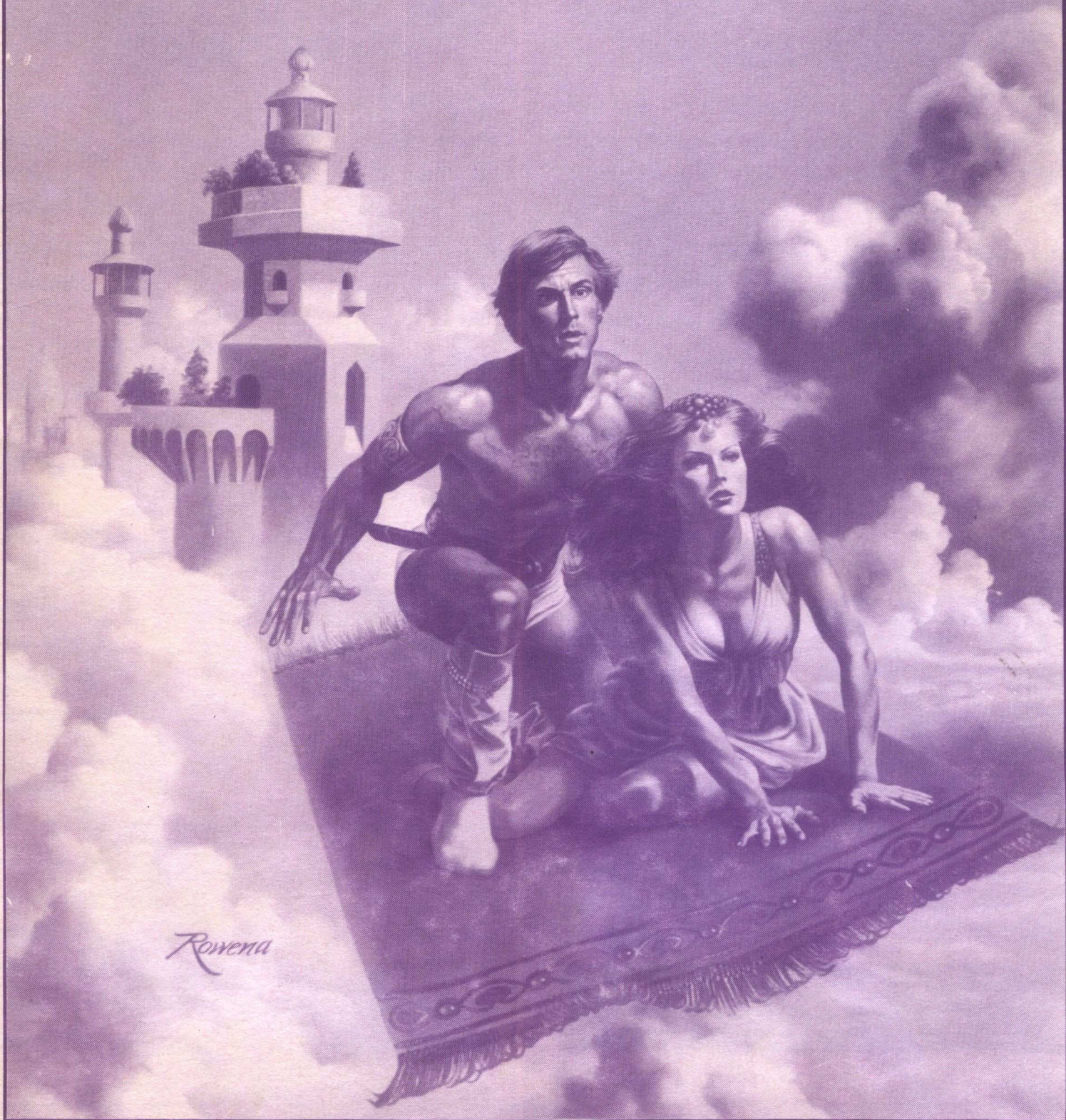


LepreCon 17

Science Fiction & Fantasy Convention

May 3-5, 1991



Rovena

LepreCon 17

Science Fiction & Fantasy Convention

May 3–5, 1991 at The Safari Hotel, Phoenix

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Contents

Welcome to LepreCon 17.	2
Carole Nelson Douglas	3
Rowena Morrill	4
Melinda Snodgrass	5
Deb Dedon & Earl Billick	6
The Safari Hotel.	8
Convention Registration	8
Convention Rules & Security.	9
The Art Show	10
ConSuite.	10
The Dealers' Room	10
Videos & Movies	11
Costume Events	11
Volunteers.	11
Japanimation	12
Regency Dancing	12
Games & Diversions	12
DANCE!	13
Programming	15
Program Descriptions A–E	15
Program Descriptions E–S	17
Program Descriptions S–W	19
Art Demos & Workshops	20
Publication Notes	20

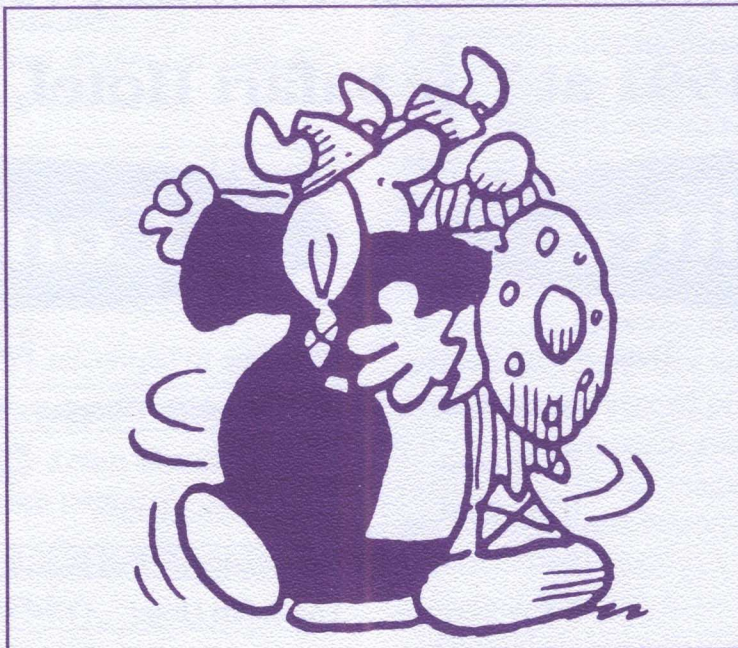
**Check out the LepreCon Daily News —
At least one edition on Fri., Sat., & Sun.!**

Welcome to LepreCon 17!

by Dave & Kim Hiatt

Welcome to LepreCon 17! We have high hopes for the convention and we would like to say a few words regarding this convention, conventions in general, and the people who put them on.

