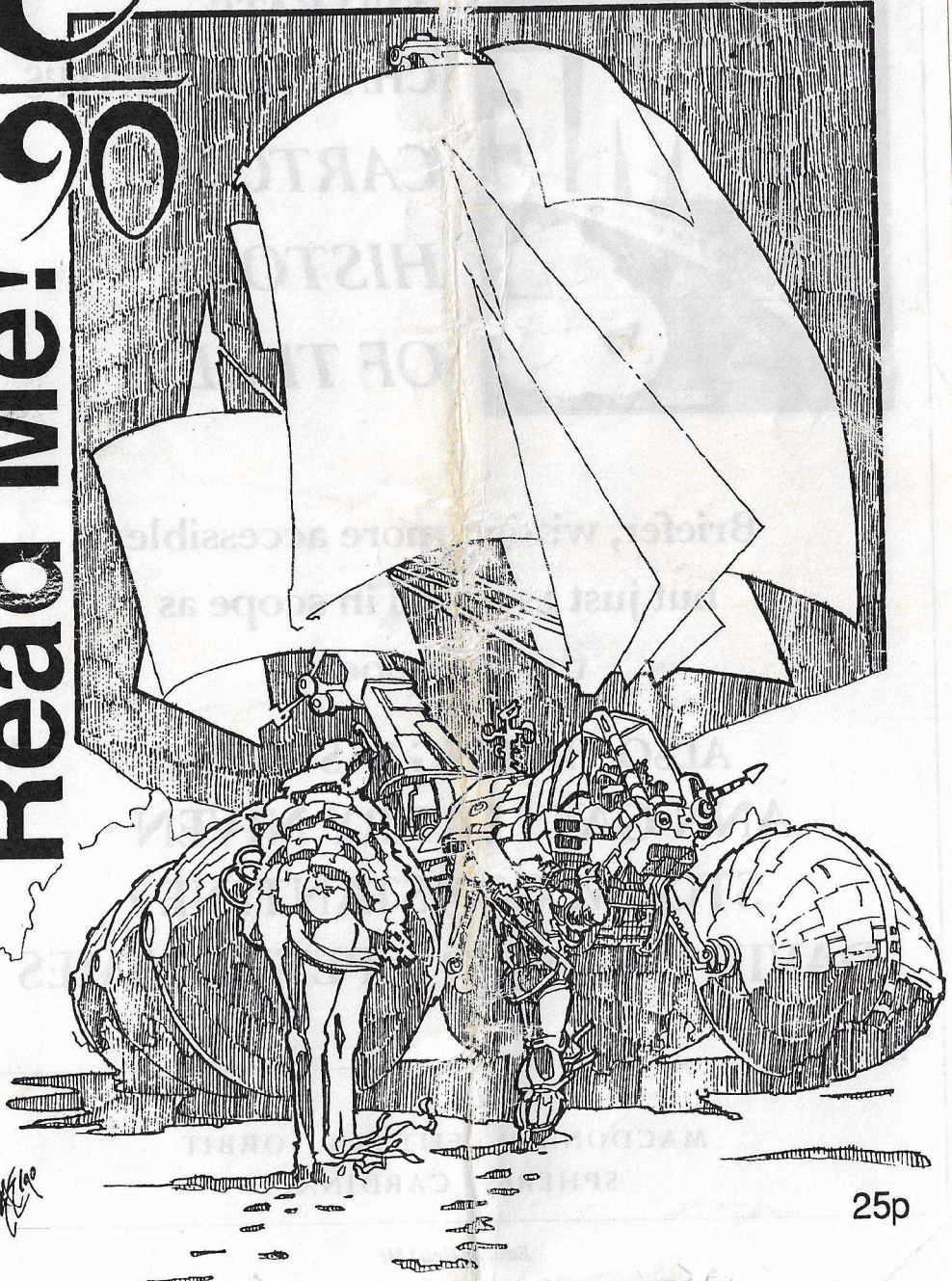
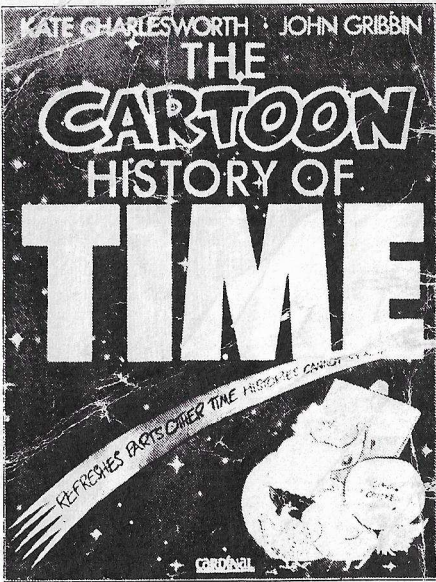


Read Me! 90

# Discworld





AND DON'T MISS  
JOHN GRIBBIN  
AND KATE  
CHARLESWORTH'S  
**CARTOON  
HISTORY  
OF TIME**

Briefer, wittier, more accessible,  
but just as broad in scope as  
the *other* book!

ALSO VISITING EASTCON...  
ANN GAY · LARRY NIVEN ·  
STORM CONSTANTINE ·  
DAVID GARNETT · PETER JAMES

---

MACDONALD · FUTURA · ORBIT  
SPHERE · CARDINAL

# Please Read Me!

## Eastcon

### Introduction

This booklet contains essential information about the convention, and you should ensure that you read it. A map of the Hotel is included (page 18), and full details of the convention programme (more up to date than that printed in the Programme Book) are printed on pages 9 to 16. Should you lose this booklet, replacements are available from the Information/Registration desk at 25p each.

### General Information

General information about the convention and Hotel is available at the Information Desk/Registration Desk, which is located in the main lounge. The desk is open as follows:

Friday	10:00 to 20:00
Saturday	10:00 to 18:00
Sunday	10:00 to 18:00
Monday	10:00 to 12:00

Please ensure that you wear your convention badge at all times — this is so that we can identify paid-up convention members and prevent the general public from spoiling your fun. If you lose your badge, go to the Registration Desk as soon as possible (or, if it is not open, track down a committee member, who will be wearing an orange) and get them to issue a new one to you.

Day Memberships are valid from time of purchase until 8:00 a.m. the following day.

Please observe the no-smoking zones indicated by signs around the Hotel — Smoking is not allowed at any time in *Colour*.

We will obviously try to keep any changes to the programme to a minimum, but should there be a need to make any alterations, they will be posted on notice boards situated around the Hotel — there will also be a notice board at the Information Desk.

Do not fix any posters, flyers, etc in such a way that they might damage the decor of the Hotel, i.e. do not affix material to fabric surfaces, only to marble or glass.

### Voodoo Board

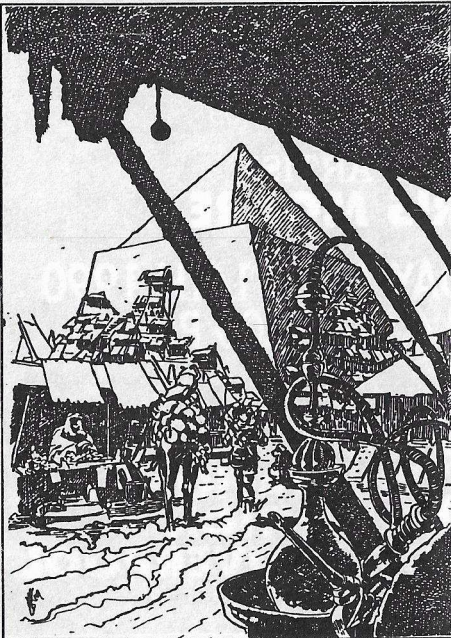
The idea behind the Voodoo board is simple — you stick a pin in them and they get the message. In fact, if you want to pass a message to another member of Eastcon, what you do is:-

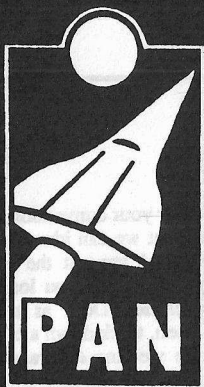
1. Write their name at the top of a card.
2. Write the message underneath.
3. Put the message in the card box in the right place (sorted alphabetically by surname).
4. Put a pin in by their name on the board.
5. Wait for a response ...

