EVOLUTION

THE NEXT STEP



PROGRESS REPORT THREE



5-8th April 1996

Committee

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Hotel

Radisson Edwardian, Heathrow Rates: £28 triple, £32 twin/double, £42 single room

Contact: Pat McMurray

Advertising Rates

£40 per A4 page fan rate, £100 professional. Deadlines for PR 4 - 7th January 1996. To quarantee your ad. please book a month in advance. Contact Mary Branscombe 18 High Street, Twerton, Bath, Avon BA2 1BZ 01225 442244 (day) E-mail: maryb@cix.compulink.co.uk

Creditz

Cover art by Bryan Talbot • edited by Mary Branscombe • printed by PDC Copyprint.

Guests of Honour

Vernor Vinge **Colin Greenland** Maureen Speller and

Bryan Talbot Dr. Jack Cohen **Paul Kincaid**

Start here!

R3 - that's the one with not much in that just reassures you that the committee hasn't burned out after *Intersection* and that ves. the con is still going to happen. Or so I'm told... Well, we're certainly still here and post-*intersection* we have welcomed Tim Illingworth onto the committee and ves, the con is still going to happen.

In this progress report we reveal the delights of the hotel in graphic detail (well, in text-based detail really although the floor plans are there). We've taken plenty of hotel bookings already. so now is the time to send your form back if you haven:'t already done so (and if you've lost it, we've included another form for anvone we've not heard from).

And if you think that's nagging, wait till you hear from the rest of the committee, who want your bodies. Volunteers, one step forward please, we're waiting to hear from you.

We're hoping to run a stream of Bodyworks workshops - belly dancing, massage, aromatherapy, herbalism, ceildh practice and so on. If you have any ideas or would like to run a workshop, please get in touch with me (details left).

In this PR we're taking a look at the work of Bryan Talbot.. If you only know him from 2000AD, we think you'll be surprised by his range as well as impressed by his art.

We would like to congratulate Mike Abbott on winning an **Evolution** membership in the Friends of Foundation raffle at

Confabulation and we'd also like to thank him for asking us to donate an equivalent sum to a good cause instead - and we're sure that the RNIB would like to thank him too, as the donation went to Talking Books for the Blind.

We're looking forward to seeing you all. The next time you hear from us will be final directions and instructions and there's still a lot to do. so we'll be off now to do some work. Enjoy.

Many passante

Evolution at Intersection!

or Intersection, we produced a special book of writing about our guests by famous names such as Neil Gaiman on Bryan Talbot, Larry Niven and Jerry Pournelle on Jack Cohen, Michael Moorcock and Geoff Ryman on Colin Greenland, Chris Priest and

Dave Langford on **Maureen Kincaid Speller** and Paul Kincald - plus Marvin Minsky's afterword to Vernor Vinge's True Names.

On the cover, Jim Porter combined "the famous bit of Skye minus the famous bit" and an implausible gathering of a possible evolution and any rumours that it's the Intersection committee are, we're told, completely unfounded. We can't do this beautiful colour image justice

Inside, you'll also find SMS' evolving cephalopods ascending from sea to sky page by page.

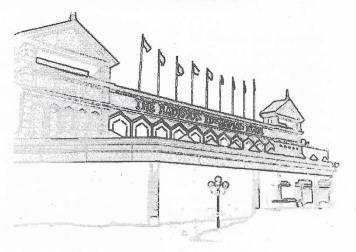
If you didn't get a copy of Evolution at Intersection at the Worldcon, we still have a few copies left. If you'd like one, please send an A5 stamped addressed envelope to Bridget Hardcastle at the usual Evolution address.

- Mary Branscombe **EVOLUTI**

@INTERSECTION

Inside the Radisson Edwardian

Those of you who've been reading these PRs may have noticed a certain enthusiasm about this wonderful hotel on the part of the committee. In PR2, for example, our esteemed Editor used the word 'sybaritic.' We shall ignore obvious puns about computers in the belfry at this point. The Radisson Edwardian is a new hotel for Eastercons, and we want to tell you a little about it, and explain why we think it's such a good hotel.



The Radisson is a fairly new hotel and it was completely refurbished and redesigned as a conference and convention hotel a few years ago. Despite its proximity to Heathrow Airport its main business is conventions, conferences, press events and product launches. This sort of business keeps it very busy all year round, except over holiday periods like Easter, Christmas and other Bank Holidays.

