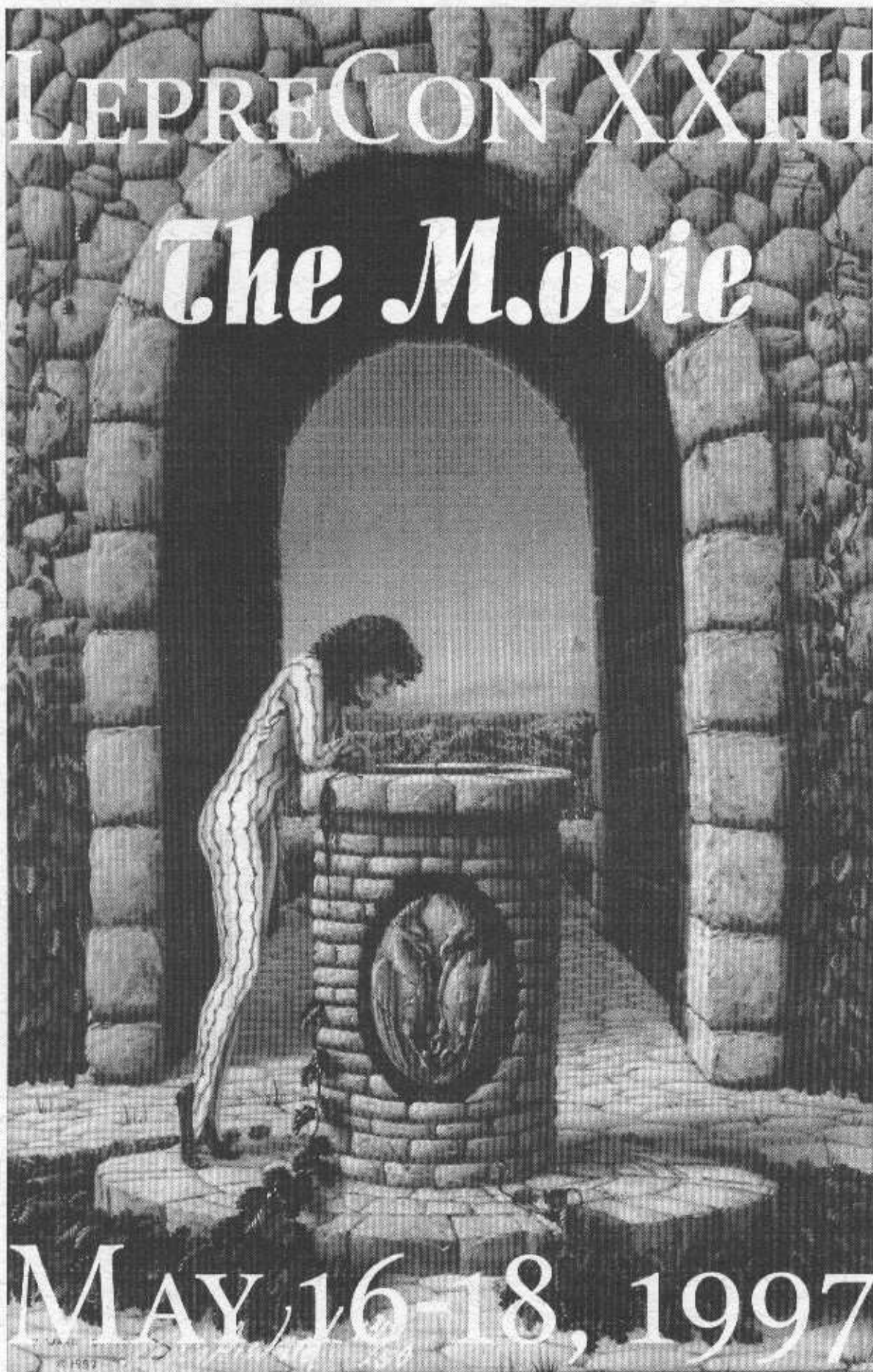


LEPRECON XXIII

*The M.ovie*



MAY 16-18, 1997

# Starring

Kevin Ward as *Artist Guest of Honor*  
Dave Wolverton as *Author Guest of Honor*  
Leslie D'Allesandro Hill as *Local Artist Guest*  
The L.A. Filkharmonics as *Filk Guests of Honor*  
George Johnsen as *Media Guest of Honor*  
and  
Doug Cospers & Julie Douglas as *Fan Guests of Honor*

## Also Starring

Aerial Mirage Juggling Company, Bruce Arthurs, Glenn Battis, Earl Billick, Bill Bishop, R. Merrill Bollerud, John Davis, Deb Dedon, Emily Devenport, Maryeileen Flanagan, Jean Goddin, Rebecca Hayes, Ernie Hogan, Aleta Jackson, Pete Manly, Dennis McKiernan, Megha Morganfield, Wayne Myers, Russell Neal, Ken Norton, Adam Niswander, Bob Reid, Nyki Robertson, "Dr. Jane" Robinson, Ken St Andre, Cristi Simila, Charles Simila, Russell Sutton, Duane Allen Tennant, Kit Townsend, Henry Vanderbilt, Mike Vlockman, John Vornholt, Lee Whiteside, Randall Whitlock, Mike Willmoth, and Cathie Yankovich  
*as themselves*

## And a Cast of Thousands

Well... hundreds. That's you guys.

# The Crew

Director.....	Charles Jarvis	Set Security.....	Jay Patton
Production Accountant.....	Margaret Grady	Studio Liasion.....	Frances Burns
Casting.....	Irven Holt	Soundstages	
Catering (Cast).....	Susan Uttke	#1 ("Art Show").....	Ray Gish
Catering (Crew & Stars).....	Nyki Robertson	#2 ("Dealers' Room").....	David Hiatt
Costumes.....	Tasha Cady	#3 ("Gaming").....	John Thoman & Glenn Piper
Crew Coordinator.....	David M. Hungerford III	#4 ("Japanimation").....	Tom Perry
Personal Asst. to the LAF.....	Elizabeth Burnham	#5 ("Video Room").....	Lee Whiteside
Personal Asst. to the Stars.....	Shahn Cornell		
Pre-Production.....	Angel Trinkle	Filmed at the Francisco Grande Studios in	
Post-Production.....	Jim Cryer	Casa Grande, Arizona	
Prop Master.....	Darkyr Malys	Produced by Leprecon, Inc.	
Publicity.....	Mike Willmoth	No Particular Thanks to the	
Screenplay.....	Kitty McDonald-Neal	Arizona Film Commission	

# Guide to the Story Bible

## *The Story Bible*

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## Pre-Production Notes

Congratulations! You've successfully made it through the gruelling casting process and are now a part of *LepreCon XXIII: the Movie!* Whether you're a star, crew member, or 'just' a walk-on, remember that you are a vital part of making this movie a success. Filming will last three days, and its success in the theater is entirely up to you! So look over this story bible carefully, determine the sections that you will participate in, and smile!

As most of you know, part of the success of the *LepreCon* series has been the fact that there is no actual script. This movie is almost entirely improvised. You will find in these pages what we in the business refer to as a 'story bible:' descriptions of the major and minor characters, and the scenes which will be filmed. For your convenience, a pocket-sized storyboard is also available at the Casting Desk. Due to scheduling difficulties, not all casting decisions had been made by press time. Please consult the Pocket Storyboard for all final decisions on stars and schedules.