If a pin is put in your name, look in the card box for your message. When you have read it, put the card in the waste bin and put the pin back in the pin box. It would help if people would tick off their names once they have arrived at Eastcon, so that people know who is here.

### Convention Desks

Anyone wishing to set up a Convention Desk should contact Chris Bell via the Information Desk, or Rhodri James in the Hypostyle.





**S.F.**



**FANTASY**



**HORROR**

**PAN BOOKS, FEAR  
& FORBIDDEN PLANET**  
ARE PLEASED TO ANNOUNCE THE  
CLIMAX OF THE  
PANGALACTIC TOUR 1990

WITH SIGNINGS BY:  
**LARRY NIVEN AND  
STEVEN BARNES**  
"THE BARSOOM PROJECT"  
H/B £13.95 P/B £7.99

**CHRIS CLAREMONT**  
"FIRST FLIGHT"  
P/B £3.99

AND  
**RAMSEY CAMPBELL,  
STEPHEN GALLAGHER AND  
STEPHEN JONES**  
"DARK VOICES  
THE BEST FROM THE PAN BOOK  
OF HORROR STORIES"  
H/B £13.95 P/B £3.99

PLUS ARTIST  
**CHRIS MOORE**

ON SATURDAY APRIL 14TH 1990  
FROM 6.00 - 7.00 PM  
AT

**EASTCON '90  
THE BRITISH NATIONAL  
SF CONVENTION  
ADELPHI HOTEL, LIVERPOOL**

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## Awards

ALL voting forms should be returned to the Information Desk situated in the Hotel lounge.

Voting for the Doc Weir, Eastercon and BSFA awards will close at 17:00 on Saturday. These awards will be presented at the Awards Ceremony at 21:30 on Sunday.

Presentations to the winners of the Future Image Competition, sponsored by SPL (the Science Photo Library), will be given on Sunday afternoon in the Future Image Exhibition room.

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## Gophers

Any member of the convention who wants to give a hand to the hard-working operations personnel should report to the Information or Registration Desks for duty.

There will be a briefing in *Extra Charm* at 12:00 on Friday for all volunteers.

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## Masquerade

The Masquerade, or Fancy Dress Competition, will be held at 20:00 on Saturday night in *Charm* and *Extra Charm*. Anyone wishing to take part should notify the Information Desk, where they will be told what to do. Judging will take place immediately after the parade and prizes for the winners of the Masquerade will be given when the judging has finished. The weapons policy that applies in the Masquerade is detailed on the Masquerade entry form.

Please Note: flash photography will not be allowed during the masquerade itself, but a photo-call will be held during the judging interval.

Participants should note that there is a masquerade introduction at 17:00 on Friday in *Down*, a masquerade rehearsal between 9:00 and 10:00 on Saturday in *Charm* and a masquerade workshop at 14:00 on Saturday in *Strangeness*, where they can try out ideas, invent new costumes, etc.

The childrens and soft toy's Fancy Dress will take place in the Fan Room at 17:00 on Sunday. An entry form will be available from the Information Desk and the Creche — please fill it in and return it to the Creche by 16:00 on Sunday. Prizes will be awarded immediately after the parade.

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## Weapons

Briefly, the weapons policy at Eastcon '90 is as follows:

1. If it is prohibited by British law, or is a realistic replica of an item prohibited by British law, you can't have it.

2. If it is legal, then it may only be carried after being peace bonded.

Basically, no real weapons, no realistic fakes, nothing that makes noises, smoke or fluid (including bubbles) can be carried in the convention areas. If you buy a sword or other weapon from a dealer in the Dealer's Room, then we request that you wrap it, peace bond it and keep it in your room. If you are entering the Masquerade and your costume requires a weapon, information on the Masquerade weapons policy is provided on the Masquerade entry form, available from the Information Desk.

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## Hotel

A Hotel map is shown on page 18. Certain parts of the Hotel have been designated quiet areas, so please respect this rule and try to keep the noise down during any gatherings there.

Please note that check-out time for all residents is 12:00.

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## Bars

The Real Ale Bar is shown on the Hotel map (top right by the Green Room). It will be open from 10:00 and will stay open while there are sufficient people drinking. The other convention bar is situated in the Formby Room (where you can also get food) and will be open for the same hours.

## Wanted!

### Fancy Dress Models and Entrants

Have you ever wanted to enter the Fancy Dress but can't sew a stitch? Then now is your chance. Eastcon needs models to wear costumes for the Fancy Dress. We are actively seeking people to wear past convention costumes in keeping with our theme of "Something old, something new, something borrowed, something blue."

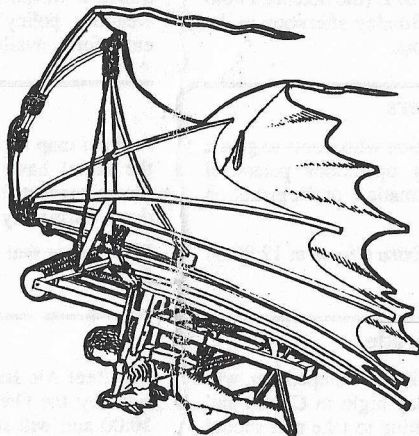
Several of our more prolific costumiers will be bringing spare costumes with them, so here is your chance to look exotic and alien for our Fancy Dress. Act out your fantasy and be an alien princess, a character from your favourite novel or film, or a totally alien being from another world. You never know, you could win our models' prize!

Come to *Down* (room 155) on Friday at 17:00 and bring your spare costumes, or your bodies, then we can match them up.

The masquerade rehearsal, a must for ALL entrants, is between 9:00 and 10:00 on Saturday morning in *Charm*.

# ReCONnaissance

22-24th February 1991



## **New Works and New Ideas in SF**

*Reconnaissance* is about what's new in SF. We have no single guest, but a number of Special Participants, who will take part in the programme and air the views of the new creators in SF. Some of our Special Participants will be new to you, some will be established authors, but all will be looking forward to the future of SF.

*Reconnaissance* will be held over the weekend of the 22nd to 24th February 1991 at the Park Hotel in Cardiff. Cardiff has not seen a major SF convention in several years and is eager to welcome us. The Park is a four star hotel just one minute out of the main-line station by local train and on one of Cardiff's main shopping streets.

If you have any views on the future of your genre, or would like to hear more, come and see us at our desk in the Hypostyle (just in front of the *Charm* programme).

## Fans Across the World

Fans Across the World was set up to assist fans from countries with non-convertible currency to attend Conspiracy '87, the British Worldcon.

It is still active and would be very interested in receiving your help and/or ideas.

If you can offer your time, or simply want to know more, leave a message for Bridget Wilkinson at the Voodoo Board (see page 2) or pop along to Conrunning Scruples at 24:00 on Saturday (which Bridget is running) and speak to her there.

## Food

Breakfast will be served to residents of the Adelphi Hotel from 7:00 to 11:00 on everbeforemensur-Sunday, when it will be served from 8:00 to 11:00. Residents of other hotels should consult their own hotel for times.

Snack meals are available in the Formby Room from 12:00 to 23:00. The main lounge will also be serving tea and coffee from 9:00 to 11:00 every morning.

## Art Show

The Art Show is situated in the Crosby Room and will be open as follows:

Friday	16:00 to 18:00
Saturday	10:00 to 18:00
Sunday	10:00 to 13:00 and 16:00 to 18:00
Monday	16:00 to 18:00

No food, drink, smoking or photography is allowed in the Art Show. Exhibits arriving between 9:00 and 15:30 on Friday should be taken to the Art Show; if you have material for which space has not been booked, or material arriving after this time, please contact Helen McCarthy; she will do her best to sort out your problems. Each exhibit must be accompanied by auction details giving the artist, medium, vendor and the minimum acceptable bid (a form is available for this from the Art Show). If any item is not for auction it must be clearly marked as such.

Please Note: the convention can provide no storage space for exhibits either before or after the Show.

## Future Image

The Future Image competition gave SF artists, pro and fan alike, the chance to portray images from tomorrow. Drop in on the exhibition if you dare ...