First of all, most of you will have noticed that membership rates have gone up — the cost will be \$30 at the door. We want you to understand that none of that money goes to the people who work the convention, and be assured, there are many good people who do **WORK** on the convention for months prior to, and for 25 hours a day (at least it seems like 25 hours a day) during the convention. The workers get a complimentary membership for the next year's convention and if they put in a certain number of hours, we provide sandwich fixings and soup in the staff lounge, but **NO ONE** up to and including the con chairs are paid any money for the sometimes hundreds of hours put in working on the convention.



So where does your money go? It goes to pay for the function space at the hotel, it goes to pay the expenses for the guests of honor (and incidentally science fiction authors generally do not charge speakers fees — they are willing to take time from their busy writing schedules for only the cost of transportation, room and board during the convention — they come because they like to meet and interact with the people who read their books). The money also goes to pay for renting videos and films that are shown at the con — because of specific laws, we

can't rent them for 99¢ at Fry's; we have to pay big bucks and get them from the distributors, so sometimes cons seek support in the form of sponsorship. We also pay for the equipment needed to operate the convention, for food and drink in the ConSuite (and staff lounge), for the printing of flyers, progress reports, program books, and for the postage needed for mailings. And the list continues. The point is that you are, in fact, getting a lot for your dollars.



Hotels — why the Safari? As Phoenix has grown in popularity, it has become more and more difficult to find a hotel where function space can be rented at a reasonable cost. Given our limited budget, the Safari is one of the few hotels that can accommodate our space needs. Granted it isn't perfect, but then there really isn't a hotel that is.

I said earlier that there are people who work hard for months prior to the convention to see this come off well, and many of us are working three or more conventions simultaneously. I want to take a moment to give an "atta-boy" to those people from all of the chairs past, present and future. Phoenix has gained a reputation around this country for having put on some very successful conventions and there is a core of about 25 people responsible for most of that success. Thanks to all of you — and you know who you are!!!

David J + Kim Hiatt

David and Kim Hiatt — Hagar and Helga

Carole Nelson Douglas: An Appreciation

by Jennifer Roberson



I “met” Carole Nelson Douglas more than ten years ago, when I read the first of two dashing historical novels. It was a genre that pleased me a great deal, as I’d been weaned on the fiction of Samuel Shellabarger, Anya Seton, Rosemary Sutcliff, and others, and had fallen in love at an early age with the romance of historical fiction.

That’s romance with a small “r,” which to me denotes topflight intrigue, fast-paced adventure, larger-than-life characters, and exotic locales. In this kind of historical fiction, sex is secondary to the romance of adventure, and the exploration of new worlds. Carole did it superbly.

But I was, first and foremost, a fan of fantasy, the marriage of magic and “history,” replete with wonderful people in an imaginary world that far transcended my own humdrum, mundane life. In 1979 I began plotting my own fantasy series, not knowing if it would ever

be published but because I aspired to become an established fantasy author, I became that much more critical of what was being published. Not critical in the bad sense, but analytical; I studied ongoing series with great attention, trying to figure out what made them work, in hopes I could learn how to do it with my own manuscripts.

In 1982, while trolling the bookstore shelves, I saw a familiar name. Carole Nelson Douglas. Not familiar to me as a fantasy reader, but because of those two historicals. And I knew, the way you just know, that *Six of Swords* would be a great read, because Carole had

honed her craft. She was no rookie tottering out to try her wings, as I was. She knew what she was doing. I felt like I’d stumbled across an old friend.

The novel lived up to my expectations. In fact, it inspired me to work that much harder on my own series. I was not surprised to find when that first fantasy novel laid the foundation for a very popular series, featuring the huge Wrathman, Kendric, and the Torloc seeress, Irissa, as well as a related series about their children.

Carole has written a lot of topnotch fantasy since 1982. She also writes solid science fiction, novels like *Probe* and *Counterprobe*. Her background is in print journalism, as is my own. She knows her craft very well, depending on a strong grasp of language to write clearly and effectively, without the over-embellishment of the pretentious “literary school” school so much modern fantasy emulates in an attempt to be profound.

But she is more than merely a writer, no matter how good. She is also someone who understands how difficult it can be for a woman to get ahead in male-oriented businesses and genre, someone who is working intelligently to recommend changes for the better in gender-related cooperation.

I strongly urge those of you unfamiliar with Carole and her work to rectify that this weekend. You’ll find her books everything good fantasy should be. And if you’re on the ball, you’ll talk with her in person. She’s got a lot of good things to say.

Rowena

by Doris Vallejo

Rowena Morrill, as I have come to know her, is an artist whose devoted pursuit of excellence in her art has led to a life of travel, excitement, variety, and an unending search for knowledge. Her early childhood, spent in Japan, imbued her with a love for the demons and dragons that were everywhere in Japanese art and architecture. She immersed herself in fairy tales and Greek Mythology and her fantasy life was rich with this magical imagery.

The oldest of four girls, Rowena felt, early on, the need to make some mark in the world, to translate her burgeoning and variegated impressions into a finite form. At first, her chosen means to this was music. She studied music and became an accomplished pianist. In her twenties, however, she took an art class by chance and, quite unexpectedly, found in art a new love. This she pursued with all the energy, and intelligent determination that have become the hallmarks of her life.

Not for Rowena the lengthy method of passively awaiting the muse's



touch. She approaches the process of creation quite analytically. "Ideas don't just come to me unbidden," she says. "I actually have to sit down and go through a specific process. They don't simply hit me as I'm walking down the street."

She has an enormous picture file to which she refers for inspiration. She might also go to the library, or to a gallery, or to the country to look at the trees. When she has gathered all the reference she needs, she takes her sketch book and begins to draw roughs, one after the other after the other. Thus the ideas slowly evolve. She sleeps on them. The next day she awakens with distinctly more crystallized ideas. And so the

embryonic painting is conceived.

When it comes to drawing the figure, Rowena also has her special method. She doesn't view it as a human being, but rather, in terms of angles and distances. She will analyze the angle of the arm, for instance, or the distance from the shoulder to the elbow, the chin to the knee, and so on. She will analyze how the figure might be placed on the page to best advantage. She will get an accurate drawing on the board. Then she will solve the value problems, then the color problems.

It is a method that has assuredly worked well for her. Pocket Books published a very successful collection of her paint-

ings, *The Fantastic Art of Rowena*. French and German versions of this have appeared abroad. Numerous calendars of her work have been published. Collectors, both nationally and internationally, have bought her originals. Last year she joined the faculty of The University of Delaware as well as the Kubert School in New Jersey and found, in teaching, both fresh enthusiasm for her work and a tremendous source of inspiration.