If you would like to join the Crew, if only for a few hours, please report to the Casting Desk or ask our Crew Coordinator, David Hungerford, how you can help.

The Cast Party will take place on Sunday afternoon in Cast Catering.

The Crew would like to thank everyone who made this picture happen, including each other (pats on the back, guys, we've made it to filming!); our production company, Leprecon Inc; Top Line Printing; Frito-Lay; Rainbo Bread; USWeb Phoenix for allowing us to take over their offices for innumerable stapling parties and design sessions; everyone who donated something to the charity auction or purchased an ad; and, of course, the cast, without whom this could never happen.

Pre-Production would like to thank everyone who contributed to her sanity, including Dave Hungerford, Nick Schumacher, the inhabitants of Chaosphere Prime for making her taller and party-savvy, Tim Kulesha for realizing she was a fan and hiring her anyway, the wild and wonderful folks on the unrest list— you know who you are, U.S. Web Phoenix (again), and Top Line Printing (again). Pre-production also promises not to speak of herself in the third person on the set.



# The Director's Chair

If you'd told me last year that I'd be chairing a convention this year I'd have laughed in your face on my way to hiding my head in the sand, tail tucked between my legs.

Really.

I never knew how many small details go into these things, how much I'd need every ounce of my people skills, how much could easily go wrong. Hopefully if you are reading this at the convention it means two things have gone right. We've got a program book and a convention with at least ONE member to hand it to.

Which is all I'm asking for. Please Ghod, just this one thing...

Above all I've kept me sense of humor about me, and it's kept me from self-destructing. I'd like to think it's what kept my committee members from doing the deed for me, but I know it isn't. (Better move this along, I hear the sound of stakes being sharpened...)

I'd like to thank those on the committee for this convention for showing me that I don't have to run around like a chicken with my head cut off,

pecking at every detail. I was rather astounded at how everyone has lent shoulder to this convention. You all have my sincere thanks, and if I neglect to say so in person it's only because this thing isn't over until I can get some sleep.

Sometime around Tuesday night.

My thanks also to everyone who has driven down here to spend the weekend. I hope you are having a good time. (And if not I'm sure you've come and found me by now!) Remember please, that this is all volunteer run, and that we are doing our best. Hopefully no disasters will arise (like "CopperCon Unplugged" at this same hotel) and everyone will have a good time.

Which is what it's all about – having a good time, meeting like minded phen, meeting the guests... I haven't missed a LepreCon since my first, and I hope, whether this is your first one or your twenty-first, that you enjoy it.

Thanks!

Charles Jarvis  
Chairman

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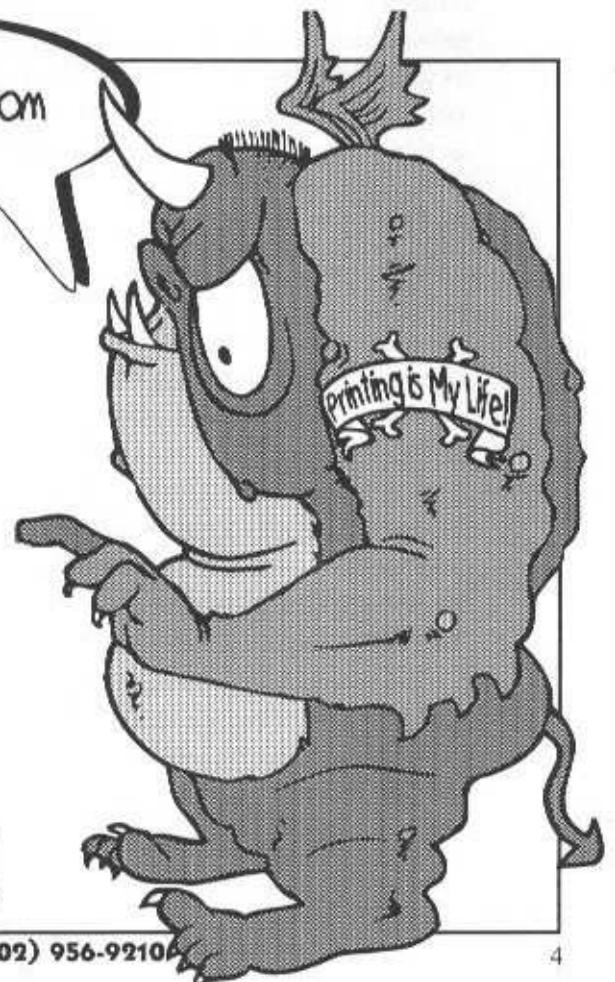
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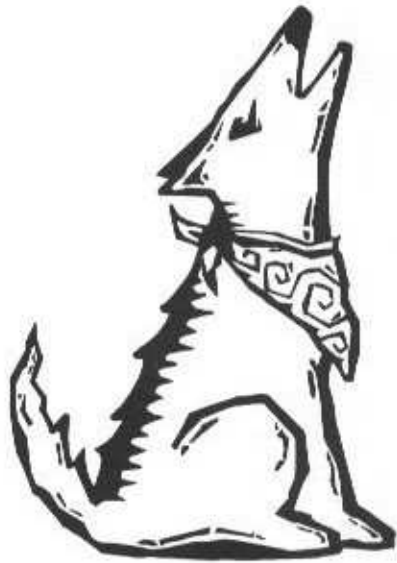
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- Demos
- Panels
- Dances (modern and regency)
- Videos and Japanimation
- Dealers' Room
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- Parties
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\*NASFiC is a registered service mark of the World Science Fiction Society, an unincorporated literary association. NASFiC stands for North American Science Fiction Convention, and is held when WorldCon is off-continent. The University of Calgary offers a two-day course in igloo building. Return this factoid for \$.05 off a pre-support, or an additional \$.05 fee on a preoppose. You never know what you'll learn when you read the fine print, do you?

# Kevin Ward as the Artist Guest of Honor

You may already own one or more pieces of Kevin Ward's artwork....

He has just spent about a year doing art for collectible card games, I.C.E.'s *Middle Earth* cards, an original fantasy card game called *Legends of the Five Rings*, and a game called *Dragon Storm*. He has also illustrated another NASA brochure, covering the Microgravity Science Lab I, which was due to be launched in April 1997.

Kevin's artistic interest began about age three when, frustrated by a lack of the kind of pictures he wanted to see (mostly dinosaurs) he began creating his own. A grade school teacher told Kevin he should study art... a junior high teacher told him to read Heinlein's *Starman Jones*... the motion picture *2001: A Space Odyssey* was released... and the rest, as they say, is history.

As a fine arts major in college, he was discouraged by his instructors from pursuing SF as a subject matter. They advised emphasis on serious work unless he planned to be a mere Sunday painter. While he did learn a lot of fancy polysyllabic buzzwords, he found little in the way of painting and drawing technique. Undaunted, he set out studying on his own, full-time (and Sundays, too).

When Kevin first showed art at a science fiction convention, KublaKhan, his highest hope was just for someone to enjoy his paintings! Not only did he sell all but one of his works, but one of his idols, artist/writer/director Ron Miller asked for some slides. As a result, Kevin's first appearance in print was in a centerfold in *Future Life* magazine.

