of our science, we still seem to need myths. Ed Bryant, Wolf Forrest, Scott Malcomson, Daryl Mallett, John Vornholt. 3:00 p.m.

The Sticky Issue of Medical Ethics: organ harvesting, fetal tissue research, eugenics, euthanasia, wetware, etc. Paul Clinco, Catherine Wells, Scott Malcomson, John Theisen. 4:00 p.m.

Genre Art Trends: CCGs and beyond. Card games may have peaked. What's next on the horizon. Loren Coleman, Liz Danforth, Hillary Miller. 4:00 p.m.

How NOT to Make a Costume! Things that are tacky, painful, dangerous or just plain don't work. Bring examples, if you like. Marji Kosky. 5:00 p.m.

Saturday

Making Low Budget Films: writing to royalties. Get the scoop from two who have done it. Kevin Birnbaum, Paul Clinco. 10:00 a.m.

Workshop: Complete a story on the spot. Paul will start a very short story, you will finish it right there. Bring pen and paper. 10:00 a.m.

Life on Mars! The evidence and significance: life may have existed on Mars, even seeded the Earth with life. John Brownlee, Larry Hammer. 11:00 a.m.

Weaponry in SF/F: realistic to the bizarre. Why some are so ridiculous and others well-done. Loren Coleman, Liz Danforth, David Felts. 11:00 a.m.

SFX vs. Plot vs. Characters: why big explosions win. The current trend in over-done special effects. Kevin Birnbaum, David Felts, Simon Hawke, Scott Malcomson, Mike Stackpole. 12:00 p.m.

The Art in Children's Books: what's out there? Some of the best art out there is in "kid" books. Barry Bard, Leslie D'Allesandro Hill. 12:00 p.m.

The Partially Silvered Glass of Writing: Writing acts as a window to other worlds, but also gives us a look at ourselves at the same time. Simon Hawke, Pete Manly, Melanie Rawn, Janni Lee Simner. 1:00 p.m.

Science in Everyday Life: how does it work? Do YOU know how the microwave, refrigerator, etc. work? John Brownlee, Larry Hammer, Pete Manly, Monica Schwab. 2:00 p.m.

The Partially Silvered Glass of Art: while art provides a window to other worlds, we also see ourselves reflected. Leslie D'Allesandro Hill, Liz Danforth, Larry Vela. 2:00 p.m.

Writing Alternative Lifestyles & Morals: how to get a handle on different perspectives. Ed Bryant, Melanie Rawn, Judith Tarr, Catherine Wells. 3:00 p.m.

Magic in History vs. Fiction, Art, Games: how closely does magic in fiction match historical beliefs? Dennis McKiernan, Kate Daniel, Katherine Lawrence, Adam Niswander, Jennifer Roberson, Judith Tarr. 4:00 p.m.

Special: The Undead - ultimate horrors, ultimate lovers. Vampires both attract and repel us in extreme ways. Monica Schwab, Hillary Miller. 5:00 p.m.

Sunday

Save the Universe or Just our Butts? Setting story scope. Do all SF/F stories HAVE to involve the universe in jeopardy? Dennis McKiernan, Loren Coleman, Adam Niswander, Janni Lee Simner, Mike Stackpole. 10:00 a.m.

Cheesy SF/F: why so popular? Is it the humor, or does it just "go down" easier? Simon Hawke, Daryl Mallett, Mike Stackpole, Larry Vela, Dr. Annita Harlan. 11:00 a.m.

SMoFing Zone: so what do you want from a Con? Give us your feedback -- what do you want from us?! Barry Bard, John Theisen, Brian Gross. 2:30 p.m.