This is where we come in. The Radisson is happy to fill its rooms during a normally quiet period, and willing to reduce its rates and prices (including bar prices) to get our business. What we get for our money is a hotel that knows how to run conferences and is learning to work with conventions, such as last year's *Star Trek* con, and, of course, ourselves.

Now, follow me inside and let me take you through some of the delights in store for you (with apologies to Zork and anyone who hates adventure games). Let's play...

The Hotel Game

It is Friday the 5th of April 1996. You are standing outside the Radisson Edwardian Hotel at Heathrow. You are carrying a bag. In front of you is an automatic door.

ENTER

You are standing in a pleasant, well-lit, marble-tiled foyer, with plenty of room in which to mill. To your left is the reception area, to your right is registration. Your exits are up the stairs in front of you, into a corridor on the left, or into a nice bar on your right.

GO RECEPTION

You are booked into your room by the friendly and efficient hotel staff. You feel reassured by the obvious presence of convention staff to assist you if problems arise during this process. Having got your key, what do you want to do next?

GO UPSTAIRS

The smiling steward stops you, and reminds you that you need to get your badge from registration first.

OOPS, I FORGOT. GO REGISTRATION

Registration is also in the foyer. A slightly manic blonde finds your badge and pack. You pin the badge on your jacket, take the Readme out of your pack, and decide to go put your bag and stuff in your room. There is a large plan of the hotel on an easel beside Registration.

LOOK AT PLAN

This is a large plan showing lifts, toilets, and public rooms. You're amused by the hand scrawled note in bright red taped to it – "Henleys is the EXPENSIVE bar, The Polo is the CHEAP bar, Connaught & Belvedere is the REAL ALE bar." You look for the way to the nearest lift.

GO LIFT

You leave the Foyer and walk through some corridors towards the lifts. You are extremely impressed by the clear signage with more copies of the plan at every junction. Passing by the Polo Bar, the CHEAP bar, you stop to admire the decor. It's all dark wood and leather, with some very interesting barstools. You see some friends in there.

ENTER POLO BAR

Several hours and many pints later, you realise you haven't looked at the Readme, left your bags in the room, checked out any of the programme or the dealers room, and you could probably use some food.

LEAVE POLO.

You're standing in the corridor. Directly across the corridor is the Brasserie where food is being served. To your right is the way back to the foyer, to your left is the way to the lifts.

GO LIFTS

You find the lifts without any further trouble. Your room is on the third (and top) floor, at the front. It's a nice room, with good sound insulation and a comfortable bed – very clean and neat. You drop your possessions on the bed and go back to the lift.

GO FIRST FLOOR

When you get out of the lift on the first floor, you see another of those ubiquitous plans. You walk along the corridor with three small programme rooms on your right, the Connaught & Belvedere room with another bar on your left and the Dealers Room straight ahead. You have some money in your pocket.

GO DEALERS ROOM

The Dealers Room is in the second largest room. Most of the usual suspects are there, all lined up, eager to give you the privilege of exchanging mere money for books, artwork and the like.

SPEND MONEY

You spend money. You then leave the Dealers Room by the front entrance and go down the stairs to the foyer, passing the Newsroom on the mezzanine level. Where do you want to go now?

GO SWIMMING POOL

You leave the Foyer, walk through the corridors again – hey! You're getting the hang of this hotel – and turn right into the Brasserie restaurant instead of left into the Polo Bar. Walking through and out the far side of the restaurant, you enter the pool area.

STAND IN AWESTRUCK AMAZEMENT

The pool is in an enormous palm house, bright with natural light. Overlooking it is the Connaught & Belvedere room, where food and drink is served. Suddenly a semi-naked form heaves itself from the water at your feet...

CONAN, GILGAMESH, BEOWULF, JASON, MARATHON, HANNIBAL, ROBIN HOOD, CHARLEMAGNE, ARTHUR, EXCALIBUR, ALEXANDER, DRUSS, THE DRENAI, SIPSTRASSI STONES, JON SHANNOW...

ALTERNATE WORLDS, ALTERNATE HISTORIES
- IN ALL THE LEGENDS LIVE ON:

Novacon 26

Guest of Honour David Gemmell

8-10 November 1996

at the Hotel Ibis, Ladywell Walk (off Hurst Street), Birmingham.