Kevin's work has appeared on covers and interiors of SF and fantasy books in both the U.S. and Europe for such authors as Piers Anthony and Anne McCaffrey, and in such places as *Grolier Encyclopedia*, *Amazing Stories*, *Dragon Magazine*, and NASA.

Fan appreciation is evident in the boxloads of awards he has received. In addition, Kevin is commissioned to produce works for private collectors across the country every year.

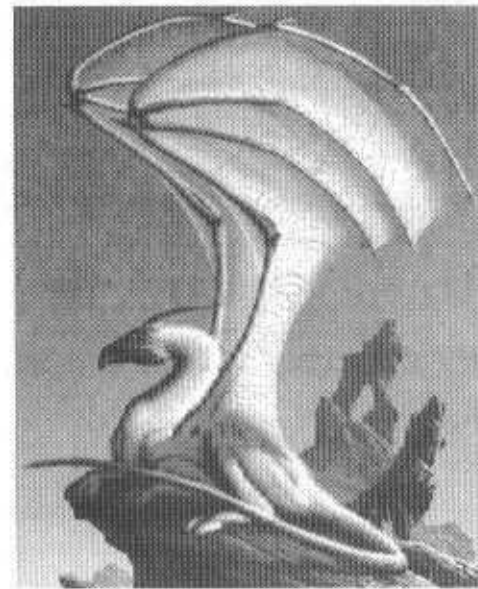
Kevin's work distinguishes itself through his terrific sense of color and design as well as great

attention to detail. It's the ideas behind the images as much as the way they look. Exotic technologies, distant worlds, and fantastic aliens are best brought to life by an artist whose artistic skills are matched by a knowledge, and more importantly, a real love of his subject.

Of course, any notes about Kevin would be incomplete without mention of his talented (she paints too - when she has the time) and energetic wife Janet, without whose support and inspiration, he would likely be a vegetable.

Kevin tends to be bit shy, so please go up and talk to him. He only knows a couple of people here at LepreCon, so make him feel welcome. I hear he likes single malt Scotch....

Doreen Webbert



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# Dave Wolverton as the Author Guest of Honor

Dave Wolverton was born and raised in a small town in Oregon, where as a child he became an entrepreneur—selling fruits, vegetables, and fishing worms, raising cattle and pigs, and working as a field hand. It was during this period of time that he first became interested in the arts, winning some local contests for his drawings and paintings, and publishing his first poems. At the age of thirteen, he began working as a meatcutter during the evenings and summers, and became a journeyman butcher at age 17. Since then, he has gone on to have the requisite number of writerly odd jobs, including grocery store manager, pie maker, prison guard, missionary, bookkeeper, technical writer, editor, and the manager of the documentation department of a large computer company.



Dave began writing regularly in college, where he published poetry and short fiction, winning several local contests. In 1986 he won the grand prize in the L. Ron Hubbard Writers of the Future contest, the world's largest talent hunt dedicated to helping discover and promote new writers.

Within weeks of winning Writers of the Future, Dave signed a three-novel contract with Bantam books. His first novel, *On My Way to Paradise*, told the tale of a Panamanian doctor living in the twenty-fourth century, and was highly praised by author/reviewer Orson Scott Card. *On My Way to Paradise* hit the science fiction bestseller lists and went on to win the Philip K. Dick Memorial Special Award as one of the outstanding science fiction novels of 1989. His novels *Serpent Catch* and *Path of the Hero* were a form of fantasy which is set in the future rather than in some contemporary setting or a historically derived past. In these novels, Dave tells the story of a young Neanderthal shaman who lives on a world created by genetic paleobiologists in the far future.

His fourth novel, *Star Wars: The Courtship of Princess Leia* placed high on the *New York Times* and *London Times* Bestseller lists, and was soon followed by the highly successful novel *The Golden Queen*, and its sequel *Beyond the Gate*. The final novel in the

series, *Lords of the Seventh Swarm*, became available in January 1997. In this series, Dave is trying to recapture the fun that audiences enjoyed in the space operas of the forties and fifties, while looking into some deeper philosophical issues. "In *The Golden Queen* series, I'm pondering issues of power and free society," Dave says. "Every moment, people around the world are gaining more and more power over their environment. 150 years ago, it would have been thought inconceivable that our grandchildren would be able to talk instantly to anyone over the world via the telephone, or that men would commonly travel at a thousand miles per hour.

"The future as it will be 150 years from now is equally inconceivable to us. We just don't know how long we will be able to sustain our own lives, how much we might boost human intelligence either mechanically or biologically, nor do we yet understand how different our world will be when it has been tied together through global communications for another hundred years. Entire new societies are developing that are vastly different from anything we've seen before.

"Yet there is a fundamental question that we will shortly be asking ourselves, and that is, 'In a world where individuals are given more and more power to do both good and evil, how are we going to control such power?' In *The Golden Queen* series, I suggest some of the possible methods, each with their own strengths and drawbacks."

Beyond these novels, Dave is currently working on a fantasy series called *Runelords*, on a near-future series of novels dealing with an alien invasion called the *Biostorm* series, and he is writing a mystery, *Wrestling with Angels*.

In 1990, Dave became a judge for the Writers of the Future contest. He currently works as the first reader for the contest, as editor of the annual anthologies, and as an instructor at the annual Writers of the Future workshops.

Dave's interests include painting, photography, camping, and fishing, along with the study of biology, sociology, and history. He currently lives in Utah with his wife and four children.