## Creche

The Creche (A.K.A. 'Up') is in room 169 and will be open as follows:

Friday	11:00 to 13:00 and 14:30 to 17:30
Saturday	10:00 to 13:00 and 14:30 to 17:30
Sunday	10:00 to 13:00 and 14:30 to 17:30
Monday	10:00 to 13:00 and 14:30 to 16:00

There will be a charge of £1 per child per session, or £6 for the whole weekend. Any volunteers, even for a short time, would be greatly appreciated — a rota and programme of activities for the Creche will be available at the Information Desk.

## Signings

Scheduled signings are as follows:

Pan Books in the lounge at 18:00 on Saturday.

Orbit/Futura in the Fan Room at 19:00 on Sunday.

## Dealers' Room

The Dealers' Room, situated in the Sefton Room, will be open as follows:

Friday	12:00 to 18:00
Saturday	10:00 to 18:00
Sunday	10:00 to 18:00
Monday	10:00 to 16:00

No drinks are allowed in the Dealers' Room (except, of course, drinks for the Dealers themselves).

## Auctions

The Book Auction will take place on Saturday in *Extra Charm* at 11:00. Forms to fill in when delivering auction material will be available at the Information Desk.

The Art Auction will be held in *Extra Charm*, on Sunday at 14:00. Material bought at the Art Auction should be collected and paid for between 16:00 and 18:00 on Sunday from the Art Show (please watch the noticeboard at Information for any changes to this time).

Payments for purchases may be made by cash or cheque, but payments to vendors will be made by cheque only.

## Useful Telephone Numbers

The code for Liverpool is 051.

The Adelphi Hotel	709 7200
British Rail, Liverpool	708 6454
British Rail, Euston	01-387 7070
London Victoria Coach Station	01-730 0202
Local Liverpool Taxis	708 7080

# The Programme

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## Program

As is usual at an Eastercon, we have a number of tracks of programming running simultaneously — *Colour* is devoted largely to film and video related items, *Charm* features those talks normally found on an Eastercon's 'main programme', and *Strangeness*, held in smaller rooms on the first and second floors, featuring smaller, audience participation items. Last, but by no means least, are the Fan Room and Games Room. These are being run by other groups on our behalf, which is why we have felt unable to inflict unusual titles on them. However, since the convention's motto is 'putting the science back into science fiction', we felt that choosing titles from scientific terminology was appropriate for Eastcon.

## Colour

The *Colour* stream is made up of four segments — samplers of various aspects of media fandom. They are:

**Meet Media Fandom** — different media fan groups give us the whys and wherefores of their particular interest.

**Archival Telefantasy** — Stuart Andrews' personal selection from a field in which Britain has always excelled, producing innovative, exciting work at every level (see the articles by Stuart on pages 17 and 39 of the Programme Book).

**Image of the Beast** — a look at how man uses animals as metaphors to examine, explain and even excuse his own puzzles, problems and poses.

**Anime — Moving Manga** — Helen McCarthy has made a small selection from the riches of this incredible art form to introduce you to the field.

Helen and the convention would like to thank the US and Canadian fans whose generosity in providing tapes has made this programme segment a reality. A limited number of copies of an article by Steve Kyte will be available at the anime screenings, giving a background to the topic. See also the articles by Helen McCarthy and Harry Payne on pages 19 and 42 of the Programme Book.

Interwoven with these themes are the convention films, full descriptions of which can be found on page 21 of the Programme Book.

*Please Note:* one late-night anime item will be barred to unaccompanied kids. For the rest, Helen strongly suggests that no children should be allowed in after 21:00, but you must make your own judgements.

## Science

The scientific method's trinity (hypothesis, experimentation and conclusion) begins with a look into the unknown: an act of SF if you will. The Eastcon '90 science talks reflect many aspects of this: how to picture the unknown (Julian Baum's talk); how science fact relates to SF (Pete Gilligan) and financing journeys into the unknown — focusing on space (Patrick Collins). The programme will also examine some yet-to-be-developed areas of science: mind and body (Brian Inglis) and nanotechnology (Dave Lermitt). How fan artists view the future is covered by the Future Image exhibition (run by *Concatenation* and the Science Photo Library — the latter have sponsored £450 worth of prizes).

Further details of the science related items can be found on page 23 of the Programme Book.

## Fan

The fan programme is all about what's involved in being a fan. So, you've got to be there, and become involved. The programme is mostly made up of items where the "audience" contributes as much as the "performers". Try it and be amazed at how quickly you'll start drinking Smirnoff. (Speaking of which, the fan room is hosting lots of splendid parties, at least one every night — check them out.)

A major element in the fan programme is making our own video (this is one up on Iain Banks who made a photo love story last year that was so awful *Viz* rejected it!) The video will be made under the direction of Anne Page and everyone who wants to be part of it — either acting, filming, editing, prop making or being key grip — please go along to the various sessions you'll see in the programme. The results will be shown to an unsuspecting public on Monday. Pity the OSCARS are gone, but there's still the HUGO for best dramatic presentation.....

Keep cool — keep fanning.

## Games

*A Ballardian wasteland of white-cloaked tables. A room usually empty, perhaps containing games or computers, but inevitably lacking life. Screams echo in the distance as someone's 23rd level Plumber is torque-wrenched by an orc...*

The usual image of an Eastercon games room, but not quite what's happening this time round. We're running a games room more in the traditions of an Eastercon fan room than a games room, and can promise a 98% Games Workshop-free environment with some good games and space to relax. Drop in and buy some tickets for the Issaries Fund raffle!



## Fan Programme

### Friday

#### 17:00 The Films of Kilgore Trout

In the dim distant past the Friends of Kilgore Trout (Glasgow's SF Group) made some splendidly awful films. They remain a testament to the depth of commitment and lack of taste of fans.

#### 18:00 Convention Video Set-Up

The start of the process of writing and filming a video to be shown on Monday at 16:00. Anyone who turns up can be part of the production team under the direction of Anne Page. There will also be a workshop for the crew on Saturday at 12:30.

#### 19:00 Drabble Launch and Signing

The long-awaited second volume of the Drabble Project book — a collection of one hundred one hundred word stories by one hundred different authors. Come and buy your copy, meet the authors and get them signing.

#### 21:00 Soapbox Shoot-Out 1

A daily dose of good natured argument. One opinionated person gets up in front of a lot of other opinionated people and states an opinion. When the dust settles we do a body count then bring out another speaker. Great fun.

#### 24:00 Conrunning Scruples

You are running the Games Room at a convention. Two days before the convention you discover that Ian Sorenson has gumped some of your best items. What do you do? A game of embarrassments led by Bridget Wilkinson.

### Saturday

#### 11:00 Conrunners: the New Internationalism

Once fanzine fans kept the SF world together, now it seems that worldcon fever and overweening ambition have spawned a new breed of internationally minded conrunner. This item examines the common ground between conventions here, in North America and in Europe.

#### 12:30 Convention Video Workshop

The block-buster progresses ...

#### 16:00 My Fanzine, Write or Wrong

Dave Wood leads an examination of why people write fanzines. Despite constant attempts to declare the death of the fanzine, it struggles on — what magic still remains?

#### 19:00 Soapbox Shoot-Out 2

More opinions and arguments.

#### 21:00 Filk Round-Robin Game

This is a simple idea, substituting a panel of filkers for the more usual authors and getting them to compose, extempore, a series of masterpieces. No singing required.

#### 22:00 Crossed Lines (at the X on the Hotel Map)

Are you scared of the theatre? No? You will be... A silly quiz, based around the concept of the performance. Alison and Mike Scott provide the script for two teams of volunteered fans.

#### 24:00 How to be an Audience

Audience required, no experience necessary. Must have interest in being entertained by Linda-Clare Toal and Mike Abbott.

### Sunday

#### 13:00 Intermediate Publishing

The rise of small press publications and the revitalising of the BSFA open many new avenues for aspiring writers. Here a panel of writers and editors discuss this growing field.

#### 15:00 Tim Broadribb's Soundtrack Quiz

Come and see if you can identify the sound of the \*\*\*\* from the first series of \*\*\*\*.

#### 17:00 Children's & Soft Toy's Fancy Dress

See page 4 (under Masquerade).

#### 18:00 Soapbox Shoot-Out 3

More arguments and opinions.

#### 19:00 Orbit/Futura Signing Session

Amongst the authors are: Anne Gay, Iain Banks, Ramsey Campbell and Paul McAuley.