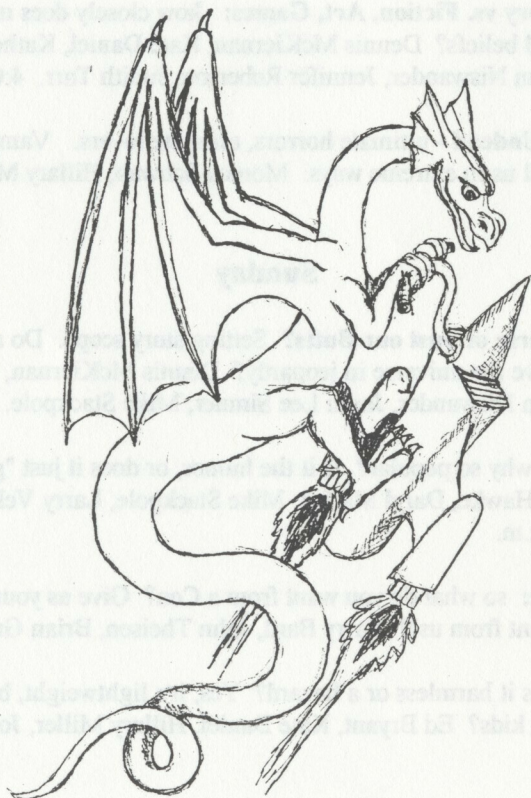
YA. Horror: is it harmless or a hazard? Yes, it's lightweight, but how is it affecting young kids? Ed Bryant, Kate Daniel, Hillary Miller, John Vornholt. 3:00 p.m.

John W. Campbell: his times and legacy. A look back at the Golden Age and forward to the J.W. Campbell Award. Paul Carter. 3:00 p.m.

The Revenge of Nature: when the lights go out. How would you deal with infrastructure breakdown? Wolf Forrest, Janni Lee Simner, Catherine Wells. 4:00 p.m.

What's New with Star Wars and Babylon 5? Hear about the latest developments in both universes. Mike Stackpole and John Vornholt. 4:00 p.m.

Check your pocket programs for reading dates and times.



CHILDREN'S ZONE

by Mary Warren

FRIDAY	2PM - 10PM
SATURDAY	10AM - 10PM
SUNDAY	10AM - 6PM

Parents must register children at registration.

Paid registration of a child include wristband with child's name and parent/contact person's name. Parent/contact person's info must be updated at **CHILDREN'S ZONE** with each visit - we need to be able to find the contact person in case of emergency or difficulty.

Upon entering the **CHILDREN'S ZONE** the parents and children agree to the following:

- 1) *Mary is the boss*, what she says goes. Any negative behavior will not be tolerated. Violators will be removed by security and the parents contacted for pickup.
- 2) Children must stay within the **CHILDREN'S ZONE**. No roaming around the hotel. Children who leave without parents will not be allowed to return and their parents will be contacted.
- 3) Please don't forget to feed you children. A weekend of snacks only isn't good for any of us.
- 4) We want everyone to have a good time and will do our best to insure everyone is treated fairly. Please be supportive.

The Children's Masquerade

Will be held at 5PM. Your child is welcome to come in costume. All children in the **CHILDREN'S ZONE** will be making masks to wear at the costume contest.

Saturday Night Pizza and Root Beer

We will call for pizza delivery Saturday at 6PM.

If your child will be present, please *donate your \$3 per child by 5:30PM* in the **CHILDREN'S ZONE**.

TUSCON 23 VIDEOS Room 202 by Fred Kurtzweg II

FOR ALL MANKIND

(1989) [G] 80min

D: Al Reinert. S: NASA Astronauts.

This movie documents the Apollo missions. Score by Brian Eno.

FRIDAY 2:00PM

FIRST SPACESHIP ON VENUS

(1960) [NR] 78min

D: Kurt Maetzig. S: Yoko Tani, Oldrich Lukes, Ignancy Machowski.

Eight scientists from various countries set out for Venus and find the remains of a civilization far in advance of Earth's that perished because of nuclear weapons.

FRIDAY 3:30PM

THE QUARTERMAS XPERIMENT

(1956) [NR] B&W 78min

D: Val Guest. S: Brian Donlevy, Margia Dean, Jack Warner, Richard Wordsworth.

Excellent British production about an astronaut who returns to Earth carrying an alien infestation that causes him to turn into a horrible monster.

FRIDAY 5:00PM

SPACE MOVIE

(1981) [G] 82min

D: Tony Palmer. S: NASA Astronauts.

Out of this world documentary recording the U.S. space program. Assembling spectacular footage from NASA and the National Archives. Score of Mike Oldfield.

FRIDAY 6:30PM

MAROONED

(1969) [G] 134min

D: John Sturges. S: Gregory Peck, David Janssen, Richard Crenna.

Astronauts stranded in space, unable to return to earth. Book by Martin Caidin.

FRIDAY 8:00PM

DR. TERROR'S HOUSE OF HORRORS

(1965) [NR] 92min

D: Freddie Francis. S: Christopher Lee, Peter Cushing, Donald Sutherland.