# Leslie D'Allessandro Hill as the Local Artist Guest

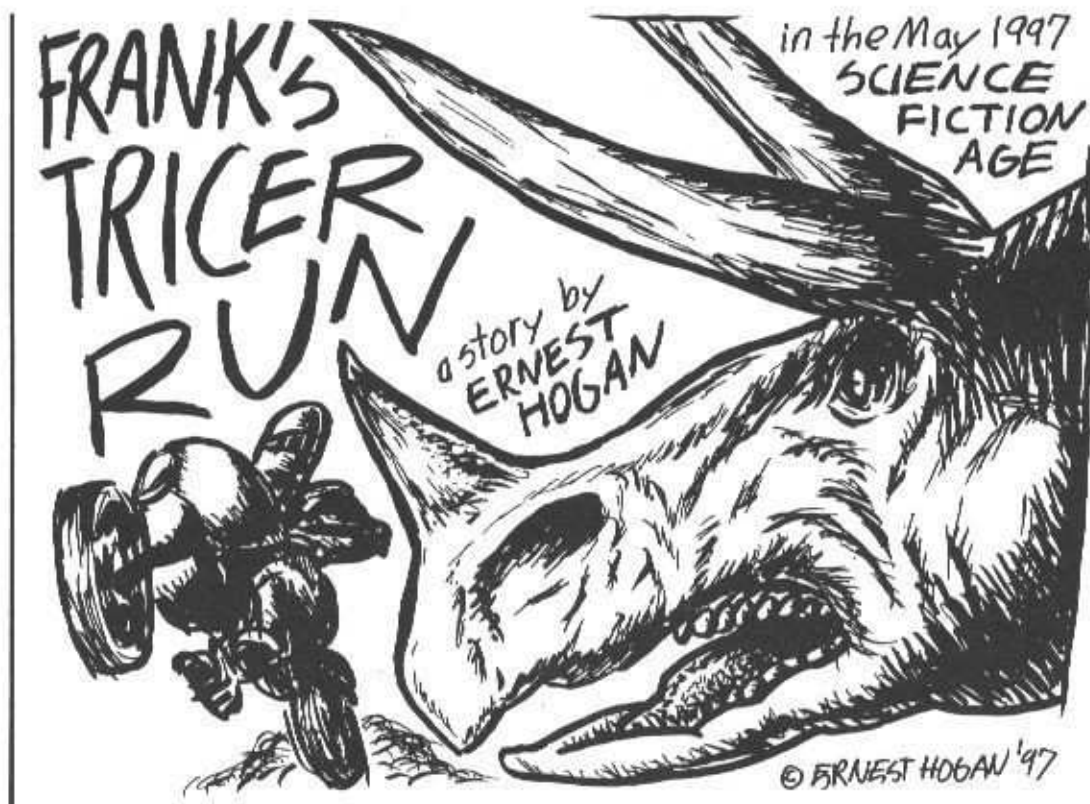
I was introduced to Leslie's artwork through a mutual friend who had met her at an art show in Midland, Texas. I talked to her on the phone, and discovered that she was totally isolated from the contemporary fantasy art community. She sent me samples of her work, and the next time I was in Midland on business, I stopped by to see her. The house was old and very small, but comfortable, and the one-car garage had been converted into her studio. Her exuberance and excitement about her artwork was infectious, and she would let no obstacle come between her and her art. I liked her artwork, but I was more impressed by her indefatigable attitude. In today's art world, Leslie is a survivor and I admire her greatly for that. For all her hard work and persistence in the face of adversity, she truly deserves the best.

Midland, Texas, is not known as an elite art community where tourists come and spend thousands of dollars on trendy art. It is a medium-sized west Texas city surrounded by desert and oilfields, hundreds of miles from any large city-- not the best place to sell art, especially if fairies are the subject matter. In such an environment, it would

be easy to capitulate and find a more productive occupation, but Leslie would not have it. She could not, would not, let her fairies down. She is a stubborn defender of their existence, and it is her responsibility to capture their likenesses in her art. Although Leslie has held many non-art-related jobs in Midland to provide a living for herself and her son, she has never given up on her fairies or her artwork. She is a true believer, and, if given time, she will make you a believer too!

Leslie now lives in Tucson. I have had the great pleasure of knowing Leslie for three years. My wife, Gladys, and I own a small publishing company called Dragon Tales, and have made some of Leslie's fairies into note cards (it was difficult getting some of them to stand still). Last summer, we finished the children's book *Fairies Have Wings, but They're Not Angels!* This book is a collection of "fairyisms," a humorous and insightful examination of the condition of being "fairy." I guess you might say that we believe in Leslie's fairies too.

Howard Leap





# The L.A. Filkharmonics as the Filk Guests of Honor

If you're like me, you're probably reading this in the comfort of your own home, having just settled down after a pleasant weekend at LepreCon. If you're lucky, you took advantage of a unique opportunity and caught the Los Angeles Filkharmonics in concert.

I first heard about the Filkharmonics, or LAF as they're often referred to, in a book called *On the Good Ship Enterprise* by Bjo Trimble. Trimble told of a group of L.A.-based singers who had the audacity (or so I perceived at the time) to sing songs about *Star Wars*, *Star Trek*, and other science fiction media topics. Being a relative newbie at the time, I found this all quite strange.

As I became more familiar with fandom, and filking in particular, the phrase "LAF" kept popping up in conversation. "Oh, the LAF does a great *Aliens* parody to "The Lion Sleeps Tonight" and "You should hear the LAF doing the *Terminator* parody of "My Boyfriend's Back" became standard comments at every filksing I attended. This group of singers was taking on legendary status.

I had heard their tape, *In Space, No one Can Hear You Sing*, but it wasn't until ConChord 1995 that I ever got to hear them live. And nothing had

prepared me for that reality. Ten superb voices, clever lyrics, and an excellent stage presence combined to create a unique musical experience. Although the group sings a capella-- without accompaniment-- their charm and enthusiasm are contagious. As a fellow a capella musician, I found myself listening carefully, enjoying the precision of their voices and the joyfulness of their performance.

The only experience which outdid hearing the LAF in concert was getting to meet and interact with them.

Whether it was discussing the space program with Nick and Tom or dissecting the most recent *Babylon 5* episode with Karen and Doris, I found each member of this unique group engaging and gracious company.

So as you unpack your suitcases, look through your dealers' room purchases, and prepare to re-enter (willingly or unwillingly) the real world, I hope you do so with the satisfaction of having met, heard, and gotten to know the L.A. Filkharmonics.

Deborah Baudoin



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# George Johnsen as the Media Guest of Honor



I have known and worked with George Johnsen for about twelve years. My first contact with George was at the audio post production facility which he and his wife Roberta established, EFX Systems. That initial experience has led to an ongoing relationship which has lasted all of these years.

George has always been a stickler for perfection and excellence in everything he has gotten into. This is probably one of the contributing factors, several years ago, to EFX becoming the first Lucas THX licensed sound facilities outside of Skywalker. No matter what the time or the day of the week George was usually there at EFX ensuring that his clients got the caliber of work for their films, television shows or corporate industrials.

In the late 1980s, Doug Netter and I produced a couple of films for Lockheed, Boeing, General Dynamics and the United States Air Force on the next generation air superiority fighter. It was George Johnsen's idea to mix these films in surround stereo as well as design the theatre environment for Lockheed for the presentation of the films in Washington D.C. George is always thinking of how to make a project better.

In 1993, once *Babylon 5* was approved for production as a television series, George and I had a conversation about potential Associate Producer candidates for the series. George has always been a good person to turn to for suggestions of post production personnel. At that time, he and Roberta had decided to sell EFX Systems. I was having a difficult time finding just the right person to bring on the project. George, after a little hesitation, asked me if I would possibly consider him for the position. He was looking for new challenges and opportunities now that EFX was behind him. It didn't take much on my part to become extremely enthusiastic about this possibility. Both Joe Straczynski and Doug Netter were also thrilled about the idea of George becoming part of our team.

One of the first things George did was to design

the sound walls for our sound stages that we were planning to build in a converted warehouse assembly plant in Sun Valley. That's the kind of person George is.

Throughout each season of *Babylon 5* George and all of the talented folks in our post department have been the ones who have put in all the long and arduous hours ensuring that each show is completed and delivered. George puts in many many hours ensuring each episode of the series is as technically perfect as we can make it.

This season, George also took on the added responsibility of putting together an in-house visual effects department. As of Season 4 all of the visual effects of *Babylon 5* are done in-house. George successfully established a streamlined and efficient unit, which is putting out more effects than we've ever done before.

George Johnsen is a very important member of the *Babylon 5* creative team, and we've even overlooked the fact that he likes to sit around wearing his underwear on his head while drinking Diet Coke.

