

LUCON III

The Search for A Joke.

Programme Book.

Introduction

Welcome to LUCON III, the third convention run by the Leeds University Science Fiction and Fantasy society. If things go well, then you won't be reading this programme book until the convention has finished, apart from glancing at the directions to the bar and eating places, and possibly at the programme.

Always LUCON the bright side of life, and remember, *we have ways of making you enjoy yourselves.* (Or so we hope.)

So on with the important stuff.

Bar

The bar marked on the map is not the only bar in the building, but is the only one which we have to ourselves. There are also other bars in the depths of the union, but the only one you would probably wish to visit is the main bar, which is situated in the basement opposite the RPG room. The con bar will be selling Tetley's cheaper than the main bar on Saturday night, and some spirits cheaper on Sunday. It may or may not be selling various draught drinks, such as Guinness. Anyone requiring such drinks is recommended to find the Old Bar downstairs and get a few in early, since the Old Bar gets very crowded late on Saturday and Sunday nights.

Apart from the normal bar, the convention will be selling various cocktails at very reasonable prices on Sunday evening after the Alien Cocktails II panel.

vignetting

Guest

This year's Guest of Honour is Colin Greenland, author and reviewer. He was born in Dover in 1954. He attended Pembroke College, Oxford to do a degree in English. His first published work was **The Entropy Exhibition**, an edited version of his PhD thesis about Moorcock's New Worlds. His PhD supervisor was Tom Shippey, who will be doing our guest interview on Saturday afternoon. His first novel, **Daybreak on a Different Mountain**, was published in 1984, followed by **The Hour of the Thin Ox**, (1987), and **Other Voices**, (1988), all three of which are fantasy novels. His latest book is **Take Back Plenty**, a space opera.

Aside from novels, Colin has written countless reviews for numerous publications such as The Face, The Sunday Times, TLS, and New Statesman.

My own impression of him, formed when seeing him as a guest at Chronoclasm, is of a very quiet unassuming person, who nevertheless has a good sense of humour, coupled with intelligence. Right, enough of the crawling, to find out more, come to the guest slots in the programme, or just talk to him in the bar.

Colin Greenland has a beard and glasses and is working on the other fannish attribute.

The Main Programme

In the OSA lounge

Friday

- 7.00 The SF Greats --** What are the books which every SF enthusiast should have read? We aim to produce the definitive list of the top and bottom ten! So, if you hated *Tiger! Tiger!*, or have long been a secret admirer of Piers Anthony, now is your chance to speak out.

8.00 On and On and On -- Why stop at a trilogy when you can write a dekalogy or an eikosipentology [25-volume series]? Are the writers exploiting the readers or the readers exploiting the writers? And is volume 4 or 14 ever as good as the original? Find out in the company of people just as opinionated as you are.

9.00 Round Robin Story -- Budding authors take turns to continue a story. Participation optional.

10.00 Scruples II -- Last year's silly game revisited.

11.00 Accommodation Allocation -- To sort out crash space etc.

11.15 Exodus to Kashmir curry-house (162a Woodhouse Lane, opposite the University).

Saturday

9.30 Opening Ceremony

10.00 Introduction to LRP by the Adventurers' Guild.

11.00 Put That Rubber Suit On -- What kind of body would you wear given the choice? Let your imagination run riot: As long as the result is practical.

12.00 Hot Water, Good Dentistry and Soft Lavatory Paper -- Are Cohen the Barbarian's three most important things in life available in your favourite world? We examine which universes are really fit to live in.

1.00 Turkey Reading -- Choice bloopers from infamous SF unclassics. Including the continuation of the saga of Qhe! - The new Superhero created by W.: W:..

2.00 Colin Greenland -- Our GoH will read from his work, be interviewed by Tom Shippey, then answer questions from the audience.

- 4.00 Picard Washes Whiter** -- The BBC has finally begun showing Star Trek: The Next Generation; we compare and contrast the original and new versions of the Sci-Fi Western.
- 5.00 Travel by Jargon** -- From Cheddite to Bistromath: a light-hearted look at the various methods SF has employed to get around the inconvenient limitation imposed by the speed of light.
- 6.00 Coexistence** -- Could humans coexist peacefully (or at all) with aliens, true artificial intelligence, or God, or indeed anyone else? Add your voice to the argument.
- 7.00 Space, Time and Art** -- A talk with slideshow, by Hilda Birchall.
- 8.00 Mini-Cabaret**
- 11.00 Accommodation Allocation** -- To sort out crash space etc.