Attending Membership: £23.00 until 6 November 1995, then £25.00 until Easter 1996. Supporting Membership: £10.50. Contact: Carol Morton, 14 Park Street, Lye, Stourbridge, West Mids, DY9 8SS. For your version of this game, you'll have to come to the convention.

Final and VERY IMPORTANT bits

This pool is really very nice. It's not enormous, but it's got a definite sub-tropical feel, with seats and terraces to sit and talk around it. The only problem is that we don't want to risk any broken glass. If a glass is broken in the pool, the pool will have to be drained. This will cost the convention a large sum of money, and place the pool out of bounds for safety reasons for the remainder of the weekend. There will be plastic glasses available and we ask you to make the effort to work with us on this minor restriction.

You will not be allowed to take glassware in the pool or pool area.

If we haven't received your hotel booking form yet, we've enclosed another one with this PR. I would like to ask you to complete and return it immediately, at once, right now, as this will help us to help you by organising a place for you to lay your weary head after a long hard day in the pool

If you have any problems or questions please contact me:

Pat McMurray
28 Plaistow Grove
Bromley
BR1 3PB
pat@cooky.demon.co.uk
0181 464 8231

Our next (and last) Progress Report will contain details of how to get to the hotel from anywhere in the Universe.

- Pat McMurray

Dealer Room

The dealers' room at Evolution will be located in the Royal Suite, which is on the first floor of the hotel. There is reasonable lift access from the car park at the back of the hotel and trolleys should be available for transporting stock.

Tables are six foot by two foot three inches, and cost £25 for the duration of the convention. Space constraints mean that, at least initially, bookings will be restricted to a maximum of four tables per dealer. The total space available will accommodate about sixty tables but, on the basis of previous Eastercons, it's entirely possible that this will sell out. We therefore suggest that you get your bookings in to the address below as soon as possible.

The dealers' room will be available for setup on the morning of Friday 5 April.

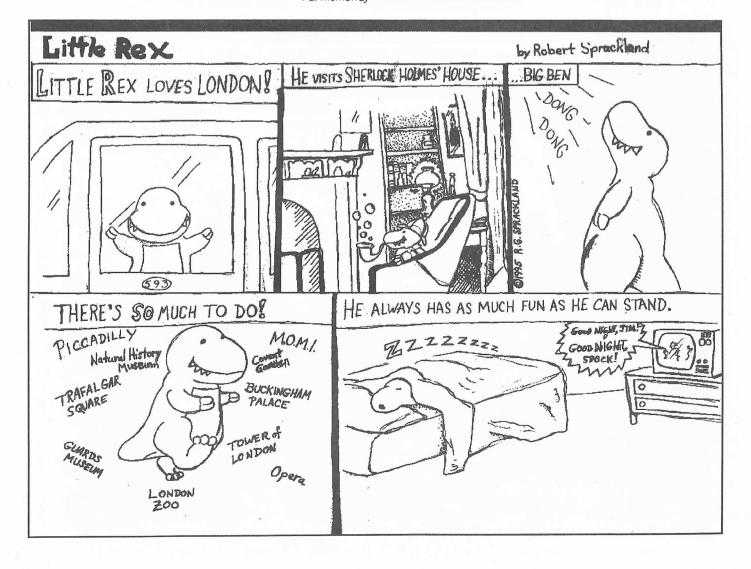
Opening hours for the public will be:
Friday 5 April14:00 - 18:00
Saturday 6 April10:00 - 18:00
Sunday 7 April10:00 - 18:00
Monday 8 April10:00 - 14:00

Tables must be booked by a member of the convention (and all staff will require convention memberships as well).

Dealers' room information is available from

Mark Plummer 14 Northway Road Croydon Surrey CRO 6JE

Telephone: 0181 656 0137 (evenings/weekends/answerphone). All bookings should be sent direct to Mark. If you want a convention desk, please contact Tim Illingworth care of the usual *Evolution* address.