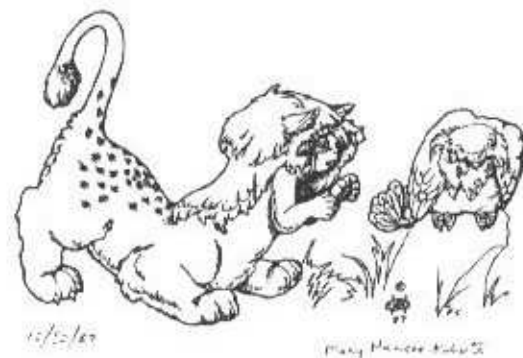
*John Copeland  
producer, Babylon 5*



*Blue Dragon*  
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# Doug Cospér & Julie Douglas as the Fan Guests of Honor

My first convention was LepreCon 9. I remember the confused rush of sights, sounds and people, lots of people— all who shared my common interests. I remember playing Tunnels and Trolls until my father found me at 1 am and drug me home. I remember feeling in the company of others who were oddly like me; intelligent, dreamers, outcasts — Fans.



That first convention, like each I've attended after, left me with a few months of the fondest memories... I could close my eyes and recall the conversations with kindred spirits I'd had and pine for the next convention to roll around. But it was a few years before I actually helped out at a convention.

And it was Mama Julie that got me to do it, at the ConSuite at the '87 NASFiC. Thinking back, I guess I must have helped out somewhere else before that monolith was dropped into my memory, but it was Julie that made this gangly young whelp actually WANT to work. It sounds strange, but she had things so very ... well, not organized, but she made it fun, to my young eyes, to wash a mountain of dishes in a hotel bathtub. And lay out chips, and pick up cups, and help, help, help! (I still regret not getting a House Blackwater t-shirt.) After that, I was tainted. Conventions only became good conventions if I could pitch in and help. (And look at me now, I'm chairing one!)

Later that same NASFiC, Doug ran a trivia contest. For some reason a couple of friends and I decided to form a team and enter. I think our average age was 17. Imagine our shock at actually placing 3rd (and most humorous) at a major convention! Afterwards we spent our prize money (a lavish 5 bucks each) on burgers with Doug. And there, over half-eaten french fries, Doug led our young minds in directions we'd never thought possible. In the space of 3 hours he outlined the logistics of maintaining a Heinlein-style extended family. We'd been changed forever. Here, laid out

with care and detail, was how to go from a concept in a book to practical life! We were sure he'd ask us to join when we got older. He never did — or meant to — but he expanded our horizons enough that we tried it out 6 years later.

Doug and Julie have adopted a few of us over the years, and I couldn't ask for a nicer pair of friends to have during my wild, fannish youth. For those of you still wondering, Doug and Julie were both involved in the SCA during the 70's, with Doug proposing to Julie shortly after they both attended Bubonicon 9 in New Mexico. They moved down to Phoenix from Flagstaff in the Summer of '83 and they've lent their invaluable presence and sometimes seemingly inexhaustible energy to Phoenix Phandom. Doug chaired LepreCon 19 a few years ago, as well as 3 CopperCons, 2 Contact conferences and a Space Access convention. Julie switched over to doing registration at the conventions and made order of the chaos that had it had been before. (She pioneered the use of computers and printers at registration, much the same way we do it today.)

I hope you all can get a chance to meet Julie and Doug. Maybe, if you let them, they'll enrich your life as they have mine.

*Charles Jarvis*

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InterWorldCon Bid  
We know what you want  
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Bid Party  
Saturday Night  
After the Masquerade  
A Production of Evil Overlord, Inc.



# The Supporting Cast

*Bruce Arthurs*

Bruce didn't provide a biography, so if you want to know anything about him, you'll have to ask him yourself.

*Glenn Battis*

Glenn lives in Albuquerque, NM. He is a contractor at the Intel Corporation mega-fabrication facility in Rio Rancho, NM working the cutting edge of vacuum and semiconductor process technology. He is a Science Fiction Conference Moderator on the BIX Information Exchange and the Forum Manager of "SF ConSuite" on Delphi ([www.delphi.com](http://www.delphi.com)). Strong interests in science, space habitation and probable alien existence occupy what's left of a busy schedule. A science fiction addict since his first *Tom Swift* at age 8, he has been active in fandom since 1989.

*Bill Bishop*

Bill, whose hobbies include gaming of all sorts, is part of the fairly new game publishing company Principal of Excellent Games. His forthcoming projects include *Free Action Roleplaying*.

*Earl Billick*

Earl, the artist married to Deb Dedon, produces art with Science Fiction, Fantasy and hard science themes. His talents include leathercrafting, woodwork, and metalwork as well as use of pen and ink, pencil, colored pencils and acrylics. He has run art shows at TusCon, and is a Knight in the Society for Creative Anachronism.

*John Davis*

John has been an AZ fan for 50 years and has made a few poetry sales so far, with other works still forthcoming. First and foremost he is a musician, and teaches music to middle schoolers, leads an adult church choir and has a doctorate in music. John also helps with convention programming.

*Deb Dedon*

Deb established her artistic credentials early with fireplace soot on the parlor walls. Years later, she was published in *Amazing* magazine and sold her work through conventions. In 1985 she was named Regional Director for the Association of Science Fiction Artists (ASFA). Around 1990 she realized she'd rather do art than organize it and returned to the drawing board, where she remains to this day. Deb's specialties include illustration, cartoons, and parodies; she recently began producing new-age themed pastel drawings. Deb works in pen and ink, acrylic, oil, pastel, pencil and watercolor. She is also a jewelry designer, silversmith and bead fanatic; most recently she has developed a thing for stained glass. She has a husband (Earl Billick), 3 lazy cats, an ancient goldfish, and jillions of plants.

*Emily Devenport*

Emily is a science fiction author whose works include *Shade*, *Larissa*, *Scorpianne*, *Eggheads* and *The Kronos Condition*. Her novel *Godheads* is due to be published in 1998. She received the Boomerang Award for her short story "Cat Scratch" in *Aboriginal Science Fiction*. Her other interests include movies, music, ancient history, neurology, and general science.

*Maryeileen Flanagan*

Maryeileen has had a presence at Phoenix conventions for many years, both as ConCom and as Participant. She is also a high school English teacher and costumer, and still finds time to breed

and raise Appaloosa and Walkaloosa horses.

*Rebecca Hayes*

Rebecca, who has won Best of Show with 5 blue ribbons at Pinal County Fairs, can be found this weekend demonstrating her needlework from the Medieval, Colonial, Victorian and Modern eras. She also collects antique bags and has been known to run the Art Show at Tuscon. Some Phoenix area fen may remember her as a United Federation member, and she has served on Concom for several conventions.

*Jean Goddin*

Jean, who has been attending Conventions since 1987, has been an online SF/F moderator on BIX for the last 5 years. She describes herself as a computer programmer and a bit of a techie with more hobbies and craft projects than she can count, and also as a rescuer of abandoned fur persons. She has been part of Convention programming, including LepreCon22.

*Ernest Hogan*

Ernest has sold two SF novels and numerous short stories, articles, essays, cartoons, and illustrations. He enjoys "the same stuff as Emily Davenport," plus jazz, astronomy, art history, and dopey movies.

