

Con-Fetti

BeneluxCon 1996
15 - 17 November



Progress Report #2

The Rocking Chair

The boundaries between SF, Fantasy and Horror seem to be disappearing. Often we find elements of one in the other. Also our own fantastic interests are beginning to merge into each other.

So it's just normal to find that multi coloured-ness in *Con-Fetti*. Besides the fantastic story that will always be a central part of the con, there is space for individual creativity, for comics, and movies, and for adventurous games in cards, miniatures, or "live". But we'll also pay attention to all those branches and backgrounds, varying from pre-history till the electronic highway, where fans interact as a matter of course.

That intensely varied interest is what makes it such fun to spend a weekend with other fans. After more than a quarter century in fandom I can still state confidently that the funniest and most interesting conversations are with fans.

And sometimes we even talk about F&SF...

So; until we meet again in November!

Annemarie van Ewyck

location: Carlton Beach Hotel
Gevers Deynootweg 201
Den Haag/Scheveningen, Netherlands

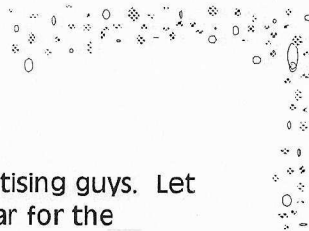
guests of honour: Bridget Wood
Martin Lodewijk
Leo Kindt

committee and staff:

Annemarie van Ewyck	- chair
Rob van Ruler	- treasurer
Elise Somers	- programme
Jan van 't Ent	- publications
Marcel van der Rijst	- dealers room
Marjolein van Ruler	- operations
Hans van Zonneveld	- membership admin

with thanks to Remco van Straten for the drawing used in the cover, and to Jaap Boekestein for the short story

contact address: *Con-Fetti*, tav. Annemarie van Ewyck,
Obrechtstraat 4, 2517 VT Den Haag, Netherlands



Food and drinks

Scheveningen lives, according to the advertising guys. Let alone that Scheveningen is open around the year for the coming and going hungry and thirsty visitor. So you'll find eateries for both the small pocket and the gold credit card within five or ten minutes' walk from the hotel. But if the November sun doesn't draw you outside, you're also well catered for in the hotel itself. We'll give you a few prices:

In the *convention bar* we'll pay NLG 2,50 for coffee, tea, beer, soda, wine, port, sherry, and a Dutch gin. Other strong liquor stands at NLG 5, =

Mind you: if you go to the normal hotel bar, you'll pay more of course.

You can also eat in the Carlton Beach. A sample: pastries and toastis for NLG 4,50, fried egg NLG 9,50, herring and white bread, or a stuffed "Italian" loaf for NLG 8,50.

If you want a full meal's worth, than you can try a burger with French fries for NLG 14,50 or a day menu for NLG 17, = A children's menu is NLG 9,50.

And speaking of the hotel; please send in your hotel reservation forms as soon as possible!

Day visitors

Saturday and Sunday we'll use special day rates so new people will be able to enter for a tenner (children half price) between 10.00 am and 6.00 pm, to get a taste of that very special ambience of a SF convention. After the usual panels and among other things the guest of honour speeches of Bridget Wood and Martin Lodewijk, enthusiastic day visitors can of course convert their day admittance to a full membership. Then they can enjoy the evening programme as well, which features various special events. Maybe something to recommend to friends and acquaintances that are always asking what it's like to go to these conventions?

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Zandkapelweg 18, B-2200 Noorderwijk (België)
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e-mail: Aan Peter Motte 2:291/1302.10@FIDONET.ORG



Programme

The convention opens its doors Friday evening at 6.00 pm, but various things still have to be set up then. *[Hint: see the **gophers** entry for a short explanation of what you might be able to do for us then.]*

Starting at 8.00 pm we will offer a full evening programme with something for the real fans, the fanatical players can start the fight, and for the movie lovers the curtain will open in the video room. That first evening there's also the award ceremony for the new Millennium Prijs contest for original Dutch short stories.