Sunday

- 10.00 Comics** -- The obligatory early comics panel for those who aren't too hung-over.
- 11.00 Prisoner Panel** -- Last year there were complaints about the lack of a Prisoner panel; so this year we're running one in the broom cupboard.
- 12.00 Reputations** -- Do the big names of SF really deserve their reputations? What do they do with their reputations once they've acquired them? And is it really fair that they should earn so much more money than us? Answers on a post-card please.
- 1.00 Lord of the Playpens** -- Is fantasy intrinsically childish? A nostalgic and/or intellectual discussion.
- 2.00 Cult Classics** -- We all know what they are. But why is it that certain books, films, TV series etc., gather a fanatic following, often founding whole fandoms? What do they have in common? Why do some remain obscure while others become hugely popular? Find out and become incredibly rich!

- 3.00 **Good Fences Make Good Neighbours** -- Would you like to live next door to a telepath? How would psi powers really affect life? Would society benefit? A non-telepathic discussion.
- 4.00 **SF Behind the Scenes** -- An informal talk/discussion conducted by Colin Greenland.
- 5.00 **The Way the Future Was** -- Sadly, the future ain't what it used to be. Real life is catching up. We look back on yesterday's tomorrows, and ask: how far out were they?
- 6.00 **Translations from the Binary** -- What are the computers of fiction like? Would you trust them with your life? And why do they never grind to a halt and say 'SYNTAX ERROR'? Important questions which we are unlikely to answer, though we'll have fun trying.
- 7.00 **This is the Way the World Ends** -- How would you destroy the Earth if you had the chance?
- 8.00 **Closing Ceremony** followed by **Business Meeting** -- con wrappup followed by members' complaints (if any).
- 8.30 **Alien Cocktails II** -- An in-(the-)depth(s-of-the-glass) examination into the role of alcohol in SF and Fantasy. Last year it was the *Pan Galactic Gargle Blaster*, proven capable of stunning a con chairman in two shots; what will it be this year?
- 11.00 **Accommodation Allocation** -- to sort out crash space for the last time for the final survivors.

LRP and RPG Timetable

The games stream moves to various locations throughout the weekend for space-time reasons -- check the map for the exact whereabouts of rooms. Don't forget that LRP traders and displays will be in rooms A + B all day Saturday, and they will welcome visitors wishing to look or chat. The downstairs room is available most of the time for RPGers, and potential participants should check registration and/or posters for the starting times of the various games.

Saturday

10.00 Introduction to LRP -- by the *Adventurers' Guild*. [In the OSA Lounge as part of the main programme.]

11.00 Adventure in Meanwood -- *Spirit of Adventure* run an LRP scenario. [Not in the Union -- players will be treated to a bus ride to some woods a couple of miles north of the University, where the adventure will be taking place. The bus journey is provided by the con, and up to six free places in the adventure will be available on a first come, first served basis. There will be a charge of two pounds for anyone else wishing to take part.]

3.00 Magic in FRPs -- Last year we discussed magic in fantasy novels; this year, we examine the use of magic in fantasy role-playing systems, both RPG and LRP. [In rooms A + B.]

4.00 Swordfighting Demonstration -- *The Fight School* (see article elsewhere in this programme book) give us a demonstration of their unscripted metal-weapons fighting system. [In the Riley Smith Hall.]

5.00 The Arena: A Fighting Chance -- Well, now you've seen the experts, it looks easy doesn't it? You get the chance to prove yourself in this fake-sword fighting tournament; the winner will receive a mystery prize! [In the Riley Smith Hall.]

6.00 LRP: Alive or Dead? -- Does modern Live Role Playing do justice to itself? Does it transcend its constraints, or is it trying to be something it can never be? Yet another discussion. [In rooms A + B.]