#### 22:00 Gopher Party

For all the people who have worked on the convention — ops managers, stewards, gophers, etc, come and get your free drinks here on production of the drinks tickets you have collected — sponsored by the British Worldcon bid and Conscript, the con-running convention.

## Games Programme

### Friday

#### 14:00 Steamerpunk

Victorian terror a year after *War of the Worlds* in a new game system. 2-8 players wanted. Led by Marcus Rowland.

#### 19:00 7 Kinds of Madness

*Toon* (a Saturday Morning cartoon Role Playing Game). 2-6 players wanted. Led by John Dallman.

#### 21:00 Co-operative Games

Co-operative games have been described as 'the most fun you can have with other people with all your clothes still on'. You don't have to be fit for most of the games, although it does help for some. Non-exhibitionists will be most comfortable in jeans or trousers of some kind. Exhibitionists can wear whatever they like, and Helen Wake says could they please join her group? Children of all ages welcome.

### Saturday

#### 13:00 Diplomacy

The starting session for *Diplomacy*, which will continue throughout the con. Led by Rory Kenny.

#### 15:00 Dark Ages without the Nasty Bits?

A panel on the historical content of live-action games and historical re-creations. No weapons allowed! Led by Kari and Karen Naylor.

#### 19:00 Welcome to my Nightmare

Not quite the usual AD&D. Safety lies in numbers — but so does confusion... Led by Phil Nansen.

#### 24:00 Shadowrun

An introduction to a new cyberpunk game system. Led by Dave Parington.

### Sunday

#### 13:00 Flashing Blades

Listen verrec careful, I shall say zis only once ... ze gheume is afoot, ze sword is to 'and, and ze cardinal is breathing our necks. Chaos, confusion and chandeliers. Led by Kari.

#### 19:00 Issaries Fund Prize Draw

The Issaries fund is running a raffle to help pay for Conjunction's Guest of Honour, Greg Stafford. Turn up for fabulous prizes.

#### 19:30 The Dorrington Affair

A Frederick Forsyth thriller like you've never played it before. 4-10 players wanted for a superb systemless scenario. Led by Mike Ibeji.

### Monday

#### 13:00 Bughunt

*Aliens* meets *Them* meets *Starship Troopers* in a fast-paced action game of squaddies versus bugs in a subterranean world. A new board game for 1-12 players. Led by Mike Ibeji

#### 16:00 Undead Lord

A game of magicians striving to become Undead Lord. 3-7 players wanted for a board game under development. Led by David B. Wake.

#### 20:00 Twister (takes place in the lounge)

Now you've wrecked your metabolism, do the same for your skeleton. Kathy Westhead and Karen Naylor finish the con.

Fan Programme continued ...

### Monday

#### 11:00 Up the Walls of the World

Book collecting for the seriously short of room.

#### 13:00 Live Wires Quiz

Two teams of technical whizz persons are asked to do strange things with screwdrivers and soldering irons. The object is not to have to cut too many of the wires on that box in front of them, which seems to be ticking very quietly, but insistently. Hee Hee.

#### 14:00 Soapbox Shoot-Out 4

The last of the opinions and arguments.

# Friday

Time	Charm	Colour	Strangeness	Fan	Games
10:00					
11:00		Super-Dimensional Cavalry Mobile Suit Gundam			
12:00		The Five Star Stories			
13:00	The Face on Mars	Crushers			
14:00	Paper, Fish Tanks and Exploding Galaxies				
15:00	Opening Ceremony	Stainless Steel and the Star Spies The Block			
16:00	Meet the Guests	Doctor Who — An Unearthly Child			Steamer Punk
17:00	"Fly me to the Moon ..."	Horizon	Writer's <sup>Beauty</sup> Workshop 1 (Continues until 21:00)	The Films of Kilgore Trout	
18:00	What is Matter? Never Mind		Starts 17:00 <sup>Down</sup> Masquerade Introduction	Convention Video Set-Up	
19:00	Yesterday's Tomorrows	SF Galactic Patrol Lensman	Starts 18:00 Very Silly Games	Drabble Launch and Signing	7 Kinds of Madness
20:00	Guest Interview: Anne Page		Winged Space Flight <sup>Truth</sup>		
21:00	Fun and Senseless Violence	Dinosaurs — Maligned Media Superstars?		Soapbox Shoot-Out 1	Co-operative Games
22:00	The Book of the Game	Friday the 13th	Reading: <sup>Beauty</sup> Ramsey Campbell	1992 Eastercon Bid & Confiction Party	
23:00	A Plot, A Plot, My Sequel For a Plot		Late Night Filking <sup>Truth</sup>		
24:00		Fight! Iczar-1 Special		Conrunning Scruples	

For late night and early morning items, see the program descriptions opposite.

## Charm

**13:00 The Face on Mars**  
In 1976 the Viking One mission to Mars photographed a peculiar mesa which seemed to resemble the image of a human face. NASA dismissed this as a "trick of light and shadow", but a group of scientists based in California have been working on the original tapes from Viking and Roger Keeling, administrator for 'The Mars Project', presents their findings so far.

**14:00 Paper, Fish Tanks, and Exploding Galaxies**

Astronomical artist and SF illustrator Julian Baum lets us in on the tricks of his trade in a slide illustrated presentation.

**15:00 Opening Ceremony**  
Well, here we are at last. Meet the Committee that have worked their fingers to the bone and nerves to the ragged edge to give you a weekend we hope you will all enjoy. Relax and have fun.

**16:00 Meet the Guests**

There is a tremendous array of talented people to enlighten and entertain you for the next 4 days. Let them introduce themselves, so that you can later introduce yourselves to them.

**17:00 "Fly me to the Moon ..."**

"... and let me live among the stars. Let me know what life is like on Jupiter or Mars. In other words..." decide which of the four con persons John Fairey, Colin Fine, Hugh Mascetti and Alison Scott can sell you the holiday of your lifetime in this or somebody else's universe. SF's answer to timeshare.

**18:00 What is Matter?**

**Never Mind**

Author, journalist and TV presenter, Dr Brian Inglis explores the relationship between conventional science and parasceince with an eye on the relevance to science fiction.

**19:00 Yesterday's Tomorrows**

Writers have been trying to influence the shape of things to come ever since writing was invented. Some of them had very strong views on the subject of the future. On this panel, yesterday's writers — H. G. Wells, Charlotte Perkins Gilman, Rudyard Kipling — tell us what they think happened when their tomorrows became our present day.

**20:00 Guest Interview:**

**Anne Page**

Some might say that she needs no introduction. Kim and Helen will get our worthy Fan Guest of Honour to talk about her many interests, and reveal the secret of her boundless energy and enthusiasm.

**21:00 Fun and Senseless Violence**

It is Serious and Scientific and explains why the weaponry of so many of our favourite books does not always work too well... A talk delivered by Dave Langford.

**22:00 The Book of the Game**

A panel chaired by writer, editor and fan Alex Stewart with Mike Cule, Dave Pringle, Ashley Watkins, Marcus Rowland and Kim Newman exploring novels based on popular (and not so popular) games.

**23:00 A Plot, A Plot, My Sequel For A Plot**

A game organised by John and Eve Harvey. How many parts will we end up in? Need we say more!

Fan and Games programme descriptions can be found on Page 8.

## Colour

**11:00 Super Dimensional Cavalry**  
— Southern Cross episode

This is one of the series from which *Robotech*, the Frankenstein's monster of anime, was constructed. Fast and fun.

**11:30 Mobile Suit Gundam, Z or ZZ-Gundam episode \***

The marketing success of the anime field, which sold literally millions of mecha kits. Gundam saga is about people, politics and morality as rebels in the space colonies fight to win independence of Earth.

**12:00 The Five Star Stories**

Spun off from the series *Heavy Metal L-Gain*, this is strikingly original in design, with wonderful costumes and some of the most ornate and complex mecha anywhere.

**13:00 Crushers: \***

The Harmony Gold/NY-TV version of *Crusher Joe*. Action-zomp with a likeable young crew of adventurers saving the world from a doomsday machine.

**15:00 Stainless Steel and the Star Spies**

The Cadbury Smash Martians finally get their own programme, robot antics for children of all ages.

**15:30 The Block**

Pilot episode involving a computer hacker who opens a window into time. Concept by *Dr Who* writer Robert Holmes.