Saturday and Sunday we'll open at 10.00 am. In the normal day programme you'll find the guest of honour speeches of Bridget Wood and Martin Lodewijk. And there will also be workshops, panels, video, and lots more. Of course the dealers room will be open too; there you'll find all sorts of used and new, Dutch and English books and magazines, but also things like video games, trading cards, and art objects. Also the various SF fan clubs will find a place there.

In the evening programme there will be a few 'extras' for the fans, among other things the fan guest of honour speech of Leo Kindt, and specialties like Renés beer quiz and the Vogon Poetry contest. Friday evening there will also be a Mini Magic tournament, and Saturday night the manga fans can crowd into the video room at 10.00 pm, when the marathon video show will start, again organized by Nico Veenkamp.

Hotel

We can't stress this enough: we really want to know as soon as possible from you if you're planning to reserve a room in the hotel.

Of course it's always a good idea to not leave this until the very last moment, but this time we also have a deal with the hotel that if enough rooms are booked, the rate per person per night for a twin room will be NLG 75,- instead of the price of NLG 90,- we quoted originally.

And every little bit helps, right?

neXus

neXus is a live RPG that has been organised before at various conventions. In the current set-up we can allow up to 44 players to enter the game! We will also require various extras during the weekend.

The format of *neXus* will allow for players to participate in other Con-events as well!

neXus kicks off on Friday night, when the players drop in to get their character-packs and meet each other (and can try to get answers from the GameCrew). When checking in we request everybody to exchange NLG 5,- for the currencies used in the game. During Saturday and Sunday-morning everybody can start wheeling & dealing in earnest. Sometime Sunday-afternoon we will come to an appropriate final act.

As the GameCrew needs time to cast and set-up the game we will **close** subscription per September 1.

There's absolutely no experience needed! But if you are an experienced role-player or war-gamer you might mention it on your form.

Anybody, registered for *Con-Fetti*, can play in *neXus*, regardless!! *neXus* does not require extreme physical action. We only have a **minimum** age requirement (10 years or older). Only if there are any special considerations that the GameCrew need to know when casting, please put them on the form (this *will* be handled **confidentially**); we would hate to cast a vegetarian as a vampire (or vice versa!)

Foreign (and off-world) applications are **no** problem, the requisite is fluency in either Dutch and/or English, being equipped with a Universal Translator, or a sufficient telepathic ability. (We will **only** translate rules into Dutch, if required please mark it on the application form.)

Lex van Rooy

CON-FETTI **game registration**

name :

address:

city : postal code:

country: telephone:

nexus

our 'live' Role Playing Game

- I'd like some more information first.
 - I'd love to join the game.
 - I'm a Male / Female / Other
 - I can speak Dutch / English /
 - I am a beginner / an experienced gamer.
 - I have a room in the hotel and will be there the whole weekend / only Friday / Saturday / Sunday.
 - I don't have a room in the hotel, but I plan to be present Friday / Saturday / Sunday.
- Notes:
-

Signature:

Mail this game registration form **befor September 1** to:
Lex van Rooy
Melanendreef 22
4614 GK Bergen op Zoom
Netherlands

CON-FETTI **hotel reservation**

name :

address:

city : postal code:

country: telephone:

Provisional room rates:

Twin room NLG 90,- (per person per night) *

for single use NLG 140,-

plus an additional NLG 7,50 tourist tax

* When enough rooms get booked, the rate for twin rooms will be NLG 75,- pppn

I wish to reserve a single room for me alone.

I wish to share a room with:

I haven't found a room mate, but want to share a room with someone; I [do / don't] have any preference for a [male / female] [smoking / non-smoking] room mate.

I am a [male / female] [smoker / non-smoker]

Additional preferences:

.....

* Arrival date:

* Departure date: (= .. nights)

Signature:

Mail this registration form to:

Annemarie van Ewyck
Obrechtstraat 4
2517 VT Den Haag
Netherlands

CON-FETTI membership

name :

address:

city : postal code:

country: telephone:

(I agree to my name and details being held in a computer database.)