Sunday

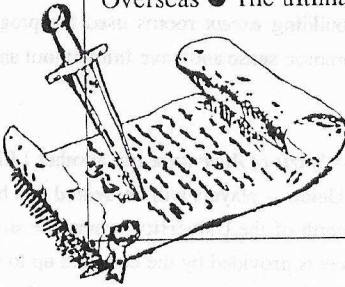
10.00 -2.00 Lazertag -- Scenarios will be run as demand dictates. For those who don't know, Lazertag is an electronic system which simulates combat with laser weapons. This event is run by Event Horizon (see article elsewhere), and there will be a small charge to cover the costs of batteries. [The territory for the Lazertag is the entire Union building *except* rooms used for programme items, traders, bar etc. Use your common sense and have fun without annoying non-participants.]

12.00 Adventure in Meanwood -- *Spirit of Adventure* run another LRP scenario for the die-hards. [Not in the Union -- players will be treated to a bus ride to some woods a couple of miles north of the University, where the adventure will be taking place. The bus journey is provided by the con, and up to six free places in the adventure will again be available on a first come, first served basis. Those who played free on the Saturday will not be eligible for another free place. There will be a charge of two pounds for anyone else wishing to take part.]

3.00 Society or Vacuum -- Should an RPG character be a peasant in a realistic society, or a hero in a vacuum? What sort of world do you like to play in: Is it credible, and do you care? The final FRP discussion. [In the downstairs room.]

Spirit of Adventure

- Safe weapons ● Armour ● Accessories ●
- Three to twenty-four hour Adventures ● 170
- page rule book ● Banquets ● Seven outdoor
- locations ● Four clubs in the U.K. ● Six clubs
- Overseas ● The ultimate LRP experience...



Spirit of Adventure
11 Huddersfield Road
Micklehurst
Mossley
OL5 9LD
Tel: 0457 837924

Dealers

Rubycon books will be in Room D for Saturday and Sunday, selling books and comics.

Second Skin, a fake-weapons' manufacturer, will be in Rooms A + B on Saturday, and in Room D on Sunday. They will be selling their product and demonstrating how they are made at various times.

Swords of Legend, a metal-weapons' manufacturer, will be in Rooms A + B on Saturday, selling their products.

The Keep, **Spirit**, **Western Reaches**, and **The Adventurers' Guild** will all have publicity stands, and there may well be other dealing or publicity stands, though these are the only fully confirmed members as of going to press.

The Fight School

The clatter and chink of armour, the clash of swords and the cries of would-be heroes, hacking their way to fame and fortune, is an increasingly common sound in the shires of present-day Britain.

The playing of historical and fantasy Live Role Playing Games has led to the revival of the ancient crafts of the swordsmith, the armourer, and the teacher of swordsmanship. *The Fight School* was established in 1981 to provide training for those Live Role players who wish to use authentic weapons and armour.

At first the school taught the commonly-used fighting system derived from stagecraft. This system, although fine for display work, has severe limitations when applied to the needs of Live Role Play. It was never intended for use in unscripted competitive combat, and when used for such, tends to be at best unsatisfying, and at worst extremely unsafe.

Some societies, who consider real injuries as 'war trophies' and delight in stagecraft's undoubted dramatic effects (as notched swords spark and ring out), care little for safer and more sophisticated fight systems. Those who do care about safety often lament the lack of time available to develop alternatives, due to other commitments, and the need to put on a good show. They quickly struggle on by amending the basic techniques of stagecraft and relying on their members' good sense.

The Fight School was fortunate in being able to devote itself exclusively to the development of just such an alternative system. Named after its designer, the Wayland Fight System is specifically designed for the needs of the discerning Live Role player. It is totally interactive, competitive and unscripted, with a safety record second to none - no weapons-related accidents to date (January 1991).

The needs of safety and efficiency dictate the nature of the weapons and techniques employed within this system, which may disappoint some players. For example, no axes can be used, due to dangerous projections. Also, as thrusting is not permitted, use of the spear in that mode is precluded. Yet, other weapons, especially the sword, are used with far more complexity and style than can be ascribed to them in other systems.

While *The Fight School's* unique system is ideally suited to the needs of display work, where time prevents detailed scripting and the need for a good show removes the competitive edge, its primary purpose is 'real' combat. It therefore lacks the fake, energetic clashing of steel so fondly practised by followers of the 'Hollywood' school, instead displaying the meticulous physical chess game of life and death familiar to any student of the arts of real war. *The Fight School's* system took ten years to develop, and is now ready for you - are you ready for it?