**16:00 Doctor Who — An Unearthly Child**

The unscreened first pilot. Hartnell's arrogant, selfish, occasionally menacing but always dignified Doctor is a far cry from the buffoons of recent years.

**17:00 Horizon**

Britain's biggest Blake's 7 fan group show us why they are 67 fans and what they get up to, with an episode, a fan video and discussion/question time presided over by Graham James and Floss Davies.

**19:00 SF Galact: Patrol Leneman \***

Anime version of the ever popular sf novel. Kids will love it.

**21:00 Dinosaurs — Maligned Media Superstars? \***

Brian Biddle, paleobotanist and games player, talks about the dinosaur and how the media have treated the genus.

**22:00 Friday the 13th**

The one bit of programming we couldn't avoid! Has spawned empty sequels, but this is the original and probably the best.

**24:00 Fight Lezer-1 Special \***

'Black Fantasy' in which pretty, androgynous alien beings whose soldiers are slimy, gory and perverted try to take over the earth. Costumes look as if they're by Biba and the designer of *Burarella*.

**1:30 Hokuto No Ken episode**

Anime of *Fist of the North Star*, martial arts story of extreme violence & silliness.

**2:00 Golgo 13 \***

The best-selling comic chronicles the adventures of a contract killer. This movie version has a gangster family, an insane hit-man, and lots of violent action.

**3:30 Cobra**

Based on the popular manga whose Bond-like hero lives on the edge surrounded by glorious girls and assisted by the sexiest of sexy robots.

**4:00 Late Night Archives**

These kick off with *Overdrawn at the Memory Bank*, a 1983 Canadian WNET production for SFTV, teleplay by Corinne Jacker based on a John Varley short story. After that — wait and see!

## Strangeness

**17:00 Writer's Workshop (In Beauty)**

Organised and run by Colin Greenland. Only open to those who get themselves together to book in advance.

**17:00 Masquerade Introduction (In Down)**  
See advert on page 4.

**18:00 Very Silly Games (In Down)**

Do you know how to play ... Killer Hopscotch ... Dangerous Ludo ... Strip Chulhu? Neither do we — yet. Help the Oxford University Group invent rules for these and other unlikely games.

**20:00 Winged Space Flight (In Truth)**

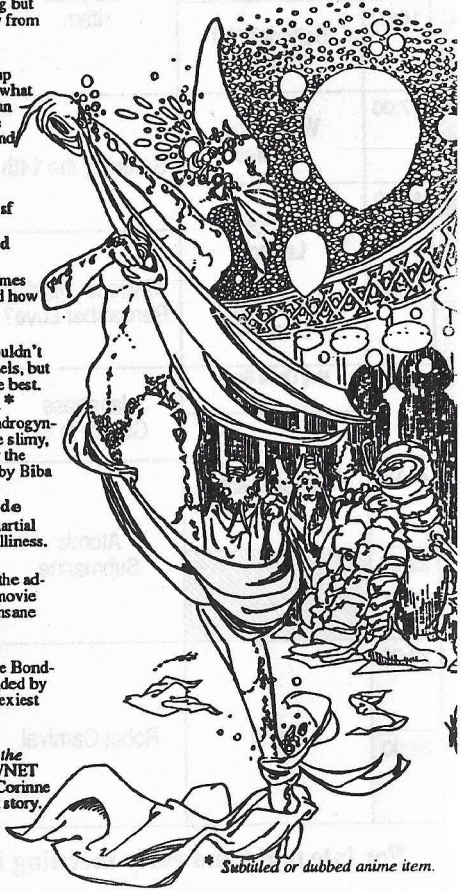
A talk by Duncan Lunan. With an improved space shuttle, HOTOL, Hermes, Waverider ... What happens next?

**22:00 Reading: Ramsey Campbell (In Beauty)**

Reading from his work.

**23:00 Late Night Filking (In Truth)**

If you can't beat them, give them a slot in the programme. If you wrote a filk at the workshop earlier today, or just feel like exercising your musical organs, this is for you.



\* Subtitled or dubbed anime item.

# Saturday

Time	Charm	Colour	Strangeness	Fan	Games
10:00		Black Magic M(ario)-66			
11:00	Abridged Too Far	Book Auction In X-Charm (Until 13:00)	Beauty Tarot Workshop	Conrunners: the New Internationalism	
12:00	Breaking into Print	Starts 11:00 Dougal and the Blue Cat	Truth Filk Writing Workshop		
13:00		Star Trek — USS Intrepid	Beauty BSFA AGM	Convention Video Workshop	Diplomacy
14:00	Guest Talk: Iain Banks	Surprise item	Down Masquerade Workshop (continues until 18:00) <i>check Ann's private notes</i>		
15:00	Dark Voices		Future Conventions (Continues until 18:00)	Truth My Fanzine, Write or Wrong	
16:00	Batteries Not Included	Beauty Chronicles of Narnia			
17:00	Words and Pictures	Saturday the 14th			
18:00	Pan Books Launch	Macross: Do You Remember Love?			
19:00	(In the Main Lounge)			Soapbox Shoot-Out 2	
20:00	Meg Davis Sings	Japanese Culture in SF	Beauty Reading: M. John Harrison		
21:00	Masquerade	Atomic Submarine		Filk Round Robin Game	Welcome to My Nightmare
22:00			Beauty Zen, Computers, and the art of Fandom	Crossed Lines (Takes place at X on the Hotel Map)	
23:00	Disco	Robot Carnival	Truth Late Night Filking <i>(if earlier in Down)</i>	Helicon '93 Bid & Magicon Party	
24:00					How to be an Audience

For late night and early morning items, see the program descriptions opposite.

## Charm

### 11:00 Abridged Too Far

How far should a creator's work be altered to fit the supposed needs of a particular format or audience? Alex Stewart leads a panel into this discussion.

### 11:00 Book Auction (In *Extra Charm*)

Let Brian Ameringen, the Wealdstone Warbler, and Roger Robinson, the Harolds Wood Hustler, use *their extra charm* to persuade you to part with the remnants of your cash for bargains galore for All Good Causes.

### 12:00 Breaking into Print

Everything you always wanted to know about getting your story or novel accepted, but were afraid to ask. After the first half hour this panel will break up into small friendly discussion groups. A panel led by Chris Morgan and including Colin Greenland, Jane Johnson and Meg Davis.

### 14:00 Guest Talk:

#### Iain Banks

As entertaining and gifted as a speaker as he is as a writer, we have given Iain entire control over his guest speech. Anything can happen in the next hour!

### 15:00 Dark Voices

A panel of authors from Pan Books' horror anthology "Dark Voices", chaired by its editor Stephen Jones discuss characters and caricatures. With Ramsey Campbell, Stephen Gallagher and Dave Sutton.

### 16:00 Batteries Not Included

The Decline of Hard SF?: Chairman Simon Beresford referees a discussion between Bob Shaw, Larry Niven, Steven Barnes and Jack Cohen.

### 17:00 Words and Pictures

A comics panel with our Guest Artist SMS, Chris Claremont of *X-Men*, Bryan Talbot and Chris Bell is chaired by Gytha North.

### 18:00 Pan Books Launch

Pan Books invite you to meet and have your books signed by an array of their talented authors.

### 20:00 Masquerade

The Masquerade is compered by the incomparable Anne Page, with Guest Judges. Preceded by a short slot from singer Meg Davis.

### 23:00 Disco

With DJ "Aureus", who promises to get circulation back into your legs after the hours sitting in the Programme (or standing at the bar!).

## Colour

### 8:00 Aura Battler Dunbine

Imagine a medieval world whose technology, including mecha, is powered by the energy of all living things, that only certain gifted individuals can harness. A magical first instalment of a video series.

### 9:30 City Hunter episode

A standard detective tele set in Tokyo; Colour, charm and strangeness in the relationship of the hero and his flatmate.

### 10:00 Black Magic M(ario)-66 \*

Fast-paced and exciting tale of a freelance reporter on the track of a military scoop who ends up rescuing a young girl from certain death. Strong overtones of *The Terminator* and *Frankenstein*, gripping end sequence.

### 11:00 Dougal and the Blue Cat

This one needs no introduction; return to your childhood through its ambiguity, light-heartedness and charm.