Membership rates

Full membership	NLG 60,-*	circa	£ 27
Supporting membership	NLG 20,-		£ 9
Child membership (4-12)	NLG 25,-		£ 11

* for members of NCSF, Terra, Unquendor, or The Flying Dutch
NLG 5,- discount on the full membership price

Yes, I want to join *Con-Fetti*.

I've enclosed a EuroCheque made out for NLG ...,-
(Do not forget to fill in your bank-card number!)

Signature:

Mail this registration form to:
Annemarie van Ewyck
Obrechtstraat 4
2517 VT Den Haag
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CON-FETTI Masquerade

name :

address:

city : postal code:

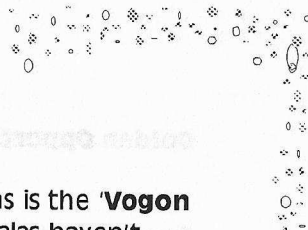
country: telephone:

- I'd like some more information first.
- I'll participate in the Masquerade on 17 November
- I'm an adult / I'm a child aged ...
 - I'll bring a tape with music I yes / no I
(a standard audio cassette with just the one item at the beginning of the tape, 4 minutes maximum)
 - The title of my costume is:
and it's a:
 - fantasy creation
 - copy of an existing costume
 - representation of a character from book, movie, etc.; i.e.:
 - The costume has been:
 - designed and created by the wearer;
 - designed by the wearer, but created with assistance of:

Signature:

Send this Masquerade entry form to:

Con-Fetti
Obrechtstraat 4
2517 VT Den Haag
Netherlands



Vogons

A highlight for many (un)aspiring writing fans is the 'Vogon Poetry' contest. The programme coordinators alas haven't been deluged yet by sightings of whole space flotillas of contestants (*phew! red!*) and they would really like to see all your unrhymed non-scanning scribbles *before* the convention starts. Simply mail them to the general *Con-Fetti* address to add to our general feeling of delight and joy ... er, for our deserved attention and a well thought out judgement.

The perfectly fitting prizes will be awarded by an even more expert and definitely not less honest jury, after an on-site reading by the contestants ... so you you'll have to be there as well!

Maybe a little appetizing example to get you started? Alright, here goes:

*crafted ylisae poetry nogov
noitaicossa free fo bit elttil a tsuj
decrof bit a actually si this hguohtla
emyhr doesn't yletinifed it tsael at tub*

Masquerade

Just like the big conventions of earlier years, we're organizing a 'costume parade' again this year.

Here you can enact your favourite SF or Fantasy character, or simply design your own fantastic act. In the past we've seen many a splendid warrior on the stage, but also inventive costumes and comic sketches. Of course it's best to bring your carefully prepared costume, but there also will be an opportunity on Sunday afternoon to put something together on the spot. (Taking along cloaks or scarfs, vacuum cleaner hoses or space helmets is of course heartily cheered.)

To enter the masquerade please send in the enclosed form as soon as possible. Even if you're not all that sure about it, and if you have lots of questions; don't hesitate to contact Annemarie van Ewyck at the general information address — she will be more than happy to help you out.

Golden Opportunity

by Jaap Boekestein

The halfgoblin strode into my office and threw a gold-filled purse on my desk. "Master, you must help me."

"The assassins guild is just around the corner, the copper door with the flower design." I answered, wistfully estimating the contents of the purse. Enough to pay for the services of a master assassin. Alas I was just a private inventorisator. I inventoried the cause of events; lost objects, missing loved ones, hiding debtors, that sort of thing.

It just happened that customers of the assassins guild walked in my door. Which is not totally unreasonable, as all alleys of Grand Confeim look alike and the one flower-embellished door looks a lot like the other.