For further information, contact *The Fight School* on 0438-368177, or write enclosing an s.a.e. to 4 Yarmouth Road, Stevenage, Herts SG1 2LW.

Event Horizon

Event Horizon is a company specialising in running science fiction Live Role Playing games, using the *Lazeriag* infra-red weapons system.

The system works by each player wearing an electronic sensor, usually mounted in a cap, which registers 'hits' from totally harmless and eye-safe infra-red emitting weapons, with which each player tries to shoot their opponents. Weapons vary from simple single-shot pistols, to fully automatic wide-beam 'blasters' and narrow-beamed long range lasers.

Games can be short and simple twenty minute 'bug-hunts' (Apologies, Bridget - Ed), or brain-crunching, forty-eight hour investigative nightmares - your choice!

Normally based at their 50 acre site in Chigwell, just inside the M25, north-east of London, *Event Horizon* also travel the country to bring their SF LRPGs to you, virtually anywhere.

At LUCON III, they will be running short, low-cost interactive combat games. Try it - test your skill and nerve in the LRP game of the future!

For further information contact Neil Ashman of Event Horizon on 0462-458557, or write to 31 Nutleigh Grove, Huchin, Hertfordshire SG5 2NH.

Food

There is food available in the Union building in at least two places, these being the Old Bar at lunchtime, and the Mouat Jones Lounge for most of the day. To find these, just follow your nose, or ask a student. There are also a number of good eating establishments just across the road from the University on Woodhouse Lane. The committee recommend Theo's, which serves excellent meat and vegetarian kebabs and sandwiches, and the Ainsley's Bakery a few doors up which sells pies and pastries.

For a curry at the end of the evening just follow the committee.