"The milieu of an academic institution is just a wonderful fertile ground for ideas," she says. "Refining my own ideas and techniques so that I can most successfully impart them to my students gives them new meaning and import for me as well. I find teaching to be a wonderful experience. It's given me increased interest in my own work and it's given me an urge to get every one in the class to do the best work of which they're capable."

Nothing, I believe, speaks more profoundly of Rowena, the woman and the artist, than this sentiment.

A Short Appreciation of Melinda Snodgrass

by Bruce D. Arthurs



I first noticed Melinda Snodgrass as a lovely redhead who seemed to be part of the New Mexico Mob, the surprisingly large group of professional writers who lurk and work in the reaches of northern New Mexico. I hadn't read any of her work before, so my first impression was based on that evident pulchritude.

("Pulchritude" is one of those terms that *sound* like the opposite of what they really mean. "Pulchritude" sounds like the mess you have to clean up after the cat coughs up a hairball.)

"Too nice-looking to be nice," I thought. "She probably has that twist-and-a-half to the brain that God seems to reach down and give to really good-looking women."

Then I found out she had a law degree, and had worked as a lawyer.

"Jeezus, total scum, to boot," I thought.

And she raised horses.

"One of *those*," I thought, shuddering. (I don't care if other people like horses, the words that come to mind when I think of horses are along the lines of "big", "ugly", "vicious", "treacherous", etc.)

So why did all these other friends and writers I admired seem to find her company tolerable, even enjoyable?

Because, it turned out Melinda Snodgrass really *is* a nice person. She's personable, charming, and interested in other people.

And smart. (Whoop! Not only law, but opera, theatre, history, and on and on.) Too smart to remain

a lawyer, after a few years in the profession had taught her what the moral and ethical demands would entail.

And she can write. She learned tricks of the trade in the romance field. Not ordinary cookie-cutter romances, but stories with real characters, that mixed romance with elements of other genres; a caper-romance, a psychic-romance, even a NASA-romance. Easing into the straight SF field, she became one of the major contributors to the *Wild Cards* shared-world

series, edited a collection of New Mexico SF, did one of the best Star Trek novels, and came out with her *Circuit* trilogy, exploring the future of the legal profession into the interplanetary era. And she made the big breakthrough into television work, becoming Story Consultant for *Star Trek: The Next Generation*, helping spur that show's reinvigoration. After leaving *ST:TNG* last year, she's had published a historical "anti-fantasy" about William of Orange, *Queen's Gambit Declined*, and is, as usual, working on a variety of projects in a variety of fields. (Including raising championship horses.)

Melinda Snodgrass, Renaissance Person?

Don't judge a book by its cover; don't judge a writer by their appearance, or a character by their original career choice.

But she still likes horses. Damn.



Deb and Earl: An Appreciation

by Cristi Simila

Deb and Earl, Earl and Deb, Dedon and Billick, Billick and Dedon; gee, it's funny but, you know, it's hard to separate them anymore. I guess that's what marriage does to you, or maybe that's what running Art Shows together does to you. Now that I consider it, it's the Art Shows, especially when you insist on doing it together. Sort of serves them right, doesn't it? Luckily, Earl and Deb

are married — and but they got married at TusCon to boot (it was the best attended programming that year...).

So, they're married and they do Art Shows — that's a start. What else could they possibly do, you ask? (They often ask the same thing...) Well, they're both artists (yes, that's right, two artists living in the same house!) but they still can't find a paper and pencil when you ask them to write something down. Earl does robots, spaceships, vehicles, and other science fiction oriented themes, but he is slowly slipping into dark fantasy. Deb does fantasy and some really ripping cartoons. In fact, keep checking around — Deb sneaks cartoons from almost anything at conventions — and no, nothing is sacred. Nothing ever is with an artist, let alone a cartoonist.

Did I mention Art Shows? Boy, have they done Art Shows! They have worked in some capacity from set-up to tear-down, from security to paperwork, and from

auctions to running the whole kit and kaboodle (which, of course, means everything mentioned above). And they have worked at almost everything in Arizona that I can think of: LepreCons, TusCons, WesterCon, NASFiC, World Fantasy Con, and probably a WorldCon or two.

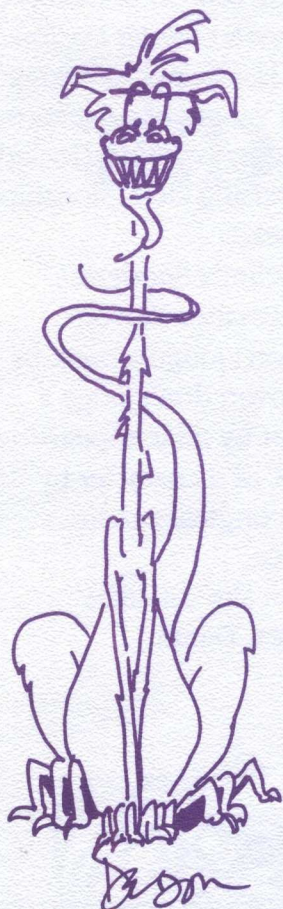
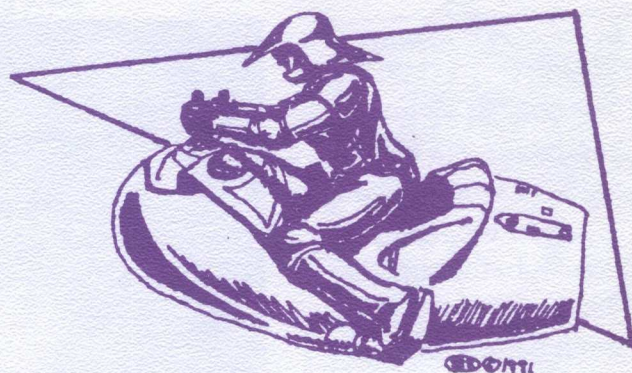
Other capacities besides those mentioned above? Well, try cooking, costuming (Deb's good at this, too), fighting SCA style and being Knighted before being sidelined by the doctor, beading both on cloth and as jewelry, auto work, doing newsletters for work, one time Treasurer of TusCon, needle work, and now metal work. And the truly rotten part is that they do them so well. This is rather grating because you'd think they wouldn't shine at something! The house is neat, the garden is gen-

erally overflowing, and the cats are the clichéd fat and happy.

And there's more! They both design business cards, read lots of books (I certainly hope so...), care for family, friends, cats, plants, music — Oh BAH! And at last conversation, Earl was starting an oak and tile coffee table.

Oh, and Earl designed my business card and I have a wonderful pastel study and a great first baby cartoon by Deb. I can always count on them for Adult Conversation when I feel overrun by small children. And Deb and Earl are of two of the few people I'd like to work a craft fair with.