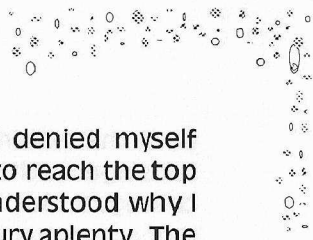
"Master Du-Bel, I'd like to engage you to find the person who cursed me!"

I looked more closely at the halfgoblin and startled a few inches backwards. I recognized my potential client as Slavanu Stonecruncher, one of the arch-magicians of Three, Grand Master of Arcane Arts, Party to the Purple Pyramid. I was in trouble. I'm a magician myself, more or less. But when these guys start carving spells, whole cities exploded and mountains disappeared. Absolutely not healthy company to hang out with.

"So what's the problem?" I tried to stay calm. You don't throw out an arch-magician. Especially when he is waving purses full of gold pieces.

"Someone cursed me with the Golden Opportunity," was the answer.

"Is that a curse?" I asked surprised. The Golden Opportunity is one of those mythical sorceries every magician dreams of. The Golden Opportunity means a lifelong stream of nothing but riches. You'd always win a bet, investments would bring hundredfold returns, you'd find pearls in fish and gold pieces in your porridge. A much sought after enchantment, but also an extremely rare one, the Golden Opportunity.



"Master Du-Bel, I'm an arch-magician because I denied myself things all my life. Only by doing that I managed to reach the top of my power and knowledge..." — suddenly I understood why I never became an arch-magician — and now... luxury aplenty. The most beautiful women throw themselves at my feet, from my cooking pot come the most exquisite foods, I gather riches in a minute that others have to slave for all their lives!"



Yes, life was hard for Slavanu Stonecruncher. But I understood the problem. Every second he was open to a corrupting temptation, every second richer, every second more hated. Even being an arch-magician, when a whole town, a whole country, a whole continent hates you, that means problems. Especially in a weakened state after many women, food and other luxuries.

"I need to find out the true name of who cursed you, so you can counter his or her spells?"

"Right."

"For such a purse of gold coin a day, I'll try."

Nine weeks later Slavanu Stonecruncher stood in my office again. My fortune had increased considerably, but my nerves were somewhat frayed. The game of arch-magicians was played hard, and almost daily Slavanu Stonecruncher had sent a servant demon to check on my progress.

"In this envelope is the name of your nemesis. But I must warn you that it's an arch-magician like yourself. Countering his spells doesn't seem enough. A quick and sudden death seems to me the safer solution."

"Who is it?" asked Slavanu Stonecruncher. "The water-witch Bella Mot or the necromancer Esmaryn Sunsinger? It doesn't matter! Don't even show or tell me the name, or the power will be lost. But you're right master Du-Bel. A counter action combined with an oblivation spell is the best solution."

Slavanu Stonecruncher took the parchment and after a few heartbeats of intense concentration he activated his spells.

It was very spectacular, Slavanu Stonecruncher disappeared from this existence in a yellow-green fountain of sparks.

I'm a private inventor, but murder is much more profitable.

Both the water-witch Bella Mot and the necromancer Esmaryn Sunsinger enthusiastically took the opportunity to get rid of their colleague. Both provided me with sufficient capital and Slavanu Stonecruncher's secret name on a folded piece of parchment. At least one of them had the right name, as Slavanu Stonecruncher obliterated himself with no trouble at all.

© 1996 by J.L. Boekstein
translation: Jan van 't Ent

Gophers

A gopher is a very active animal, that could easily have "go for it" as its motto. The same goes for our gophers; we're looking for many hands to make light work of the many simple but necessary jobs, like straightening the chairs for the next programme item, see to it that the people in the programme item get a drink in time, or even to search for mysteriously disappeared guests of honour. In short, someone who's willing to "go for it". Often this is also a fun way of getting to see what's really happening at a convention, and to meet a number of those like-minded helpful convention visitors as well. If you're willing to help us out during the convention, even if it's just for an hour, please let us know. Preferably before the convention, but of course you can always ask at the registration desk to find out where your help might be needed.

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Nexus RPG:

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