INTERVENTION

THE 1997 UK NATIONAL SF CONVENTION

28-31 March 1997, Adelphi Hotel, Liverpool, UK

Maskerade Ball/Gala Dinner - Cripple Mr Onion Tournament

Guests of
Honour
Brian
ALDISS
Jon
BING
Octavia
BUTLER
David
LANGFORD

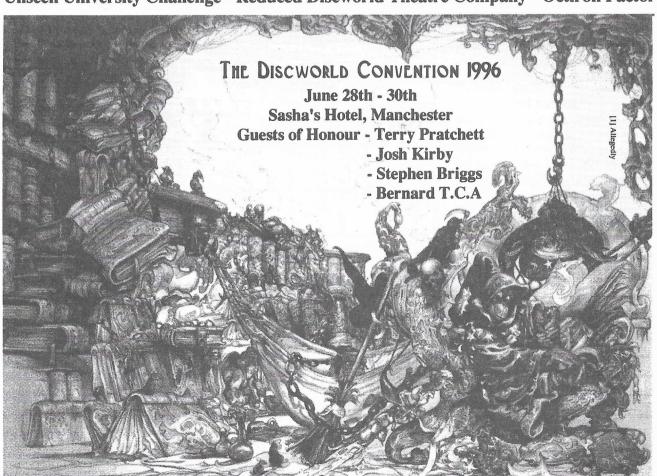
Theme COMMUNICATION

Contact: 12 Crowsbury Close, Emsworth, Hants, PO10 7TS, UK

Membership Attending: £20 Supporting: £10 (Valid to 30/11/95)

E-mail: intervention@pompey.demon.co.uk

Unseen University Challenge - Reduced Discworld Theatre Company - Octiron Factor



Contact: THE DISCWORLD CONVENTION, P.O. Box 3086, Chelmsford, Essex. CM1 6LD

Discworld Cocktail Bar - 1000 Elephants - Plus Many Other Events

Of course we need volunteers...

Conventions are run by volunteers. All the way down, from the chair-entity via the committee members, on-the-day shift managers right down to the gopher who helps move some chairs around before the masquerade. No fan-run convention can succeed without volunteers who are willing to give up some of their time at the convention to make sure it goes off well for everyone.

Evolution. like every other convention, needs volunteers. We not only need people to turn up on the day and volunteer to gopher, we also need people to volunteer before the con to man the information and registration desks, to help with green room, art show, A-V, lighting and general shifting and carrying.

We need to know before the con how many people we can rely on to turn up at specific times, especially early on, to help set things up. Particularly, if vou're intending to arrive on Thursday or early Friday, we will need people to man registration and help with reconfiguring the hotel for our needs - don't worry, we won't expect you to be a carpenter, but if you can carry boxes or shift chairs, or

even just sit reading a book making sure technical equipment is not stolen, we need your help, and we need to know before the con that we'll have it.

We can't do it without VOU!

That's why we want volunteers. Why should you volunteer? After all, you've paid your membership fee, and for many, conventions are the only holidays they take. Well, for one thing there's the gopher hole. A nice, friendly place to sit and relax between helping out and going to programme items and chatting in the bar. Free soft drinks available to fortify you against all that alcohol you'll be drinking at the parties overnight, and to take the edge off that hangover.

It's a great way to meet new people, as well. Especially if this is your first con, or first large convention, all those people sitting around talking like old friends can be a bit intimidating. If you've shared a job with someone you've met them, and that gives you an excuse to ioin in their conversations, especially if you've found you share an interest in

the topic of the programme item you were helping to set up for.

And finally, there's the satisfaction that without your help, the convention would have been just that little bit less successful. The Guest of Honour would have had to wait a little longer for their microphone to be set up, or the video room couldn't show everything they wanted to because the tapes kept getting there late. All these sorts of things can go wrong with a convention if YOU don't help out. Evolution should be fun, and volunteering can make it more fun for both you and everyone else.

Please fill in the volunteer form on the back of your hotel form, or just write and tell us that you'd like to help out, and evolve from being a sit-back-and-enjoy it con member to one of the people who helped it all work right.