I guess I covered everything except to tell you to corner them at the Con and talk to them — you'll enjoy it and surprise the hell out of them!



AN ALTERNATIVE TO BOOKS!

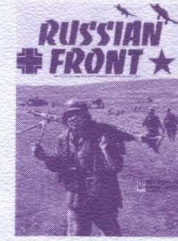
Relive WWII History—Vicariously!

Most of us are too young to have experienced WWII. All we know is what we've read in books. And that's not always enough!

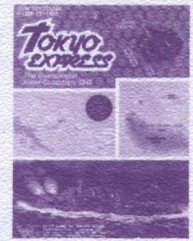
To really understand WWII is to be there in person. Absurd? Not really! Through the medium of Avalon Hill Games, you can actually take the part of leaders and decision-makers in all the great WWII battles and military campaigns. You can be Rommel, the sly Desert Fox. Or Eisenhower and his generals planning the greatest invasion of them all. Or any of the famous commanders of history, from Patton and Guderian on down to anonymous squad leaders whose heroics turned many a tide of battle!

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Complexity Rating: Easy to Learn (1) — to — Highly Detailed (10)



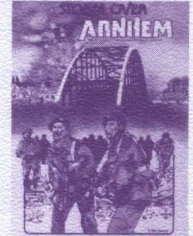
RUSSIAN FRONT The ebb and flow of the largest, longest, and costliest campaign. (5)



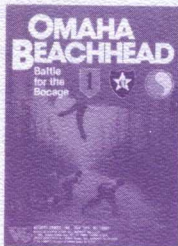
TOKYO EXPRESS For solitaire and 2-player play; simulates battles off Guadalcanal. (7)



B-17 Solitaire only! Relive the bombing raids of the 8th Air Force in the "Queen of the Skies." (3)



STORM OVER ARNHEM Re-creation of an operation at its fiercest point—the Arnhem Bridge struggle. (4)



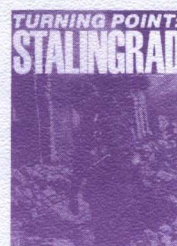
OMAHA BEACHHEAD Grand tactical simulation of U.S. amphibious assault against Normandy 6 June 1944. (6)



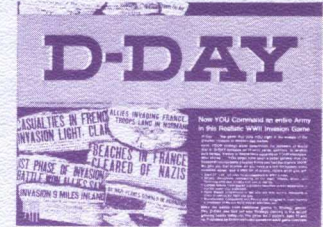
PATTON'S BEST Solitaire only, taking the part of a tank commander against programmed German reactions. (4)



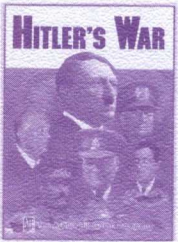
RAID ON ST. NAZAIRE Solitaire, only re-creation of the daring British raid on the German occupied port. (4)



TURNING POINT: STALINGRAD Siege pitting the heroic German 6th Army against the valiant Russian 62nd Army. (3)



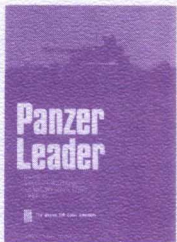
D-DAY Victory or defeat hinges on which of 7 invasion sites is selected by the Allies. (4)



HITLER'S WAR The war at several levels: Operation Barbarossa, Fall of Germany, and War of Europe. (4)



AIR FORCE Representation of airbattles between the Battle of Britain, June '40, through air offensives over Germany. (6)



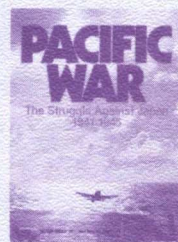
PANZER LEADER 16 Scenarios capture every type of action from D-Day to the Battle of the Bulge. (7)



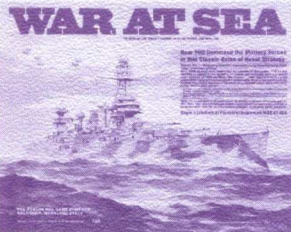
SQUAD LEADER Replay any battalion-level action in Europe involving 10-man squads and 4-5 man crews. (8)



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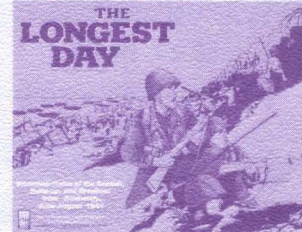
PACIFIC WAR 21 scenarios, two large mapsheets and 2,400 playing pieces create the definitive monstergame. (9)



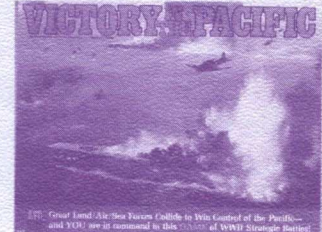
WAR AT SEA Battle for the Atlantic between British and German fleets. (1)



AFRIKA KORPS Rommel's tanks thunder across the sand heading for Bengasi, Tobrukh, and El Alamein. (2)



THE LONGEST DAY Vast new data sheds light on the entire Normandy campaign and real chances for German victory. (8)



VICTORY IN PACIFIC Re-creation of the most mammoth naval war in history: 1941-1944. (2)

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The Safari Hotel

by Bruce Farr

The Safari Hotel is our choice for LepreCon this year. The hotel has asked, as they did for CopperCon last year, that all members showing up to sign for their hotel room also sign a special agreement and make a \$50 deposit. For CopperCon it was especially effective in reducing room damage, so it has been extended to LepreCon. If there are any particular problems or questions regarding the agreement, please contact me, Bruce Farr, during the convention through the at-con office. His job is to help solve any hotel relation problems. What you'll be asked to sign is (in summary):

- 1 Attendees signing for the rent of a room must be at least 21 years old.
- 2 No underage drinking will be allowed in sleeping rooms or in public hotel space.
- 3 Convention name badges must be worn while at the hotel.
- 4 Quad occupancy is the maximum allowed in a two-bed room.

5 No more than 4 people are allowed to congregate in a sleeping room unless it is a registered party/hospitality room.

Violation might result in forfeiture of the \$50 deposit. There's a valid reason for all of these items. For example, #5 is designed to eliminate parties not being held in the party-block of rooms — to make your room a "registered party/hospitality room" at-con, just contact the convention's office. Just make sure that you are in a party area if a lot of people are going to be in your room for a party. However, no one is going to be making rounds and counting noses (or adding up ears and dividing by two).

The Safari is a hotel that truly loves fans and conventions and we have a great working relationship with them. This agreement is just to help keep it that way.

The hotel also requests that you use common sense and good taste when wearing costumes in the restaurants and bar.