Congregate II

Guests of Honour

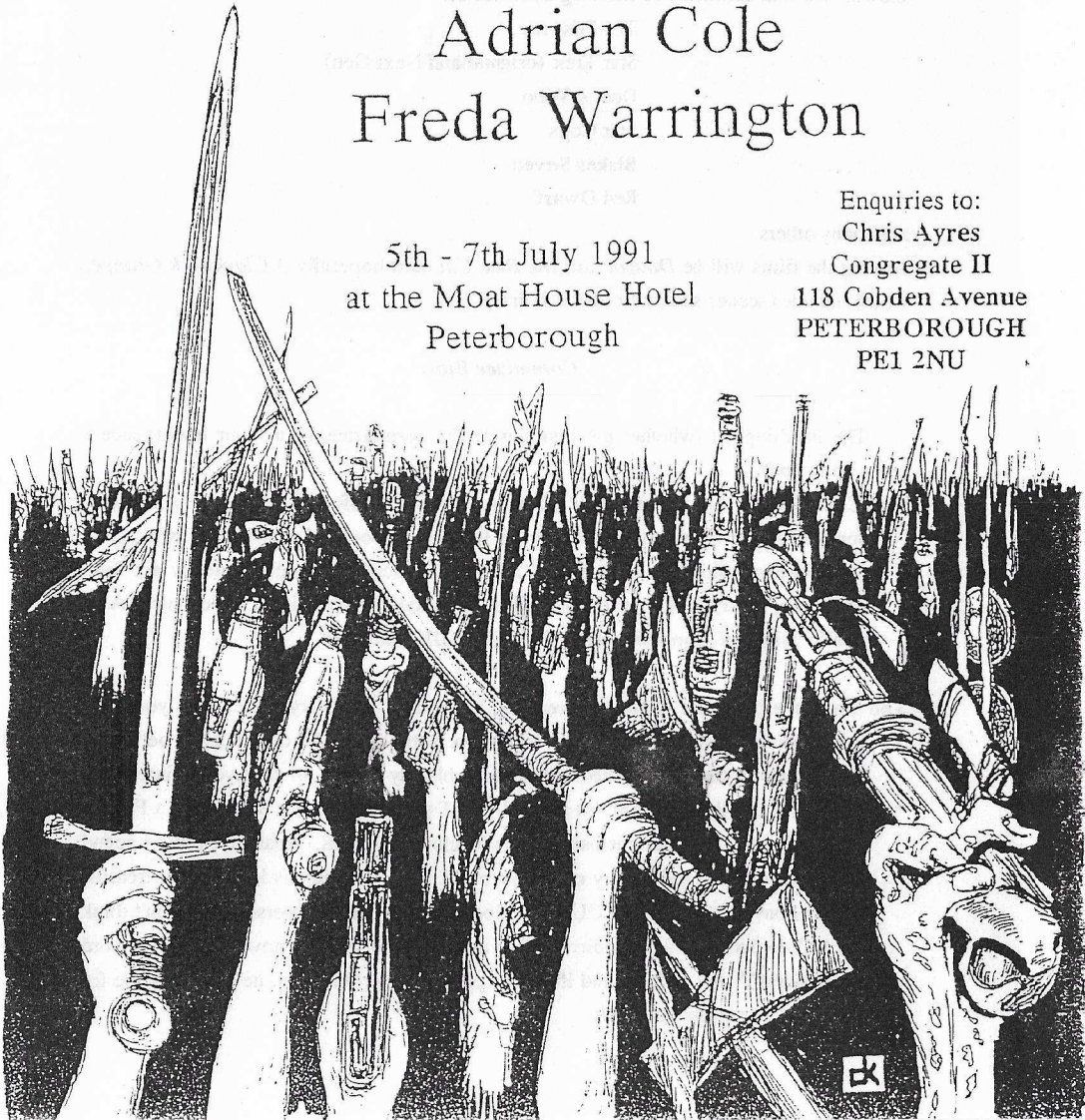
David Gemmell

Adrian Cole

Freda Warrington

5th - 7th July 1991
at the Moat House Hotel
Peterborough

Enquiries to:
Chris Ayres
Congregate II
118 Cobden Avenue
PETERBOROUGH
PE1 2NU



Videos

There will be a virtually continuous video programme running in Room C. Various things will be shown, with a list being posted on the door of Room C. During main programme items, television programme SF and Fantasy will be shown, to coincide with the timings of the main programme. After the main programme has finished, a film will be shown. We will definitely be showing episodes of:

The Prisoner,
 Star Trek (original and Next Gen)
 Doctor Who
 Star Cops
 Blakes Seven
 Red Dwarf

and many others.

Among the films will be *Dougal and the Blue Cat*, and hopefully *A Clockwork Orange*, which includes scenes shot at Leeds University.

Committee Bios.

The insulting bit (whether the insult is to the committee, or to your intelligence I leave up to you).

The Chairthingy: Jon (Foz) Foster (Beware!); A self professed teddy bear with teeth. Jon really knows how to take it easy but is prone to bouts of over-enthusiasm, hence his unlikely position as chair of LUCON III! Describes himself as nearly six foot, nearly 22, nearly broke, nearly qualified, and totally devastatingly handsome. (Also totally vain - Ed) Jon's big word for LUCON III: Cathartic.

The Treasurer: Adrian Rankin; Greetings to sentient life everywhere, from your caring, sharing treasurer. Apologies if I'm not actually at the con, but I'll be in the Bahamas with the con proceeds (ha!, some bloody hope). In case you're interested (if not, skip to the next bio) I'm an ex-UWIST polymer chemist now doing a PhD in -- wait for it -- polymer chemistry, here in glorious Leeds. Apart from this I spend far too much time and money on tenpin bowling. What time is left is spent treasuring the convention and the LUUSF&F Soc, squirrel taming, (personally I don't think his S.O. looks a bit like a squirrel - Ed) and avoiding fantasy novels. Today's word is "ziggurat", says Adrian, and if I don't print it word for word, he'll not pay me for printing this programme book.