A3: Gopher Soup Dragon

Andrew A Adams excels at organising people and getting things done effectively and if I flatter him enough. he'll give me one of his renowned backrubs. - Ed

Survival special: evolving T shirts

The other advantage of volunteering for **Evolution** is that you can buy yourself one of our stylish vet practical volunteer T shirts (right) designed by the talented (volunteer) Sue Mason. And what will it of your time between now and

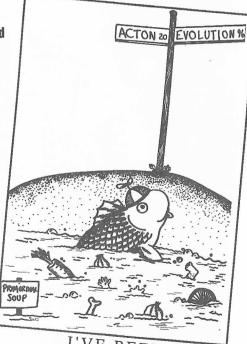
cost you? A mere £5 plus at least an hour

The evolution of the fan!

the end of Evolution.

As a volunteer, you'll be well placed to observe the antics of fans and to help you in your fan-spotting, we've prepared this helpful T shirt (left) to show you where you stand on the

evolutionary tree of the fan (once again, artwork is by the ever-impressive Sue Mason). We field tested these T shirts at Intersection (well, we hall tested them, programme tested them, hotel, bar, party and fireworks tested them we don't know if anyone had time to go into a field at the Worldcon and if they did we like to hear about it, please). We can report that they hold up well to the rigours of the longest room party or business meeting but still look stylish and distinctive. This miracle of sartorial elegance will set you back a mere £8. Both T shirts are available in Large, Xtra Large and Xtra Xtra Large. You can buy them from our con desk at Novacon or by nost - send your orders to the usual Evolution



NORRNERE EVOLVED

address. Please add £1 for postage and packing and as ever, make the cheques out to Evolution. If you want the volunteer T shirt, it would be useful if you could give us some idea of what you'd like to volunteer for and how much help you want to give us.

The Tale Of One

t was an Internet conversation about cheese, and somebody mentioned Bryan Talbot (don't ask). Without bidding, fingers typed 'Aaaaaagh, gibber, gibber. You know Bryan Talbot.' And with that spontaneous outburst Fanboy, hiding deep inside the psyche, burst to the surface in gaudy splendour.

Brvan Talbot, I met him only once, showing the wonderful artwork for the latest episode of the Luther Arkwright saga to friends in the back of a comic shop in Edinburgh. He seemed pleasant enough; but there was no hint that he would stalk my comic reading years from the mid-70's, and be the creator of some of the most fondly remembered stories in an ever increasing collection. Although never prolific, he has after all only (only!) written or drawn three major opuses to date, always, always full of visual surprises and delights, and his work is never less than a celebration of possibilities.

For many people, their introduction to Bryan's work was the Chester P. Hackenbush trilogy in Brainstorm Comics 1-3: a frenetic alchemical expedition into the psychedelic philosophy of Chester P and his spiritual quide Polly, a parrot head on a stick: with a Talbot standard: references to music and films sprinkled throughout. From there, a spell as a graphics designer and a tribute to **Raymond Chandler and 1950's low** budget science- fiction films in **Brainstorm Rock and Roll Adventures The** Omega Report (1978), again liberally sprinkled with references, filled the space until. with little hint of the wonder to come, the first short chapter of the **Luther Arkwright saga was published in** Near Myths 1.

WES SIRE BUT NOT NOW NOT HERE TO THE YOUR PROGRAM.

'A 1978, A Hyde Park'
Strictly speaking, the first Luther
Arkwright story was published a year
earlier, but from Near Myths 1 the
concepts of a multiplicity of parallel
universes, each

crucial manner at a historical

turning point which in turn changes the way that future results. and threatened by Disruptors attempting to further manipulate history to their ends, unfolded. Against these Disruptors and the weapon which would destroy the universe were ranged the forces of order, with Luther Arkwright as their champion and chronal agent, moving from one parallel to another at times of crisis to prevent the changes or introduce further changes that would result disrupt the Disruptors. All this takes place against a background of Victorian concepts of science fiction, juxtapositions of space technology and steam, metal and horse, trams, temples, HG Wells, Moorcock and the Illuminati thrown together in a world gone mad.

This cosmic saga was written and drawn in a style totally unlike anything done before. The basic concepts were drawn in intensely lined and shaded intricacy, drawing on 50's British comics, Heath Robinson, old posters, news photographs and movies. To add to the confusion, each chapter was frequently conducted on several levels of narrative, text feeding information entirely separate from the art. And, as **Near Myths** only lasted 5 issues, the story continued in *Pssst!* only after the first chapters had been reprinted with changes, and in other limited printing undergrounds that proved elusive.