### 13:00 Star Trek --- USS Intrepid

A lively Dartford based Trek club, aims to encourage both interest in the series and social contact between members. *Intrepid* crew member Tina Hewett will compare original Trek with *The Next Generation* and explore the difference — and similarities.

### 15:00 Surprise Item

What it says it is.

### 17:00 Saturday the 14th

Spoof on last night's big feature movie.

### 18:30 Macrose: Do You Remember Love? \*

Movie featuring the characters from the hit series *Super Dimension Fortress Macross* (made popular here by *Robotech*) in a love/adventure story reworking early episodes of the first Japanese series. Some gory bits, great action from the super-sleek fighting craft.

### 20:00 Japanese Culture in SF

Ashley Watkins leads a panel discussion.

### 21:00 Atomic Submarine

One of the least-known but greatest of all turkeys. Worth seeing to remind yourself of all that great cinema isn't.

### 23:00 Robot Carnival

If you see nothing else on this programme, please see this. Eight of the best animators in Japan were asked to produce a short film on the theme 'Robot'. Music wonderful, animation wonderful, whole thing wonderful.

### 1:00 Akira

The anime of the hugely popular Manga released in English. State of the Art animation using every technique in the book to dazzling effect.

### 3:00 Megazone 23 part II \*

Harmony Gold dubbed this for English teaching purposes in Japan, but apart from changing the character names to those used in *Robotech: The movie* (their hack of part I) and adding on a brief piece of footage from their own release, altered nothing. The animation shows a freer, more experimental style which at the time was new, though the story — teenage rebellion in a world being destroyed by adults — is traditional.

### 4:30 Late Night Archives

Stuart Andrews masterminds a selection of your favourites ad through the night.

## Strangeness

### 11:00 Tarot (in *Beauty*)

Tarot cards are a very old method of divination. In this workshop, we will have two sections — beginners and advanced — where we will look at various layouts and methods of interpretation.

Led by Lisanne Norman and Anne Page.

### 12:00 Filk Writing Workshop (in *Truth*)

Filk, Filk, Glorious Filk, Come, learn how to write with Meg Davis and ilk.

### 13:00 BSFA AGM (in *Beauty*)

The Annual General Meeting of the British Science Fiction Association. All members (and potential future members) should attend and make their views known to the Committee.

### 14:00 Masquerade Workshop (in *Down*)

Anne Page will provide the expertise, you can provide the ideas. Why just read about your favourite characters and fantasies when you can become them for a time.

### 16:00 Future Conventions (in *Truth*)

Not only does this spot allow the Committees of future Conventions to promote their events. We hope that the audience will be allowed to express their views on what they want from the events.

### 17:00 Chronicles of Narnia (in *Beauty*)

Mike Cule reads from the original stories of C. S. Lewis, where animals are man's equal and the environment is treated with rather more respect than in modern Britain. Whether or not the White Witch is a prophetic portrait of Margaret Thatcher, this is stirring stuff.

### 20:00 Reading: M. John Harrison (in *Beauty*)

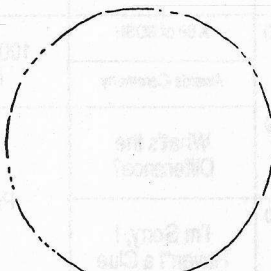
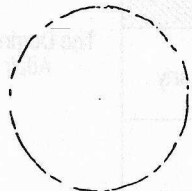
M. John Harrison reads from his work.

### 22:00 Zen, Computers and the Art of Fandom (in *Beauty*)

What hardware/software do you need to become a cyberfan? Do computers reduce con committee work loads or increase them? Can a real fanzine be produced on computer? We certainly don't know, although we are as opinionated on the subject as anyone else. Come and tell us what you think.

### 23:00 Late Night Filking (in *Truth*)

More musical delights (!) from the heart of fandom — if you've never filked before, come along and find out what you've been missing.



# Sunday

Time	Charm	Colour	Strangeness	Fan	Games
10:00		Starts 9:30 Windaria			
11:00	Genes Don't Make People or Aliens	Terrible Saviour	Space Rescues <small>Truth</small>		
12:00	1992 Eastercon Selection	The Prisoner — Six of One	Making a Break Into Comics <small>Beauty</small>		
13:00	Who's Kidding Who?		Masquerade for Confiction <small>Down</small>	Intermediate Publishing	
14:00	Don't Give Up the Day Job	Art Auction in X-Charm (until 16:00)	Confiction Ops Workshop <small>Truth</small>		
15:00	Writer's Workshops, Help or Hindrance?	Starts 14:00 Doomwatch		Tim Broadribb's Soundtrack Quiz	
16:00	Guest Talk: Ken Campbell	La Belle et La Bête			Flashing Blades
17:00	ET Encounter (in Extra-Charm)		Communicator <small>Truth</small>	Childrens & Soft Toy's Fancy Dress	
18:00		The Dunwich Horror	Double Dutch (Continues until 20:00) <small>Beauty</small>	Soapbox Shoot-Out 3	
19:00	Filk Concert		Nanotechnology <small>Truth</small>	Orbit/Futura Signing Session	Issaries Fund Prize Draw
20:00		Image of the Beast	Reading: Colin Greenland <small>Beauty</small>		
21:00	A Bit of BOSH Awards Ceremony	1001 Islamic Nights			
22:00	What's the Difference?	Predator	Shopping Malls on Mars <small>Beauty</small>	Gopher Party	The Dorrington Affair
23:00	I'm Sorry, I Haven't a Clue		Late Night Filking <small>Truth</small>	Speculation & Winnipeg Party	
24:00		Wandering Kid			

For late night items, see the program descriptions opposite.

## Charm

**11:00 Genes Don't Make People or Aliens**  
Dr Jack Cohen, reproductive biologist extraordinaire, out to correct the myth that genes absolutely determine who and what we are.

### 12:00 1992 Eastercon Selection

There is one confirmed bid, there may be more. Come and make your opinions known on the proposal(s) and give your vote.

### 13:00 Who's Kidding Who?

Peter Weston, with Tom Shippey, Dave Pringle and Ed James consider whether academics have taken over SF.

### 14:00 Don't Give Up the Day Job

Most writers started off in another line of work entirely. How useful, or even essential, is this? Andrew Stephenson chairs a panel consisting of M. John Harrison, Jane Johnson, Freda Warrington and Storm Constantine.

### 14:00 Art Auction (in *Extra Charm*)

Roger Peyton, The Birmingham Bestseller, will offer you the chance to purchase the artwork that has been on display in the Art Show during the convention.

### 15:00 Writer's Workshops, Help or Hindrance?

Can writers (or would be writers) help each other to write better? Workshops are defined and discussed by Chris Morgan with Anne Gay, David Gemmell and Alex Stewart.

### 16:00 Guest Talk:

**Ken Campbell**

Ken Campbell, film and theatre director, probably best known for his Science Fiction Theatre of Liverpool takes the Stage.

### 17:00 ET Encounter (in *Extra Charm*)

Scripted by Chris Boyce, author of *Extraterrestrial Encounter*. Your chance to participate in humanity's First Contact. An interactive experience organised by Duncan Lunan.

### 19:00 Filk Concert

The now regular musical Faust, sorry Feast, for British Eastercons, with Captain Gytha North.

### 21:00 A Bit of BOSH

The imitable Bob Shaw entertains. If you've heard him speak before, you'll attend anyway; if you've never heard him before, don't miss it.

### 21:30 Awards Ceremony

Make sure you have filled in your voting slips — the BSFA, Eastercon, Ken MacIntyre and Doc Weir awards will be awarded here.

### 22:00 What's the Difference? Women writing horror

Is an interest in horror fiction a sex-linked trait? Does the genre work to keep women out — and what's in it for women anyway? A panel to coincide with the launch of the anthology of women's horror edited by Lisa Tuttle entitled *Skin of the Soul*.

### 23:00 I'm Sorry, I Haven't a Clue

The SF version of the panel game to end all panel games. The teams are given silly things to do by Kathy Westhead and Roger Perkins.

## Colour

### 8:30 Lupin III episode

Comedy/drama series based on the exploits of the grandson of famous French criminal Arsène Lupin. The series is by Hayao Miyazaki, the creator of *Nausicaä in the Valley of the Winds* and *Floating Island Laputa*, and this episode has echoes of both.