The Secretary: Andrew Adams; Often goes by the name of Zaphod (with various surnames) for reasons which were not explained last year, and are even more unlikely to be explained this year. (unless you/I get drunk - Ed's subconscious) Apart from spending even more time and money on tenpin bowling than the treasurer, I am a finalist in maths/computer science at Leeds, hoping to be a glutton for punishment and come back to do a PhD. Sorry if this bio is boring, but after typing everyone else's, I can't be bothered to make mine funny, or even interesting. (But then you're not funny or interesting - Ed's subconscious)

The Programme Coordinator: Ian Creasey; Ian is a recent graduate of Leeds University reduced by penury to temping for Manpower. As a student, he spent far too much time chairing the SF Society, editing its magazine **Black Hole**, and running LUCONtinued, last year's convention. His hobbies include inactivity, sloth, sleep, and missing 5:15pm committee meetings because he's still in bed.

The Games Stream Coordinator: Kevin Hassall; A religious studies student from Nassau via New York and London, a tea-total Veagan deafened by NMA and The Subhumans (a race he should feel quite at home with - Ed), mesmerised by Rutger Hauer and Duckula, and bankrupted from buying back-issues of Sandman. (He also has no grammar whatsoever, and I'm too tired to correct it.) After starting LRP six years ago somewhere beginning with 'L', he soon repented and is now a prime mover in Western Reaches.

The Videos Organiser: John Molyneux; A obsessive "Doctor Who" and tele-fantasy fan, usually to be found in a state of paranoid depression due to his inability to meet essay deadlines (and due to being chased by me to attend committee meetings and Cabaret rehearsals - Ed). Able to find just about any obscure tele-fantasy reference, and able to tell you the plot if he can't obtain a copy.

The Guest Liaison: Jamie Holder; A 2nd year Astrophysicist as you can probably tell by the "Tom Baker" haircut. He was involved last year as a committee member without portfolio, but was able to dig one up this year and so was put in charge of keeping Colin happy. He has managed to dodge most of the panels by claiming he has to be available for Colin, but you may see him on "Cult Classics" and dying for {in? -Ed} a game of QUASAR. (You may also see him just after the "Cult" panel trying desperately to catch up with the GoH who got away while he could - Ed.)

Credits

Text by ZB with bits by Ian Creasey, Kevin Hassall, and Adrian Rankin. Art by John Molyneux (who else?). Please note, any apparent inconsistencies or errors in this document are illusory, in case of dispute, reality is wrong.

Accommodation

For anyone who didn't receive a PR1 or PR2 and wants a hotel room, there are two recommended B/B hotels within a couple of minutes walk, which are:

1. **The Glengarth Hotel**, prices: B/B 18.00 sgl, 31.00 dbl, pn.
2. **The Manxdene Hotel**, prices: B/B 18.00 sgl, 14.00 pp shared, pn.

Crash Space: All those who sent a feedback form in asking for crash space will get it. For anyone else we will try our best and should be able to find you somewhere. Although the Crash space sortout is marked on the programme as being at 11pm, anyone who requires space, or anyone in Leeds who can offer crash space within walking distance of the University is asked to put this down on the list at the registration desk.

Rules and Regulations

1. Union Regulations prohibit all animals except guide dogs and K-9 from being brought into the building.
2. Weapons, real or those which look real, are only allowed in the Riley Smith Hall, where most of the LRP events will take place. Imaginary weapons are entirely your own affair, just don't shoot committee members with them. Secure storage will be available during the con, just ask a committee member.

We are sorry if members dislike the weapons policy, but we do not have the equipment or the staff necessary for peace-bonding, and feel that there is no real reason for weapons in the main con areas other than the LRP hall.

Acknowledgements

Thanks are due to all the following:

The porters for all their help.

Colin Greenland for putting up with our lack of experience.

Andrew Berman for finally getting his act together (-ish).

Zaphod's towel for being really hoopy.

My Dad for the video camera.

The Atty's for the tech.

Steve Glover for help and support (and drinks).

All the gophers, stewards, crash-providers, etc.

Stuart for the use of the Library.

Mike and Adrian for the props.

The Half-Elf for the prood reading.

Student CND for not clashing with us.

Anyone else who helped.