Fortunately, the early chapters were collected into *Luther Arkwright*, *Book 1, Rat-Trap* by Never Editions (1982), with new interspliced material that showed a new Talbot style, of inkwashes and almost photographic realism; and a role playing game sprang up from the ever-growing fans of the series. Other than this, Bryan's output in the genre had been limited to a spoof



Bryan Talbot

space series in a small press fanzine Ad Astra - Frank Fazarkerly - Space Ace of the Future: and a Granada TV production with Bob Shaw on a dramatised short story Encounter with a madman (1981).

Be pure, be vigilant, behave October '84, in their glory days, 2000AD published Books 4-6 of the Nemesis the Warlock saga, with Talbot art for a Pat Mills script. Over the next three years and 200 pages this maybem, about the deranged Torquemada and his **Terminators' determination to stamp out** all impure (alien) life, and Nemesis, Warlock, demon and most definitely alien, sprawled bloodily across galaxies populated by more techno-Victoriana and visual and textual references and puns than before. Through it all, Bryan's art grew fluidly from the intricate pencil work and Victorian style of early Luther Arkwright in **Book 4 to the superhero dynamics of Book 5 and centre-spreads worthy of** classic Eagle Dan Dare in Book 6. With the exception of Kevin O'Neill, who drew earlier issues of Nemesis. nobody has ever drawn a story in quite this way. The books have been collected in graphic novel format. Don't expect me to explain further, buy them.

Transfiguration and Gotterdämmerung

Sufficient interest in Luther **Arkwright was maintained over the years for Chris Bell's Valkyrie Press** to print the series in 1987, which at last gave Bryan an outlet for completing the saga with Books 2 and 3. The series was again reprinted by Dark Horse in 1991, and collected in book form. Bryan then wrote and drew Sandman Special 1 (1991) an important and beautifully drawn part of the

WHEN THE ECTOPLASM HITS THE FAN.

mythos, and some interesting if not exceptional work for DC Comics - The Nazz (1991) a 4 part limited series concerning the corruption of a man who becomes a god and the already corrupted powers of the state ranged against him; Shade 14 (1991) and Sandman 30 and 36 (all ironically memorable

largely for other people's scripting and story, and a highly praised Batman two-

parter Mask (1992), before returning to Sandman with stunning framing pages for issues 51-56, purest fantasv which lead you to wonder what would have happened if he had drawn Elfquest.



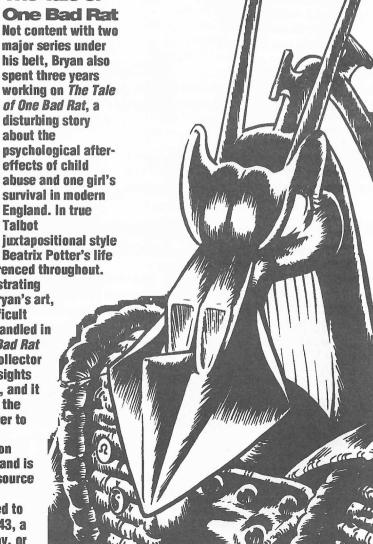
Beatrix Potter's life and world are referenced throughout. **Once again demonstrating** developments in Bryan's art, this immensely difficult subject has been handled in a way that makes Bad Rat essential for any collector able to raise their sights above superheroes, and it may well be one of the greatest comics ever to come from the UK. Satisfyingly, it's won award after award and is being used as a resource in abuse cases.

You don't need to know that Bryan's 43, a Grammar school boy, or





- Paul Kaczmarek





And the winner is...

There will be four sets of awards up for grabs at Evolution and we'd like to encourage you to join in, nominating and voting so that the awards reflect the honours you'd like to see handed out.

The BSFA awards are this country's longest established award in science fiction. It was established by the British Science Fiction Association in the mid-1960s and has been established as an annual award since 1970 (the 1970 and 1971 awards both went to John Brunner). The Award has traditionally been voted on by members of the BSFA and by Eastercon attendees. This year, for the first time, the BSFA is inviting Eastercon members to nominate for the award also. (To nominate, you must have taken out attending membership of Evolution.)