### 9:00 Orguss

In a sense, the first ever 'side story' since its hero is caught in a dimensional warp and hurled from the world of *SDF-Macross* into a parallel universe. Violence: A-Team level. Sex: romance only. Good fun.

### 9:30 Windaria \*

MY-TV English dub of what was originally a very strong anti-war story but has become more of a romance; the mystical element is altered, and the Japanese dialogue had less about love and more about the evils of war! Parallel love stories. Nicely animated and well worth watching. Marketed for the under-sevens.

### 11:00 Terrible Behaviour

This modern re-telling of the 'Beauty and the Beast' fairytale was described by one American critic as 'the perfect woman's series — all foreplay and no penetration.' It has garnered a huge fan following by breaking most of the rules of prime-time TV.

### 12:00 The Prisoner — Six of One

Six of One member and con habitue David Lally takes us into The Village and out into the world of the media to see some of the places The Prisoner has escaped to!

### 14:00 Doom watch

Movie version of the popular TV series which was pushing environmental concerns many years before they were fashionable.

### 16:00 La Belle et La Bête

The Beauty and the Beast story transposed into a richly complex dream full of magical imagery where love succeeds in turning the beast into a handsome prince. Directed by Jean Cocteau

### 18:00 The Dunwich Horror

Intense supernatural film based on a H. P. Lovecraft novel.

### 20:00 Image of the Beast

Helen McCarthy chairs a discussion of the use of animals as metaphors for Man. Is it as senseless and exploitative as cosmetic testing, or a way to remind ourselves of our links with those whose evolutionary path diverged from ours?

### 21:00 1001 Islamic Nights

"In the land of the two queens there dwelt a poet" — Tariq Ali and Howard Breton's magical, political fantasy.

### 22:00 Predator

The under-rated Arnold Schwarzenegger in stomping form in a tightly-paced adventure.

### 24:00 Late Night Anime

Starts with *Wandering Kid*\*, XXXX-rated. Sexist, sadist, violent and sexually explicit. Totally unsuitable for anyone who objects to any of the above.

No-one under 16 will be admitted to this item unless accompanied by the adult responsible for him or her.

### 1:00 Cream Lemon

Not nasty, but sexually explicit. Plus, at 2:30, *Digital Target Gray*.

### 3:00 Late Night Archives

Opens with *Captain Power and the Soldiers of the Future* 75 minutes of action from the year 2150, as the last of humanity oppose the new order of the metal wars. Then more surprises all through the night.

## Strangeness

### 11:00 Space Rescues (in *Truth*)

Space Rescues are back in the news — what are the options?

### 12:00 Making a Break into Comics (in *Beauty*)

Getting into comics is not easy, and in this open forum led by Alan Eddy, local self-publishers such as Fourth Dimensions Design, Twintree Publications, the Liverpool City College and Kirby Cartoon Workshops will be giving helpful advice to would-be artists and writers as well as giving a presentation of their own work.

### 13:00 Masquerade for Confiction (in *Down*)

A question and answer session hosted by Anne Page on the techniques and practicalities of costuming at a Worldcon.

### 14:00 Confiction Ops Workshop (in *Truth*)

For those of you who will be going to the Worldcon in Holland later this year and wish to help and have fun on the organisation side of things.

### 17:00 Communicator: Higher Education SF Network (in *Truth*)

A chance for all those involved with Polytechnic and University SF societies to get together. An Apa has been launched to try to build links between all the societies, and we wish to cajole you all into taking part.

### 18:00 Double Dutch (in *Beauty*)

For those of you who will be going to the Worldcon in Holland later this year, why not surprise all those who believe that the Brits are too lazy to learn other languages. Learn those particularly useful phrases like "Two beers please, my friend is paying."

### 19:00 Nanotechnology — Micro-Engineering the Future (in *Truth*)

Technology is just beginning to catch up with Feynman's 1959 lecture, "There's plenty of room at the bottom." Dave Lermitt examines the implications, use and safety aspects of nanotechnology.

### 20:00 Reading: Colin Greenland (in *Beauty*)

Colin Greenland takes time out from running the Writer's Workshop to read from his recent works.

### 22:00 Shopping Malls on Mars (in *Beauty*)

It's back! Top Reporters from The Sunday Fan are here to give you the hard facts behind some truly incredible newspaper stories. But! ... they have a problem. Once again they have acquired an exclusive photograph that will surely change the whole of Civilisation as we know it. But they need your help. They only have a few scraps of info in an short time t deadline Ca yo hel our reporters turn the few scraps of info into a story in time? You'll be working fast and furious on the trail of hunches and red herrings as you try to aid our team of top experts led by that stalwart of the tabloids, Al Bacon. Don't miss The Sunday Fan... its hot!

### 23:00 Late Night Filking

Even after performing a 2 hour concert, you can't stop them. More gay melodies.

# Monday

Time	Charm	Colour	Strangeness	Fan	Games
10:00		Cry Wolf			
11:00	Science in SF and SF in Science	Alternative 3	Beauty Writer's Workshop 2 (Continues until 14:00)	Up the Walls of the World	
12:00	Guest Interview: SMS	Mobile Suit Gundam KX-93: Char's Counter-Attack			
13:00	Eastcon Business Meeting			Live Wires Quiz	
14:00	Tourism in Space	The Stone Tape		Soapbox Shoot-Out 4	Bughunt
15:00	Closing Ceremony	Dr Slump Episode			
16:00	What was SF?	Eastcon '90 — The Video			Undead Lord
17:00					
18:00					
19:00					
20:00					Twister (In the Lounge)
21:00					
22:00					
23:00					
24:00					

For late night and early morning items, see the program descriptions opposite.



## Charm

**13:00 Science in SF and SF in Science**  
Peter Gilligan takes a hard look at both SF and science fact. Pete is not unknown to conventions and his past talks have proved controversial. However, if Pete is workign in the USSR, his 'clone' will give this talk.

**12:00 Guest Interview:**  
SMS

A portrait of our Artist Guest of Honour, interviewed by Chris Bell.

**13:00 Eastcon Business Meeting**

Well, we've worked hard and tried our best to give you a stimulating and entertaining weekend. The committee would like to know where we succeeded and where we may have failed, in order that we and future conventions may learn by the experience.

**14:00 Tourism in Space — High Flown Fantasy or Real Possibility?**

University lecturer and former ESA consultant Dr Patrick Collins takes a commercial look at the possibilities open to us in the high frontier.

**15:00 Closing Ceremony**

The formal bit. Bye-bye, see you all next year in Glasgow.

**16:00 What Was SF?**

The Speculation programme has as its theme "What is SF?" and intends to explore what will influence the directions of SF in the 90s. Its first programme item looks back at what was SF and the extent to which the genre today reflects the past rather than the future. With John Fairey, Rog' Peyton, John Brunner and Anne Page.

## Colour

**8:30 Project A-Ko \***

A tale of schoolgirl rivalry as you've never seen it before — the Chalei School was never like this as A-Ko and B-Ko fight to be closest friend of cute, bubbly, entirely brainless C-Ko. Fight sequences that would make Grace Jones blush and complete idiocy.

**10:00 Cry Wolf**

An archival look at lycanthropy from a new angle. Doesn't quite do for werewolves what *The Lost Boys* did for vampires in terms of glamorisation, but an enjoyable spoof.

**10:30 Alternative 3**

The USA achieved the first moon landing in 1969 — or did it? What was the subject of the international science council meeting of 1955? and why do scientists and technicians keep disappearing? The answer may be *Alternative 3*.

**12:00 Mobile Suit Gundam KX-93: Char's Counter-Attack \***

The last battle in the private war between charismatic rebel leader Char Aznable and Earth pilot Amuro Ray reaches an almost Arthurian climax as the rebel colonists fight to be free of the political and economic domination of Earth. Battle action and stunning mecha but, as always, in the Gundam saga, the characters are the main thing.

**14:00 The Stone Tape**

"Switch on the computer, warm up the sensors, we're going to analyse a ghost." So begins what is arguably the finest single drama ever made for television. Introduced by a message from the writer Nigel Kneale.

**15:30 Dr Slump episode \***

An insane Japanese/Pythonesque romp which cheerfully spoofs popular culture with the help of Arale, the strongest little girl robot in the world. Suitable for the wildly unbalanced of all ages.