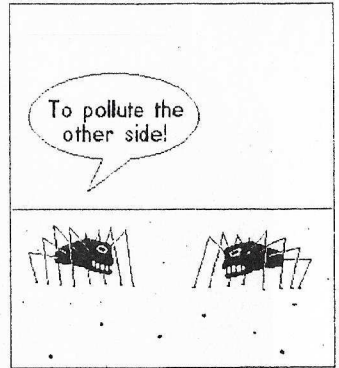
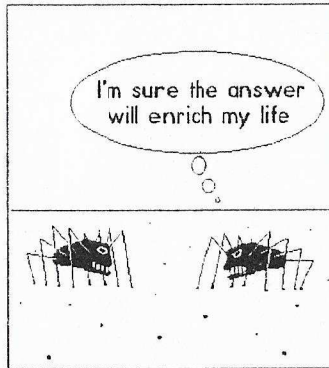
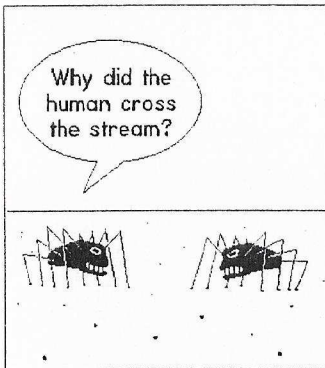
All the members for turning up.

The Chairman's and the Treasurer's Floozies who thought they'd got away with it.

And just to round it off, anybody who thinks I should thank them for something they did sometime.

BUGS

by Ian Creasey

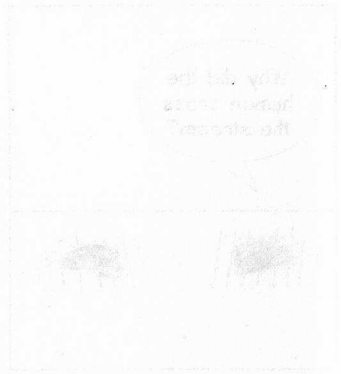


Notepad

For the telephone numbers etc. that you never seem to have a scrap of paper for at a con.

by Jon Creasey

ELKS



Membership List

C)	ADAMS,AA	1	A)	HUTCHINSON,J	60
A)	ATTY,N	20	A)	LAMBON,M	8
A)	ATTY,S	19	A)	LAW-GREEN,JD	57
A)	BATES,R	17	A)	MASON,R	22
A)	BELL,D	49	A)	MCCLELLAND,N	47
A)	BIRCHALL,H	54	A)	METCALFE,E	56
A)	BIRCHALL,M	6	C)	MOLYNEUX,JJP	24
G)	BIRD,A	45	S)	MOSELEY,P	21
A)	BORNER,R	9	A)	NIELSEN,E	65
A)	BRATTON,P	62	A)	NIKEL,S	41
A)	BROOKS,I	5	A)	NURSE,C	27
S)	CLIFFORD,N	7	A)	O'HARA,B	35
A)	COOPER,P	48	D)	POTTER,J	36
C)	CREASEY,I	10	A)	PUNSHON,G	53
A)	CROWE,J	32	A)	RACE,PR	18
A)	CROW,D	61	C)	RANKIN,A	12
A)	CROW,O	58	S)	RELTON,P	26
S)	CUNNINGHAM,S	63	D)	(RUBYCON)	37
A)	CURRY,N	30	A)	SAUNDERS,AMJ	31
S)	DOWDALL,H	33	A)	SHEPHERD,AJ	38
A)	DOWLING-HUSSEY,T	40	G)	SHIPPEY,T	29
A)	EYDEN,L	55	A)	SLOWEY,MJ	28
C)	FOSTER,J	11	D)	(SWORDS-OF-LEGEND)	50
G)	GAVIN,D	64	D)	(SWORDS-OF-LEGEND)	51
G)	GEARING,M	44	D)	(SWORDS-OF-LEGEND)	52
G)	GENTLE,M	43	A)	TALKS,M	23
S)	GLOVER,SSB	2	A)	TILLEY,S	59
G)	GREENLAND,C	14	A)	TRAISH,B	39
A)	HARDCASTLE,B	13	S)	TREADAWAY,PR	3
C)	HASSALL,K	16	G)	WAYLAND,D	42
C)	HOLDER,J	15	A)	WHYTE,S	25
S)	HUNT,P	4	A)	WILCOCK,S	46
A)	HURST,I	34			

Key: C-Committee; A-Attending; S-Supporting or Saturday; G-Guest

MAP OF THE UNION

Parts of the Union building depicted in approximate scale, if you stray outside these areas, you're on your own!