There are three categories of award:

Best Novel (which received its first British publication during the calendar year 1995)

Best Short Fiction (which can be any length from short story to novella and which was first published during the calendar year 1995)

Best Original Artwork (which should be a specific picture, which could be a cover picture or interior illustration, in colour or black and white, first published in Britain during the calendar year 1995)

You can nominate up to 5 titles in each category, and nominations should be sent to:

BSFA Award 60 Bournemouth Road Folkestone Kent CT19 5AZ

to arrive not later than 1 February 1995 (please make sure you include your name and convention membership number, otherwise your nomination cannot be counted).

Last Year's winners were:

Best Novel - Feersum Endjinn, lain M. Banks
Best Short Story - Double Helix, Paul Di Filipo
Best Artwork - Interzone 79 cover, Jim Burns.

The Eastercon awards have been re-organised to complement the BSFA awards. *Evolution* intends to give two Eastercon Awards to be voted on at the convention:

Best Work Of Criticism. This award is for either the best individual work of criticism, reference, review or interview, or for the best body of work produced in 1995.

Best Dramatic Presentation. This award is for the best play, film, or television series produced during 1995.

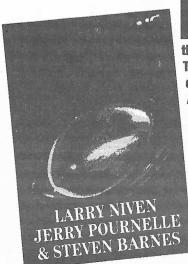
Up to 5 nominations for the Eastercon Awards should be sent to the Evolution address, to arrive by 1st March 1996.

The Doc Weir award is given in memory of a fan, Arthur Rose "Doc" Weir who, although a late starter in fandom, worked enthusiastically until his death in 1961. Eastercon members at the convention vote for someone who they feel has made a major contribution to fandom. Previous winners include Roger Robinson (1992), Bridget Wilkinson (1993), Tim Broadribb (1994) and Bernie Evans (1995) for activities ranging from fund raising for Talking Books for the Blind, helping Eastern European fans to get involved in fandom despite the difficulties involved in communication abroad, years and years of conrunning and helping extensively with film programs and tech.

The Ken McIntyre award for fan art, commemorates Ken, who died in 1968. The art must have been published in a fannish context (for example as a fanzine cover) in the last year and both the original art and a copy of the published version must be displayed at Evolution. A panel of expert judges decides the winner. For further details about this award, enquiries about eligibility and entering artwork for the award, please contact our Art Show manager, Elda Wheeler at Top Right, 1 Drumoyne Avenues, Drumoyne, Glasgow G51 4AP. Previous winners include Dave Harwood (1995) for the cover of Attitude 2, Barbara Mascetti (1194) for the Stratman wedding invitation and Colin Johnston (1992) for the Illumination programme book cover and (1991) for the Illumination badge design. Vote early, vote well.

-Bridget Hardcastle and Paul Kincaid

Jack Cohen's Dragons



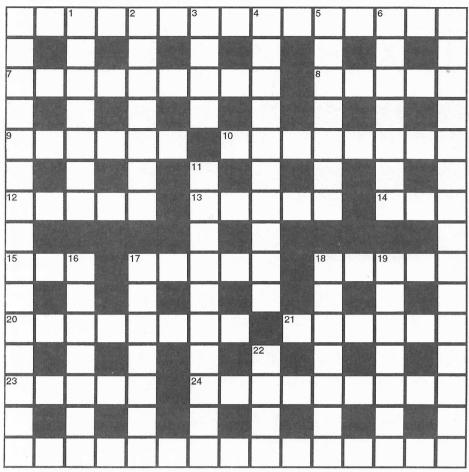
o, not Anne McCaffrey's Pern (although, yes, he did help design the ecology of the planet and the genetic engineering procedures used to turn the fire lizards into full-blown dragons and indeed All the Weyrs of Pern is respectfully dedicated to him, with thanks "for making fact out of my fiction and rationalizing the whimsies of my imagination"). The long-awaited sequel to Larry Niven, Jerry Pournelle and Steven Barnes' Legacy of Heorot came out this year and The Dragons of Heorot (or Beowulf's Children as it's known in America) once again draws upon his skill and knowledge.

he second generation of colonists has grown up on Avalon and they set out to explore the planet's main continent. Here they encounter any number of strange beasties and come across a threat that's possibly even more dangerous than the killing machine grendels. Along the way you'll learn about necrophageous bees and why piranha don't attack you, even if you're bleeding, unless you make the mistake of splashing about. According to Niven and Pournelle, Jack Cohen is responsible for the Avalon crab — which became the basis for half the life forms on Avalon including the Scribe, grendel parasites and the relationship between Avalon bees and coal mines. The more we learn about the breadth and depth of Jack's knowledge, the more impressed we are.