*Aleta Jackson*

Aleta is office manager for rotary Rocket Company, based in Redwood Shores, California. An Arizona native, she has held jobs with various aerospace and electronics research companies since her first job with the Gemini Project. From 1989 until early 1997 she was based in Washington, DC, as the editor of *Space Energy and Transportation*, a technical journal published jointly by High Frontier, the Space Transportation Association and the SUNSAT Energy Council. She is a member of the Board of the SUNSAT Energy Council. When a death in her family brought her back to the West, Gary Hudson took advantage of her first love – space travel – and asked her to come work on his new launch vehicle. She's been grinning ever since.

She has been a science fiction enthusiast from the age of six, discovered fandom and conventions at Tucson's DesertCon II, and has been happily attending as many as possible since then. In her opinion, Arizona conventions are some of the best in the world.

*Pete Manly*

Pete, whose degree is in physics, writes nonfiction in astronomy, computers and aviation. In fiction he claims to commit felony SF and fantasy. His interests include matter, energy, space and time and all the interrelationships thereof, which pretty well encompasses the entire Universe. When asked whether there was anything he would like us to know about him not covered above, Pete replied, "What? You want to know my birth date? How many Gs I can pull flying an F-16 Falcon fighter? How many continents I've visited (only 5)? How many hair follicles I have?" Pete's body of work includes a number of titles, the most recent being a short story in the May *Analog* Magazine. Pete is a member of the *Analog* Mafia, and if you ask him, he'll explain what that means.

*Dennis McKiernan*

Dennis began writing novels in 1977 while recuperating from a close encounter of the crunch kind with a 1967 red and black Plymouth Fury. He lays claim to 9 fantasy, 1 sf/fantasy, 2 story

collection, numerous anthology stories, 2 forthcoming fantasy novels, and one graphic novel. His most recent books include *The Dragonstone* and both books of the *Hel's Crucible* duology, *Into the Forge* and *Into the Fire*.

*Megha Morganfield*

Composer and songwriter Megha Morganfield returns to LepreCon this year. Her music appeals to the transcendent nature within and those who come to hear her lovely harp often find themselves transported to another time and place. Among her works are *Noticing Roses*, *Sacred Torch*, which is out of print, and *The Solstice Carols -- 13 Celebrations of the Winter Season*. Another, *Shores of Avalon*, is due for release in June.

*Russell Neal*

Russell is a software engineer with Bull who is currently working with Motorola. In springtime, you can find him with the Royal Court at the Renaissance Festival playing the part of the Lord Exchequer. Author of *Highway 2000* boardgame, co-author of the *Dr. Who Role Playing Game*, and co-author of the *Live Action Made Easy* game system, Rusty's hobbies also include role-playing games and collectible card games. He has run Live Action Role Playing games at numerous conventions.

*Adam Niswander*

Adam Niswander is a former President of CASFS (14 terms) and a former member of the CASFS Board of Directors. He is the author of *The Charm*, *The Serpent Slayers*, and *The Hound Hunters* (all from Integra Press), and of *The Sand Dwellers* (due in August from Fedogan & Bremer). His short fiction has appeared in *100 Vicious Little Vampire Stories*, *100 Wicked Little Witch Stories*, *100 Astounding Little Alien Stories* and *A Horror Story A Day: 365 Scary Stories*. He is a regular columnist for *ConNotations* and freelances articles and reviews to other magazines.

*Ken St Andre*

A member of the Science Fiction and Fantasy Writers of America, with stories published in three anthologies, Ken has also designed several role-playing games, notably *Tunnels and Trolls*, *Stormbringer*, and the hit computer game *Wasteland*. He is review editor for the e-zine *Cosmic Visions*, and has also had two stories published there. This year, he is on the SFWA Nebula novel jury.

*Russell Sutton*

Possibly the first to designing balloon art based on sf&F, Russell teaches the art of making balloon animals at Glendale Community College and considers himself among the best in the Southwest, if not the world. He can make over 3000 different designs and will be doing a demo and workshop at LepreCon 23. Other hobbies and interests include gaming, literature, and movies.

*Kit Townsend*

Kit has been the SF/F (and sometimes H) buyer for a independent general bookstore for 11 years. She attended and graduated Clarion West in '87 and has also been a guest-speaker at local high school writing groups, formed and participated in a local writing group for many years, and edited shared-world books for a local high school. Kit is especially known for her costuming, from ball costumes to costumes for competition at Westercons and NASFiC to several mounted equestrian parade groups to the SCA. Costumes have ranged from historical to fantasy to SF, and include awards at all levels, including Judges' Choice, Best of Show, and Best Mounted Costumed Group. Kit was one of the three people

who developed, designed, and operated the SF Forum on eWorld (Apple's now-defunct international online service), and sysoped briefly in the gaming area of NVN (an even older, also deceased national online service) Additionally, Kit considers herself an RPG'er on sabbatical, (F & SF genres, both as a player and GM) and an inveterate cat owner and equestrienne (breeds & trains horses professionally), both characteristics acquired in childhood.

*Henry Vanderbilt*

Henry is an essayist/reporter/political activist in the cause of getting us affordable space travel while we're still young enough to enjoy it. He ran future role-playing program tracks at Contact two years running. He moderates the Bix online-service "space" conference. He's Executive Director of Space Access Society. He's also partners with a hundred-pound pup named Rufo who doesn't mind his housekeeping as long as enough of his cooking ends up in the kibbles for flavor.

*John Vornholt*

After spending 20 years as a freelance writer (writing mostly nonfiction), John turned to book publishing in 1989. He wrote *Masks*, the first numbered *Star Trek: The Next Generation* novel to make the *New York Times* bestseller list. Although John has only been writing books seriously for eight years, he has written and sold over 23 books, for both adults and children. Early in his career, John flirted with playwriting, which resulted in six published plays and several productions in the Los Angeles area. That proved satisfying but not very lucrative, and, with a partner, he turned to screenwriting in the 1980s, which was lucrative but not very satisfying. John has enjoyed writing books ever since. He currently lives with his wife and two children in Tucson.

*Randall Whitlock*

Randall Whitlock, M.S., R.G. is a Geologist, working primarily with Meteorites and environmental assessments. He also operates MoiRandall's, a costume, design, & desktop publishing business; and serves as corresponding secretary for the Southwest Costumers Guild. Randall wrote and maintains the web sites for MoiRandall's, Southwest Costumers Guild, and Foree & Vann Engineering. A former CASFS board member who has been doing local cons for nearly ten years, Randall's body of work includes numerous how-to and humor pieces in *Connotations*, *Costumers Quarterly*, and *Tournaments Illuminated*; the Randwulf's line of clothing patterns and Punnish Entries in local SF Masquerades.

*Mike Willmoth*

Mike spent 15 years in the computer profession, is an amateur astronomer, and has a bachelor's degree in Applied Mathematics, but most of us know him for running the program at local SF Cons. Tongue somewhat in cheek, Mike says "As much as I've run cons, I'm probably a professional by now..." He also serves as a sysop on Compuserve in the SF forums, primarily in the *Star Trek* and Science sections.