On a train, six traveling companions have their fortunes told by a mysterious doctor.

FRIDAY 10:30PM

THE PHANTOM EMPIRE

(1935) [NR] B&W 250min

D: B. Reeves Eason. S: Gene Autry, Frankie Darro, Betsy King Ross.

If you only see one science fiction western in your life, this is the one.

A complete serial in twelve episodes.

SAT 10:30AM parts 1-4, SUN 11:45AM parts 5-8, SUN 2:30PM parts 9-12

HOW TO MAKE A MONSTER

(1958) [NR] B&W 73min

D: Herbert L. Strock S: Robert Harris, Paul Brinegar, Gary Conway.

In-joke from the creators of youth-oriented '50s AIP monster flicks; a mad makeup man's homebrew makeup brainwashes the actors to kill horror-hating movie execs.

SATURDAY 11:45AM

PREVIEWS OF UPCOMING FILMS with FGOH Barry Bard 120min
SATURDAY 1:00PM

UNDEAD - ULTIMATE HORRORS / ULTIMATE LOVERS 120min
SATURDAY 5:00PM

CAPRICORN ONE (1978) [PG] 123min
D: Peter Hyams. S: Elliott Gould, James Brolin, Brenda Vaccaro, O.J. Simpson.
Astronauts flee when their fake mission to Mars requires that they must be killed so
that the NASA scam won't become public knowledge.
SATURDAY 3:00PM

RED DWARF - SMEG UPS (1994) [NR] 51min
Kryten, the 3,000 series sanitation mechanoid, hosts these Red Dwarf bloopers.
SATURDAY 7:00PM

SLEEPER (1973) [PG] 88min
D: Woody Allen. S: Woody Allen, Diane Keaton, John Beck, Howard Cosell.
Hapless nerd is revived two hundred years after an operation gone bad. Hilarious,
fast-moving comedy, full of slapstick and satire. Don't miss the "orgasmatron."
SATURDAY 8:00PM

ROBOCOP - THE DIRECTOR'S CUT (1987) [NR] 101min
D: Paul Verhoeven. S: Peter Weller, Nancy Allen, Ronny Cox, Kurtwood Smith.
A nearly dead Detroit cop is used as the brain for a crime-fighting robot in this bleak
vision of the future. Humor, satire, action, and violence keep this moving.
SATURDAY 10:00PM (MAKING OF ROBOCOP 24min - SAT 9:30PM)

WILLY WONKA & THE CHOCOLATE FACTORY (1971) [G] 100min
D: Mel Stuart. S: Gene Wilder, Jack Albertson, Denise Nickerson, Peter Ostrum.
Charlie and his Grandpa get a tour of the most wonderful chocolate factory.
SUNDAY 10:00AM

CONQUEST OF SPACE (1955) [NR] 81min
D: Byron Haskin. S: Mickey Shaughnessy, Phil Foster, Ross Martin.
A spaceship sets off to explore Mars. Mixture of religion and space exploration
detracts from the nifty special effects which are the only reason to watch.
SUNDAY 1:15PM

STAR WARS (1977) [PG] 121min
D: George Lucas. S: Mark Hamill, Carrie Fisher, Harrison Ford, Alec Guinness.
The first of Lucas's "Star Wars" trilogy, one of the biggest hits of all time
SUNDAY 4:00PM

ANIME (Adult) TBA - FRIDAY & SATURDAY beginning at MIDNIGHT
ANIME (Family) TBA - SATURDAY & SUNDAY beginning at 8:00AM

Since 1977

Things for Thinkers

Role Playing Games
War Games
Miniatures
Card Games
Accessories
Chess
Mahjong
Backgammon

Two Locations:

4500 E. Speedway Blvd. #40
Tucson, Arizona 85712
(520) 326-7679

2155 E. University Dr. #101
Tempe, Arizona 85281
(602) 968-8819

Free Gaming Centers!

<http://www.primenet.com/-t4t>

GAMES WORKSHOP®



INDEPENDENT RETAILERS

Always
10% off on all
Games Workshop
and Citadel!

MAGIC
The Gathering®

WEEKLY SANCTIONED TOURNAMENTS!

BEST PRICE IN TOWN ON SINGLES!

EVERY TUESDAY! - CARD GAME SALE!

10% OFF - DECKS AND BOOSTERS

20% OFF - BOXES OF DECKS AND BOOSTERS