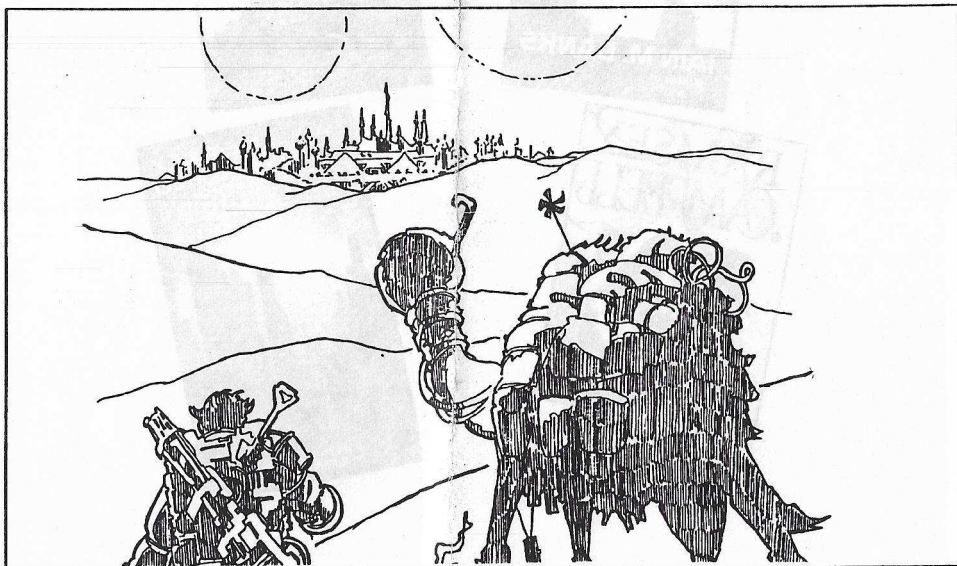
**16:00 Eastcon '90 — The Video**

World Premiere of Anne Page's directorial debut which is rumored to rival *Heaven's Gate* for uncut length, *Gone with the Wind* for romance, *Gold-Diggers of 1933* for glamour and a BBC canteen lunch for budget. An unmissable experience and a fitting way to round off this programme stream.

## Strangeness

**11:00 Writer's Workshop 2 (in Beauty)**

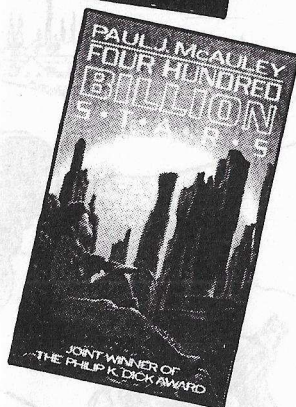
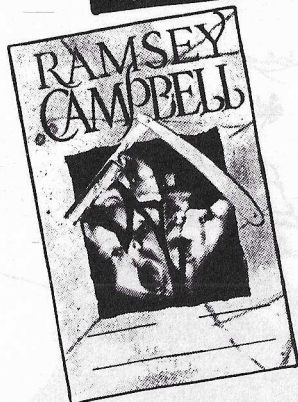
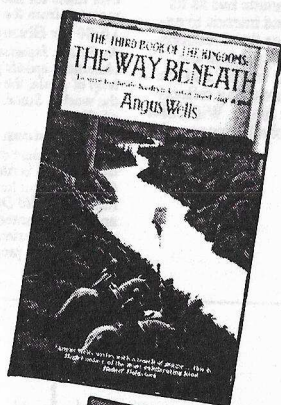
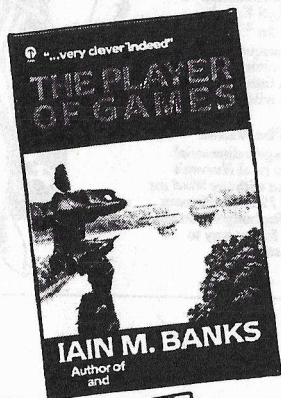
With Colin Greenland. Continuation of the Friday item for pre-booked participants.



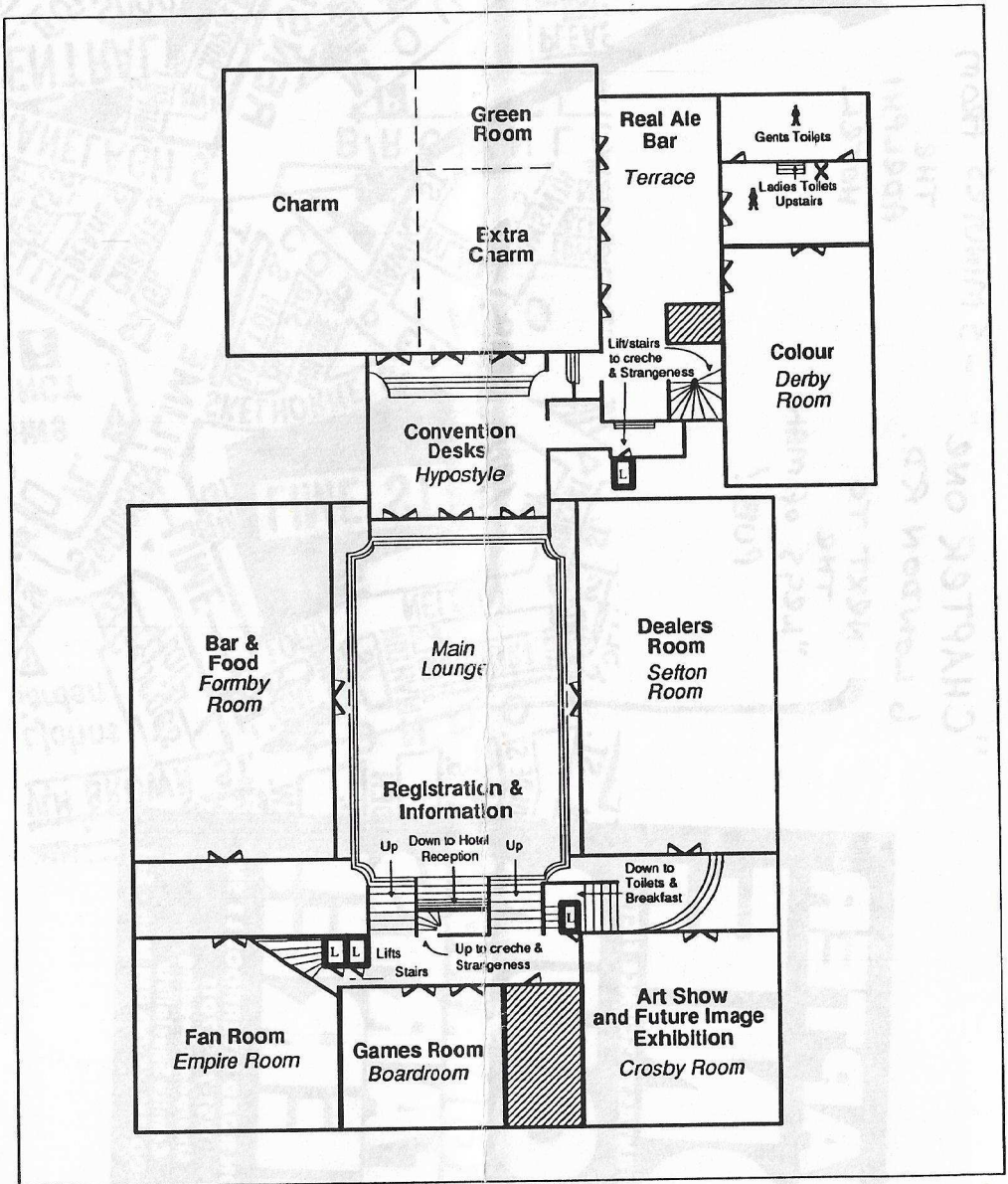
**THE MACDONALD GROUP  
ARE PLEASED TO ANNOUNCE  
A SIGNING SESSION ON SUNDAY  
15th APRIL AT 6pm**

WITH:

**IAIN BANKS • PAUL J MCAULEY  
RAMSAY CAMPBELL • ANGUS WELLS**



# Map of the Adelphi Hotel



The Creche (or 'Up') is located in room 169.

Strangeness takes place in one of three rooms — 155 ('Down'), 269 ('Truth') and 255 ('Beauty').

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