The Safari's Coffee Shop is open 24 hours a day throughout the convention — the prices are good and the food is great. The Brown Derby restaurant is open for lunch and dinner, and offers steak, seafood, and a salad bar. People come from all over the city to eat here — we're sure you'll enjoy them both.

I'd like to take this opportunity to thank the

entire hotel staff for their wonderful assistance and commitment to the convention. We look forward to working with them again in the future.

Enjoy the convention, and enjoy the Safari!

Remember: If you have any problems or difficulties with the hotel, please see me, the Hotel Liaison — that's my job!

Con Registration

by Julie Douglas

Hours will be long again this year to help accommodate anyone who can't arrive during normal hours. A special note: **keep your badge with you at all times — if lost, stolen, or simply left at home, a replacement will cost the current membership rate.**

We will be open: **Thursday: 7pm–10pm** (or later, if there are enough requests), and on Thursday evening only we

will be located in Suite 307 (the ConSuite); **Friday: 9am–10pm-ish; Saturday: 9am–15 min. before the Masquerade** (see the Pocket Program for exact times); **Sunday: 10am–1pm** (or later if you can find me).

Note: If you worked at last year's convention and feel like you have earned a complimentary membership but you are not on my comp list, you will need to get a signed OK from your committee head for last year before I will comp you.

Convention Rules & Security

by Eric Hanson

Security at the con has many functions including making certain that people are where they should be and aren't where they shouldn't be, helping with moving people in and out of the "big events" like the Masquerade, and a variety of other things. We're also out there in the parking lots watching over your cars to help eliminate any theft or vandalism. We are usually very successful, but we seem to be most visible when something has gone wrong.

By now we all know the rules of operating within modern society, so I won't go into them. Just realize that we are still working within those guidelines, not some fantasy world where anything goes. We also know what is expected of us at a con, so I won't go into detail very much. Just a few notes of interest.



Real or realistic firearms are not allowed. Period.

Bladed weapons must be in a hard, protective case. If you do not have the sheath for the weapon, do not wear it or carry it around. If you don't have a room to put it in (like if you just purchased a new blade), we will be happy to hold it for you in the convention office until you are ready to leave.

Please remember that the party area of the convention is in the northernmost part of the hotel. If you have not requested a room in the party area, please do not

throw a party. Parties may only be held in rooms that are in the party area as registered with the front desk of the hotel. If you are planning on a small gathering (4 to 6 people) in your room, please remember to keep the noise down. If your room isn't registered as a party room, any noise complaints against your room may result in the hotel refusing to allow you to stay. We do this so that everybody can get what they want during the weekend. Parties are only allowed in one part of the

hotel — quiet areas for sleeping and relaxing are in the other parts.

While it is not required, if you **notify us that you will be holding a party in a specific room**, loud noise coming from there won't need to be investigated.

Please don't do stupid things — after all, this is your home (and the home of 1,000 others) for the weekend. If we all work together, we can make this a very enjoyable weekend for everyone and come back again next year.



The Art Show

by Ray Gish

Once again, LepreCon will offer Phoenix fans the best of science fiction and fantasy art. We will be in the eastern part of the convention center (access will be through the convention center lobby).

We are looking forward to the return of lots of old friends like Alan Gutierrez, Alicia Austin, Mary Hanson Roberts, Patricia Davis, and Richard Hescox.

Opening time on Friday will be noon and we will stay open until 9pm that night. Hours on Saturday will be 10am to 6pm and on Sunday we will be open from 10am to

11:30pm for any last-minute bidders.

If you've never bid on art at a convention before and would like more information, just stop by the desk in the Art Show and ask. We'll be happy to explain everything.

The Art Auction will be held at 1pm on Sunday — check your Pocket Program for the location.

Pieces with two or more bids will go to auction and buyer pickups will be after the auction on Sunday.

Come in early and often to feast your eyes on all the wonderful work presented by our artist friends. We're looking forward to seeing you there!



The ConSuite

by Kay Clay & Ike Dewey

LepreCon 17's ConSuite will open at 9:00am each morning and close only when Ozzie falls asleep...

Munchies, lemonade, and iced tea will be available during the day...

Coffee and tea 20+ hours/day...

Soda after 5:00pm...

The ConSuite will be a non-smoking area with a huge tent and misters set up outside for smokers and anyone who wants fresh air...

Come, cool off, re-hydrate yourself and your friends! We'll have balloons, popcorn, chips of all kinds, and maybe a few surprises...

The Dealers' Room

by Dave Hiatt

Dealers for Leprecon 17 include:

Adam's Books — A fine selection of hardcover and paperback science fiction, mystery, & horror.

Barry Bard — With his usual eclectic assortment of books and junque.

Phoenix Fantasy Film Society — Odds and ends, cheap!

GraphXPRESS — Houligan art.

Crunchy Frog Enterprises — Original games and stuff.

Joel Block's Movie

Memorabilia — Classic posters and prints.

Alicia Austin's Fantasies Unlimited — The usual array of fantastic art prints, cards, and books.

Richard Hescox — Another former LepreCon Artist GOH will be offering his artwork.

Jeanne & Mike

Willmoth — Chocolate calculators, book lights, jewelry, and other surprises.

M.R. Hildebrand — Books, filk tapes, & jewelry.

Nighthawk Studios — Masterfully crafted critters, finely detailed bookmarks and prints, bead headdresses, and more.

Mere Dragons — Weapons, T-shirts, bumper stickers, photos, pins, patches, and always new surprises.

Waterloo Games — A great selection of games and gaming supplies.

Motley Merchandise — The "unusual" in weapons and accoutrements.

Moirandall — Costumes and costume pieces.

Rakish Blade — Weapons and costume jewelry.

Bent Cover — Slightly used books.

Peggy Zimmerman's Incredible Silver — Jewelry, that is!

Roaming Panther — Games, miniatures, and more.

Marty Massoglia — Used books galore.

DAG Productions — Tapes and CDs.

Chris Dickinson — Fanzines.



Videos & Movies

by John Williams

Something brand new and different is coming to LepreCon this year — **Drive-In Movies!**

Our outdoor theater will be in the grassy area just south of the Suites. We will have a screen set up near the palm trees there and speakers will be set up for the best sound around. We do suggest you bring a towel, blanket, or pillows to sit on. We also suggest you bring a friend! Since this will be held outdoors, all movies will have a GP rating (or is that PG?).