- Mary Branscombe

Evolution distraction

An Evolutionary crossword by John English



Win £30 of books from the Forbidden Planet stand at *Evolution* by solving this cryptic puzzle. The perimeter (otherwise unclued) spells out four books by *Evolution*'s guest authors when read clockwise starting from the top left hand corner (8 letters, 2 words; 18 letters, 4 words; 14 letters, 3 words; 16 letters, 5 words). The unnumbered letters of the perimeter (i.e. those not intersected by another clue) can be rearranged to spell "WHY, ONE LIKE YOU (ADAM KIN) AN APE LET FREE!" Send your entries (marked PRIZE CROSSWORD) to the *Evolution* address to arrive before April 1st 1996. With thanks to Forbidden Planet.

Across.

- 7. Waste former mortar holding last of gunpowder (9)
- 8. Bail out one with excuse (5)
- 9. Evolution's progenitor rubbed raw by surrounding noise (6)
- 10. Like tiger after Evolution, tries madly to suppress tear? (8)
- 12. Heinlein starts to toss around those who carry Puppet Masters (5)
- 13. Cool like Zaphod, using ring with female 11? (5)
- 14. Snake head to tail in bath... (3)
- 15. ... Evolution for one new fan? (3)17. Half of Evolution's members go to
- Florence with artist... (5)
- 18. ... Phssthpok comes back with Wu's tail and Teela's head when finished! (5)
- 20. Spooner's gasp; scheme for container for 17A (8)
- 21. Memory trace, first memory after anger dissipates (6)
- 23. Former French island used by such as Napoleon? (5)
- 24. Have too much faith in visible decay (9)

Down.

- 1. Legendary bird brought up in Communists' logs (7)
- 2. Evolution's subject that is wearing glasses...(7)
- 3. ... imitates our evolutionary kin (4)
- 4. Evolve a tail mount, disrupting Evolution (10)
- 5. Evolution into true state of Tim Leary without first microgram (7)
- 6. Subject of 9's study golden one with drinks? (7)
- 11. Smooch more, evolving into archivist of Evolution (10)
- 16. Hugo Rune's instrument is as nothing to constellation (7)
- 17. Attack on examination by Evolution's survivors (7)
- 18. Energy of family at Evolution's opening, having twitch? (7)
- 19. Agitate unsweetened traveller to get up
- 22. Retain part of castle (4)

Words After?

well on the road to the Radisson, well onto the way to Evolution.

And it's that point where I'm going to start nagging you to volunteer (just like everyone else in this PR...). But I'm not going to ask you to hide behind the scenes. I want you to show yourselves...

I want you to appear on panels, to run workshops, to organise events, to sing, to come up with ideas for silly games (and play them), to discuss the finer points of literature, to dance, to answer (and set) quiz questions, to make and wear costumes, to write, to nominate and vote for awards, to draw, to paint, to get up on stage and rant, to build worlds, to destroy worlds, to expound fannish history, to make fannish history, to make fannish history, to talk about Science Fiction... To do all the many things that go to make up an Eastercon.

I want you to take part in *Evolution*'s programme. We're putting together what we think is going to be an exciting weekend of events. Now we're looking for people to take part in the four days that we hope will be the best Eastercon yet.

Programme volunteers come in all shapes and sizes. Some organise and run a series of workshops, whilst others get to sit on comfy chairs on stage, and chat with their friends, whilst drinking a fresh pulled pint (just like being in the bar - but without the queues!).

without the queues!).

We're also asking various local and national SF groups to each run an event that gives a feel of what fandom is like outside the Eastercon hotel. There's more to fandom than con-running, and we at Evolution want you to go home ready to run a local group, to write your first fanzine, to take part in an apa, and (yes) run your own convention.

If you're interested in taking part in Evolution's programme, or if you have an idea for a programme item or workshop that you want to produce, then drop me a line, send me some e-mail or give me a call:

> Simon Bisson 18 High Street Twerton Bath BA2 1BZ

simon@ukonline.co.uk

01225 330879

We're waiting to hear from you.

Simon Bissor Programming

Evolution members as of 1/10/95

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