*Cathie Yankovich*

Cathie is a member of ASFA and IAAA. She has art published in *Analog Magazine*. Her art shows include *Visions Of Space*, a celebration of space, and other numerous solo, two-, and three-person shows. She has also had a short story published in *ConNotations*. Cathie is an avid reader and collects space collectible items. Her work includes illustrations for "Unfinished Symphony" by Rick Cook and Pete Manly, "Which She Was," by Jennifer Schwabeck, and *To Touch the Hand of God* in *Ad Astra*.

# WESTERCON 51: CONCEPT

In San Diego, California

July 2 - 5, 1998

(San Diego last hosted Westercon in 1986.  
It was one of the largest Westercons ever.)

## Guests of Honor

**Authors:** Katherine Kurtz  
and Scott McMillan

**Artist:** Sue Dawe

**Fan:** David Clark



## Mission Valley Marriott Hotel

8757 Rio San Diego Dr., San Diego, CA 92108, (619) 692-3800

### Hotel Room Rates:

Single or Double ..... \$98 / day  
Triple or Quad ..... \$109 / day

### Membership Rates:

Until July 7, 1997 ..... \$45  
Until December 31, 1997 ..... \$50  
Until May 31, 1998 ..... \$55  
At the Door ..... \$60  
Supporting ..... \$20

Make checks payable to Westercon 51

**Address:** Concept  
PO BOX 15471  
San Diego, CA 92175

**Web page:**

<http://www.westercon.org/51/help.html>

**email:** [concept@westercon.org](mailto:concept@westercon.org)

(Westercon is a servicemark of LASFS, Inc.)



# The Storyboard

## Guide to Subjects

- ✍ Art
- 🎵 Music
- 📖 Literature
- 📖 Science
- 📺 Media
- 🎮 Fandom
- 🎮 Gaming
- 👗 Costuming

Autographs will be available in the dealers' room all weekend long. Check the Pocket Storyboard for times and participants.

## Act One: Friday

- ✍ Art Show Walkthrough: *Kevin Ward, Leslie D'Allessandro Hill, Art Show, 8:30 p.m.*
- 📖 Astronomy 101: Learn how to find the summer triangle and a few constellations, and how to tell time by the stars. Look for falling stars. *Pool, 10:00 p.m.*
- ✍ Balloonology Demo and Workshop: Learn how to make balloon animals! C'mon, you've always wanted to know how to make a balloon Darth Vader, let Russel show you how. *Russel Sutton Patio Demo Room, Demo: 7:00 p.m. Workshop: 8:30 p.m.*
- 🍷 Bix Dinner: *Hotel restaurant, 5:00 p.m.*
- 🎵 Filking: The music of fanasy and science fiction. *The L.A. Filkharmonics, "Dr. Jane" Robinson, Nancy Freeman, and The Duras Sisters, all others welcome! Eagle's Nest, 8:30 p.m.*
- 🎵 Harp Concert: *Megha Morganfield, Eagle's Nest, 7:00 p.m.*
- 🎵 How to Entrain with the Planet's Vibration: Literally reaching 7.8 cycles per second on our Alpha State through the sound of musical instruments. *Megha Morganfield, Cottonwood, 10:00 p.m.*
- 🎮 How to Run a Con: Experience committee members and participants tell an interested audience how a con is organized and set in motion. We are hoping to recruit and educate volunteers. *Cottonwood, 4:00 p.m.*
- 🎮 How to run a LARP: Experienced game-masters give tips on how to organize and run a successful Live Action Role Playing Game. *Mesquite, 7:00 p.m.*
- ✍ How Zeke Mallory Saved the Entire Human Race from Almost Certain Extinction: *Kevin Ward, Mesquite, 4:00 p.m.*

🎮 Introduction to Live Action Role Playing: Newbies and heretofore non-gamers want to know what LARP is all about. Here's your chance to tell them before they get the wrong ideas. *Mesquite, 7:00 p.m.*

🎮 Meet the Pros: *Patio, 7:00 p.m.*

🎵 Middle Eastern Tribal Dancing: *Nyki Robertson, Mesquite, 8:30 p.m.*

🎮 Online Buddy Party: meet your online pals F2F. *Patio, 4:00 p.m.*

🎮 What Am I Doing Here? Surviving your first con—how to read the program book and pocket program, how to find things at the hotel, what to do at night—plus a crash course in learning to speak convincing Fan. *Eagle's Nest, 4:00 p.m.*

## Act Two: Saturday

- ✍ Amber Collecting for the Utterly Crazed: *Deb Dedon, Cottonwood, 11 a.m. Cottonwood*
- ✍ The Art of Living in a Multi Artist Household: Whose art comes first? Who stays grounded in Real Life? How do you make sure the rent gets paid and your muses are satisfied? *Mesquite, 8:30 p.m.*
- 📖 As a Matter of Fact, I Do Read: Media Versus Reading. Cons are becoming media focused rather than literature focused. Is the plethora of media-related books leading to the demise of other kinds of books? Are *Star Trek, Star Wars, Babylon 5*, etc. killing variety? Or are they just changing the list of topics? *Mesquite, 4:00 p.m.*
- 📖 *Babylon 5*: Where it's Been and Where it's Going: Includes Q&A session, *George Johnsen, Eagle's Nest, 11 a.m.*
- 🎮 It was the Best of Cons, it was the Worst of Cons: Delve into the archives and take a look at The Way It Used to Be. *Video Lounge, 10:00 a.m., 1:00 p.m., 7:00 p.m.*
- 🎮 Charity Auction: To benefit Casa Grande 2000. *Eagle's Nest, 2:30 p.m.*
- ✍ Colored Pencils Demo: *Leslie D'Allessandro Hill, Patio Demo Room, 4 p.m.*
- ✍ Drawing Mechanical Objects: *Earl Billick, Patio Demo Room, 10:00 a.m.*
- ✍ Drawing Them In: Art -- Why do we like it? What makes the best art? What is that elusive commonality that

draws people toward art? How do you know when you have hit upon it? *Mesquite, 2:30 p.m.*

📖 **ElectroZine:** Science fiction publishing on the web--new zines and old zines gone electronic. How has the instant publication available on the web changed our reading and writing ideas? Where are we going from here? *Mesquite, 10:00 a.m.*

✍️ **Endangered Species: Fairies:** "Loss of environment is making fairies extinct." - What is the effect of environment on the creative process: the connection between nature and creativity? *Mesquite, 1:00 p.m.*

🎵 **Filk:** Open filking *Restaurant patio, 7:00 p.m.*

🎵 **Filk Concert:** *L.A. Filkharmonics, Eagle's Nest, 1:00 p.m.*

📖 **The Final Frontier:** Are we getting there fast enough? How will it happen? How should it happen? What's the status now? What can we do about it? *Cottonwood, 10:00 p.m.*

📖 **The Great Technological Convergence:** With the advent of internet, cable tv, dvd, Web TV and online-addiction, will the World Wide Web replace television? Is the next step of evolution to be connectedness by technology? Compare to other records of sudden evolution. *Cottonwood, 4:00 p.m.*

📖 **Happy Birthday Hal! The future of Artificial Intelligence:** Where are we now compared to where Arthur C. Clark thought we might be in 2001: A Space Odyssey? Where are we going? *Cottonwood, 7:00 p.m.*