Friday night's schedule will be:

8pm — Jason & The Argonauts

10pm — Mysterious Island

Saturday night's schedule will be:

8pm — Twenty Million Miles to Earth

9:30pm — The Day the World Ended

11:00 — The Beast from 20,000 Fathoms

We will also have our regular **Video Room** with movies including *Love at First Bite*, *Highlander*, and *Fantastic Voyage* plus many of your (or at least mine) favorite videos, some Good, some Bad, and some most definitely Ugly. Come on down to **Suite 301** and see what's playing and when. You won't want to miss films and videos like *Wrestling Women vs. The Aztec Mummy* or *Teenagers from Outer Space* just to name a couple.

So come on down and enjoy the coolness of LepreCon's outdoor and indoor theaters.

The video room will be open throughout the convention except during the Drive-In Theater shows.

The End?

No, just the beginning!

Costume Events

by Terri Birmingham

It's new...
It's different...
It's fun...

It's Saturday at the Con with **three costume events!**

First comes the "regular" **masquerade**, which will be held in the middle of the afternoon. This is for everyone who would like to be judged and it is your opportunity to do a stage presentation. Don't forget to pre-register and attend the mandatory contestants' meeting before the masquerade (see your Pocket Program for exact times).

After the masquerade comes the *optional workshop* for masquerade participants. This is where you can learn from those who have done it before and done it well.

Just before the Drive-In Movies Saturday evening will come the "**Parade Of Costumes.**" There will be no judges or formal presentations nor will there be any registration required (see your Pocket Program for exact meeting place and time).

I hope you will enjoy our costume events, and thank you for your support.

SUMMONS

by Stephanie Bannon

To all VOLUNTEERS: Appear in person for duty in the lobby of the Convention Center. Failure to appear will be just cause for denial of all fabulous treats which otherwise are awarded. TO WIT, access to delicious food in the staff lounge, complimentary membership to LepreCon 18, all to be determined by the number of hours on duty. In order to avoid such disappointments, VOLUNTEERS should immediately apply for such prestigious privileges.

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Japanimation

by Tom Perry

This year our Japanese animation program is better than ever. We have the same fine setup — a 78" projection tv system with surround sound — in a bigger area with AIR CONDITIONING!! Our program booklet is the best we've ever had. We have more videos subtitled and in English than we've ever had before. And of course, the Japanese have continued to release more great videos since last LepreCon.

If you've never watched Japanese animation before — the real stuff, before it gets butchered for American TV — then be sure and stop by our room. You're in for a treat. Animation is not just for

eight-year-olds. It's for anybody who's interested in great art and superb storytelling (not to mention just plain fun).

If you're a parent with kids in tow, you're welcome to leave them in the Japanimation room as long as they're reasonably well-behaved. However, please be forewarned that our program has been selected to appeal to an audience of young adults. The levels of sex and violence in the programming are much greater than what you'll find on Saturday morning TV. This is particularly true during the late night hours. If you'd like further guidance, feel free to ask the person who is running the videos. We'll do our best to provide any advice you request.

Regency Dancing

by Cynthia Webbert

Regency Dancing... from the time when a man was expected to dance as well as he could duel — or better (one could be forgiven for not dueling).

It was the era of Wordsworth, Keats, and Byron. When Jane Austen was the leading author of the day.

Regency Dancing is unhurried and genteel, when a gentleman was a Gentleman and the Ladies ruled supreme.

Games & Diversions

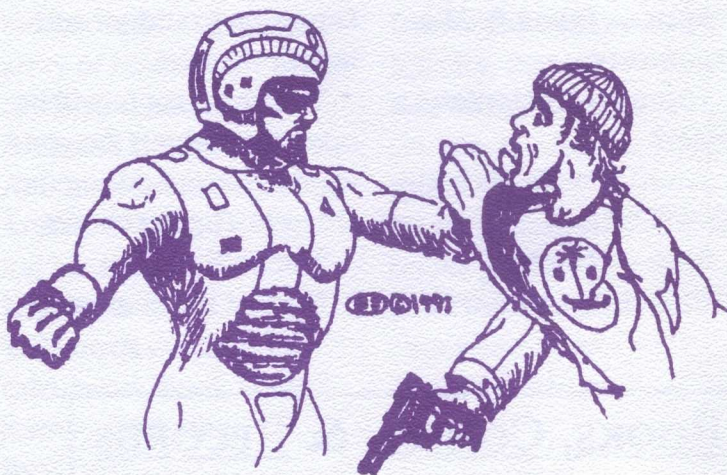
by Don Harrington

Welcome to Games & Diversions at the Safari! Be sure to drop by during the convention to play a game, win prizes in a tournament, peruse the entries in the miniatures painting competition, buy and sell games at the used game auction, enter our door prize drawing, or just say hi to our friendly and enthusiastic staff. For more information about our many events, just see the Pocket Program or drop by Gaming Central any time.

Thanks to all the people who helped make

Games & Diversions a success at LepreCon 17, especially the following companies who contributed prizes and merchandise: Bard Games, Palladium Books, Mayfair Games, FASA, ICE, Fantasy Games Unlimited, Avalon Hill Games, and the Role-Playing Gamers Association from TSR. In addition, generous support was given to Games & Diversions by Waterloo Games in Gilbert (home of Fantasy Games Unlimited). Please go and patronize this fine store.

And thank you for your support.



DANCE!

By Carey Holzman

Here's the information you've been waiting for!!!

DANCE!

Friday Night - 9:00pm to 3:00am

Saturday Night - 9:00pm to 3:00am

Spectacular Laser Light Show all-night both nights!

Music from the 50's, 60's, 70's, 80's, and Today!

A Play List is available at the Registration Desk in Suite 308 and it works like a "TV Guide" by telling you what songs will be played and the order in which we'll be playing them for both Friday and Saturday nights (except requests, of course, which won't be listed but will still be played).

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D.J.: Carey Holzman

Assistant D.J.: John Zullo

Lasers: Mike Scheliga

(I heard there were going to be some surprises this year...)

Laser Equipment and Fog Machines courtesy of M.C.S. Laser Display



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Programming & Program Descriptions

by Cinder Smith

It's been a 13-month process, but, finally, here is the program! We're incorporating some new ideas along with the best of the tried-but-true classics. The result is a variety of things to do and see!

Art Demo track: One track of programming just for art demos and hands-on classes. Most of the hands-on classes are limited to roughly 10 participants (on a first-come basis), but anyone is welcome to watch. Each participant will receive their own kit for a small fee (\$1-\$5) which will cover the cost of the take-home materials.

Costumers' Swap: This is for anyone who has fabric and materials to trade or sell (at a small price). Get rid of those white elephants!

Competitions: A short story contest for writers, both beginners and pros. Please submit your 1-15 page double-spaced creation (with your name and category on a separate cover sheet) to the Green Room by 6pm Friday. Judging criteria will include publish-ability,

creativity, style and language in the science fiction/fantasy genre, with 1 award each for Best Pro, Best Novice and Best Story for Kids. The winning entries will be presented on Sunday.

Due to overwhelming popular demand, the Sunday Bulwer-Lytton contest will continue. Submit your entries to the box in the Registration Room. (Old punsters never die, they just get pun-ished!)

On a more trivial note: Check out the Next Generation Trek Trivia as well as Trivial Pursuit.

Please, if you can, take some time and fill out the convention survey. Let us know what could stand improvement as well as what we're doing right! We'll take any pats on the back that we can get! Thank you for your support.

Finally, I would like to thank everyone who gave me the time, energy, support and encouragement to accomplish this, especially John Theisen, at-con programmer, Pati, Rick, Doug, Greg, Bruce, Maryeileen, Craig, Gabrielle, Nolan and Dan. (I needed A LOT of help!)

Following is an alphabetical list of this year's programs and panels. For scheduling and locations, check your pocket program. Any program changes will be posted at various places throughout the convention and will also be in the daily newsletter. Following this list is a complete list of the Art Demos.

Symbols next to a panel mean the panel will include a Guest of Honor (★), or include: *art or costuming* (🎨), *humor* (😄), *literature* (📖), or *science* (🚀).

A Couple of Artists

★ Meet Earl Billick and Deb Dedon, your Fan Guests of Honor.

Artist Brainstorming Session

🎨 Where do they get the inspiration for those way-out things?

Artist Guest Hour

★ Rowena Morrill and Doris Vallejo discuss their upcoming book.

Bulwer-Lytton Writing Contest

😄 📖 A dark and stormy night continues, with the "Masters" of Really Bad Fiction.

Business in Fandomland

What does it take to develop a successful specialty enterprise?

Chuck Jones' Physics

😄 🚀 What, if any, physical laws apply to the cartoon world?

Collecting for Profit

How to choose SF/F memorabilia, comics and art that is most likely to go up in value.

Compliments and Complaints

What did we do right? Where did we go wrong? You tell us.

Costumers' Swap

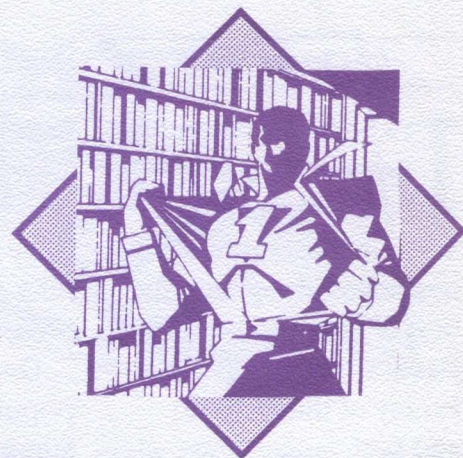
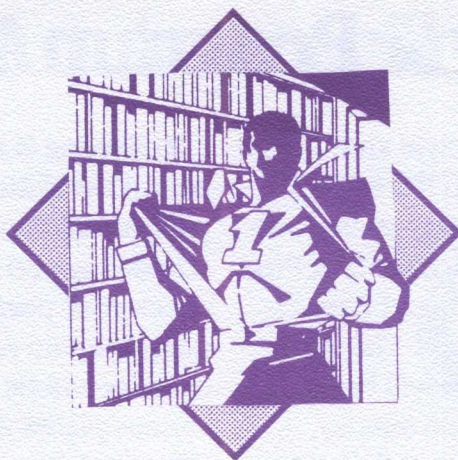
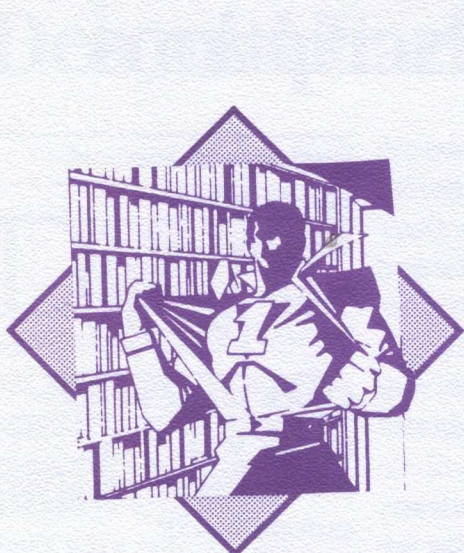
🎨 Bring those "I loved it when I got it, but there's nothing I can do with it now" things to trade or sell, (small prices, please).

Costuming Brainstorming Session

🎨 Where do they get the inspiration for those incredible costumes?

Endangered Species

Why should we be concerned about preserving species? Is it really worth it?



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Energy for the 21st Century

✈ What viable alternatives to fossil fuel are or will be available? A look at hydrogen, solar, nuclear and other possibilities.

Fantasy Mating Rituals

★ 📖 A look at Romance in Fantasy.
Carole Nelson Douglas, Melinda Snodgrass

Flanagan Neurophone

😊 ✈ Experience for yourself the amazing neuro-electronic proto-technology of the Warbots.

Freedom of Speech or Obscenity?

📖 Where do you draw the line and who has the right to judge?

Gaming/Computer Widow(er)s

😊 You know who you are. It's Saturday, you're ready to party, but the love of your life would rather do gaming or play on the computer than go out. Are you crazy to put up with this obsession? What should you do?

Guided Tour of the Solar System

✈ Get to know your neighborhood through the eyes of planetary geologists.

Hi-Tech Art

★ 📖 How do you create viable-looking tech?
Earl Billick

Hi-Tech Spin-offs

✈ A visual presentation covering technology transfer and how to make science fiction become consumer products.

Horses in Fantasy

★ 📖 How to write knowledgeably about horses and riding-beasts, with examples of authors who did not.
Melinda Snodgrass

IBM vs. Mac vs. Amiga

✈ Which is the best? Is there a difference? Check your weapons at the door, please.

I Went to Japan

★ The influence of the East vs. West experience on writing and art.
Rowena Morrill

Japanese Mecha (Giant Robots)

✈ How they're used in Japanimation and their place in gaming.

Male Characters in Fantasy

📖 Are we perpetuating the macho myth? A companion panel to "Women in SF/F".

Meet Carole Nelson Douglas

★

Meeting of the Minds

★ Irene Adler (Victorian-era detective), Del (sword dancer), Tiana (barbarian) and Commander Shelby (Star Fleet officer) come to life in a discussion about being a successful female in a male-dominated society.
Carole Nelson Douglas

Meet Melinda Snodgrass

★

Next Generation Trek Trivia

A Jeopardy-style contest brought to you by the combined talents of Larry, Larry and Chris.

Paperback Artists

★ 📖 WHO makes the decision about WHAT goes on the cover and WHY?
Rowena Morrill

Persian Gulf - The First Science Fiction War?

📖 ✈ Did this conflict break the boundary between science fiction and science fact?

Physics of Phantasy Physiques

★ 📖 How to make the anatomy of fantasy/mythological creatures look believable.
Rowena Morrill, Earl Billick, Deb Dedon

Re-Creation: Q & A

★ 📖 Get the answer to those "But is it really PERIOD?" questions.
Earl Billick

Richard Hescoc Slide Show

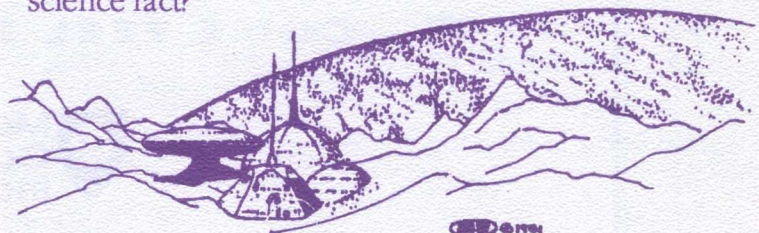
📖 A distinguished and talented artist shows his stuff!

Round Robin Storytelling

😊 Each panelist must continue the story where the previous one left off, using particular words drawn from a hat.

Safe Sex in Space

😊 The dangers of sex in an airlock, in zero G, with aliens, or with Asteroid Belt miners who haven't seen the opposite sex in 6 months. Practical ways to protect yourself.



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Sex in SF/F Literature

★ ☺ 📖 A frank discussion of the best, worst and most memorable escapades in the genre, plus tips on writing believable scenes.

Melinda Snodgrass

Short Story Contest Awards

📖 3 awards will be given in the categories of Best Pro, Best Novice, and Best Children's Story.

Sociology of Fandom

★ Are we a sub-culture? A unique look at the language, behavior, political structures and other characteristics that define us as a group.

Deb Dedon

Somtow's Midnight Reading

You really didn't want to sleep tonight, did you?

Swords and Other Blades

What goes into the making of a high-quality blade? What should you look for when shopping for one?

The Confidence Factor

📖 📖 The psychology of just getting started in the business of writing or art.

Those Cute, Overly Commercialized Critters and How to KILL Them!

☺ Warped minds, senseless violence, and a lot of silliness at work here.

NOT recommended for small children, pregnant women, those with weak stomachs, or anyone with blue skin. NO OPEN FLAME ALLOWED!

Trivial Pursuit

You've easily triumphed over Mundanes — now here's a real challenge for you know-it-alls!

UFO Spoofs Slide Show

☺ A hysterical look at bad scholarship and lousy documentation.

Vampires!

Whether you are one, know one or just admire them from a (safe) distance, this is the panel for you....

Virtual Reality

🚀 You've heard the term, but what does it mean? What kind of technology is involved? How will it change our perceptions?

Wicca

No, they're not Satanists. No, they don't sacrifice things or brainwash people. If you are interested in what they really do, come find out.

Wolves: Fact and Fantasy

Are they the dangerous, blood-thirsty killers the stories make them out to be? If so, then why are people working to save them?

Women in SF/F

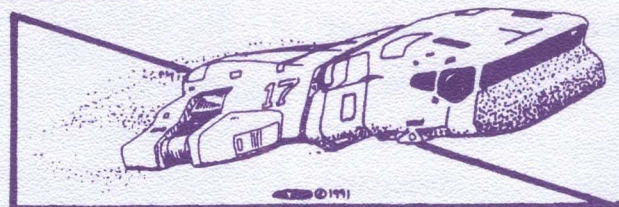
★ A look at female authors as well as female characters in the fields of Science Fiction and Fantasy.

Carole Nelson Douglas

Writing for Star Trek

★ 📖 How can you possibly write believable 42-minute scripts utilizing such well-known characters and still be able to surprise people?

Melinda Snodgrass



Art Demos and Workshops are on the following page...

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Cartography

☒ Old-tyme Map-making with quill & ink
(Cost: \$3)

Craig Jones

Cartooning

★ ☒ *Deb Dedon*

Celtic Cross-stitchery

☒ Decorate your garb, using Celtic-style patterns
(Cost: \$2)

Pati Cook & Ike Dewey

Chainmail

☒ Basic construction techniques (Cost: \$5, including pliers & 20ft 16-gauge galv. steel)

Craig Jones

Figure Sketching

★ ☒ Draw from a live model.

Rowena Morrill

Glue Gun Wonders

☒ You don't need to know how to sew to make costumes!

Gail Wolfenden-Steib & Kit Townsend

Ink on Colored Pencil

★ ☒ *Earl Billick*

Miniatures**Pattern Drafting**

☒ Learn to create your own patterns!

Scratchboard (Black & White)

☒ *Rikki Winters & Catherine Yankovich*

Solar Watercolors

☒ Let the sun do the work for you!

Sonya Dyer (Cost: \$2)

**Publication Notes**

by Matthew Frederick

This publication and all of the other publications for LepreCon 17 couldn't have been easily produced without the great help of Margaret Grady, who was always there to point out the stupid mistakes I am capable of making again and again; Karl Flohrschutz (and Top Line Printing) who, after having dealt with me and convention publications for some time now, shows great joy when I tell him he has *two days* the print the entire Program Book instead of the *twelve hours* I had previously estimated; and the entire convention committee, the vast majority of whom managed to get their Progress Report and Program Book write-ups to me within a week after the deadline (a convention record, to be sure...).

I would also like to thank Deb Dedon and Earl Billick for supplying me with the artwork in this book, Donald Birmingham for supplying Lucy LepreCon (the woman on the LepreCon flyers), and Joshua Quagmire (for Eric's cuties on page 9).

Apologies to Carole Nelson Douglas, Rowena Morrill, and Melinda Snodgrass for the low-quality pictures here in the Program Book — due to some miscommunication, we were unable to request them from each guest, so they came from various and sundry odd sources.

WE WILL HAVE RECYCLING BINS AROUND THE CONVENTION where you can put any Program Books, Pocket Programs, or Daily Newsletters you don't want to take home. PLEASE PUT THEM IN THE RECYCLING BINS instead of in the trash. This book was printed with Earth-Friendly press chemicals, but due to the short notice, we were unable to get sufficient quantities of recycled paper. As such, recycling is one step towards making up for needing to use new paper.

I've been experimenting with different ideas for program books, pocket programs, and progress reports. If you have any thoughts on them, or on anything about the convention, PLEASE FILL-OUT A SURVEY FORM — it's our only way of knowing how we're doing. Thanks!