✍️ **Have Glue Gun Will Costume:** Costuming demo, *Maryeileen Flanagan & Kit Townsend, Patio Demo Room, 11 a.m.*

📖 **I Think I'm a Clone Now:** Cloning: dastardly experiment by the Evil Empire of the Master Race or welcome tool for infertile couples and medical miracle workers? Will cloning become a living art form? *Cottonwood, 1:00 p.m.*

✍️ **Jewelry/Chain Making Demo:** *R. Merrill Bollerud, Patio Demo Room, 10 p.m.*

✍️ **Juggling with Aerial Mirage:** *Patio lawn, 2:30 p.m.*

📖 **Making Babylon 5:** *George Johnsen, Eagle's Nest, 4:00 p.m.*

✍️ **Masquerade:** *Patio Lawn, 7:00 p.m.*

✍️ **Midnight Masquerade:** Over 18 only. *Eagle's Nest, 12:00 midnight*

☺ **Military Miniatures Gaming:** *Bob Reid, Mesquite, 5:30p.m.*

📖 **Nuts and Bolts:** Authors give the lowdown on the processes, reality, and selling of their product, with tips on marketing yourself, meeting your deadlines. This is the way it is from those who know. *Cottonwood, 2:30 p.m.*

📖 **Paper Airplane Contest:** The Annual Airplane Contest. *Pete Manly, Tower Patio, 1:00 p.m.*

📖 **Reading:** *Dennis McKiernan, Cottonwood, 5:30 p.m.*

🎵 **Regency Dancing:** *Eagle's Nest, 8:30 p.m.*

✍️ **Stained Glass Demo:** *Deb Dedon, Patio Demo Room, 2:30 p.m.*

🎲 **Squirt Gun Fight:** *Wet and wild, TBD, 4:00 p.m.*

✍️ **Throw Your Airbrush Away:** Dry brush demo, *Kevin Ward, Patio Demo Room, 1 p.m.*

📖 **Rotary Rocket of SSTO:** *Aleta Jackson, Eagles Nest, 10:00 a.m.*

🎲 **Subverting the Young:** Influential Adults--When is a youngster ready for *Stranger in a Strange Land*? How about *Rendezvous with Rama* as a textbook? What gets kids interested in SF&F? *Mesquite, 7:00 p.m.*

📖 **UFOlogy:** UFOs--Visitors from beyond or just our imaginations? Abductions, sightings and possible explanations. *Cottonwood, 8:30 p.m.*

📖 **Virtual Sex and the World Wide Web:** Wed virtual reality suits to the world wide web and sooner or later they'll initiate the ultimate in safe sex. This panel could delve into the physical properties of the interface, or the effect on sexual customs or both. Could Virtual Sex solve the overpopulation problem? Would the proceeds from

this aspect of VR serve to fund other advances, or would VR gain the reputation of being only for those of "low moral character" and cut off further development? Wild speculation is heartily encouraged! Over 18 only. *Mesquite, 11:30 p.m.*

### Act Three: Sunday

✍ Art Auction: *Cottonwood & Mesquite, 1:00 p.m.*

☐ *Babylon 5 Bloopers: George Johnsen, 12:00 noon, Video Lounge*

📖 **Café Muse:** Your favorite authors read from their published and forthcoming works. Schedule TBA. *Eagle's Nest, starting at 10:00 a.m.*

☐ **Hooking into the World Wide Web:** How and why to set up a web page. *Cottonwood, 10:00 a.m.*

✍ **How I Got Where I Am Today:** In this panel the artists tell how they got to their current point in fame -- how they published their first works, how they sell their personal type of art and how they produce what they do. Good for aspiring artists. There will be an equivelant author panel, currently unscheduled. *Patio Demo Room, 2:30 p.m.*

📖 **How to Run a Con, pt 2: So Now What?** You've seen a (hopefully) successful convention. Figure out what went right, what went wrong, and why— and find out how you can help with the next one.

☐ **I'll Do It My Way:** If you could design a science fiction show, what would you put into your series? Each panel member takes the fans through one aspect of planning the series. *Video Lounge, 2:30 p.m.*

☐ **It Shouldn't Be Like That:** What's right and what's wrong with *Babylon 5? Star Trek? Star Trek: The Next Generation? Star Trek: Deep Space Nine? Star Trek: Voyager? The X-Files? Millennium?* *Video Lounge, 4:00 p.m.*

✍ **The Making of Fairies Have Wings...:** *Leslie D'Allesandro-Hill, Patio Demo Room, 11:00 a.m.*

✍ **Miniature Painting:** *Duane Allen Tennant, Patio Demo Room, 1:00 p.m.*

☐ **The New Cybrarian:** What is a 'Web Librarian,' and how does the job compare with that of a traditional librarian? *Cottonwood, 11:00 a.m.*

✍ **Scratchboard:** *Cathie Yancovich, Patio Demo Room, 10:00 a.m.*

☐ **Trailer Park:** Trailers for upcoming films. *Barry Bard, 10:00 a.m., Video Lounge*

☐ **Tube Talk:** What's new on T.V. *Lee Whiteside, 11:00 a.m., Video Lounge*

### Act Natural: TBA

☐ **Sell it to the Masses:** How— and why— we should convince Mr. & Mrs. America to support space exploration.

*Times, participants, and panels subject to change. Check the pocket storyboard for the (hopefully) final schedule. The "Patio Demo Room" is Patio Room 321.*





# **Wink, Wink, Nudge, Nudge: A Newbie's Guide to the Movies--er-- Convention**

Feel like you're surrounded by in-jokes and don't know where to turn? Relax. This guide is intended to get you safely through the con. And if you have any questions, just ask somebody! We're very friendly, and we were all clueless newbies once upon a time.

**CASFS:** The Central Arizona Speculative Fiction Society, a 501(c)3 organization, sponsors both CopperCon and HexaCon. CASFS meets the last Friday of the month at the JB's at I-17 & Indian School.

**Committee:** The psychos—er—volunteers who make cons happen.

**Con Chair:** The guy who's in charge of all this.

**Con:** That's this. Short for 'Convention.'

**ConSuite (Cast Catering):** A place to sit down, unwind, and chat. ConSuite has light snacks and drinks available. At one time or another, everyone passes through ConSuite.

**CopperCon:** An annual local convention, sponsored by CASFS. CopperCon is held the second weekend in September, and was originally a relaxacon to permit people to recover from WorldCon. It got away from us. Copper's focus is generally on literature.

**Dead Dog:** A party held on Sunday afternoon, after the official close of the con, generally in the ConSuite. The Dead Dog is populated by people who don't want to return to mundane life just yet.

**Fan:** That's us (and you). Anyone who enjoys science fiction and fantasy. Usually a fan (plural: fen) attends local conventions, and may even make it to regional cons.

**Fen:** More than one fan.

**Filker:** One who filks.

**Filking:** It's music. Generally the topics include science fiction, fantasy, cats, cons, science—well, really, anything.

**GoH:** see Guest of Honor

**Guests of Honor:** Special pros. Generally the GoH is a favorite author/artist/whatever of the con chair. The GoHs change with each con.

**HexaCon:** An annual gaming convention, held in June or July. Hex is sponsored by CASFS.

**Leprecon, Inc.:** a 501(c)7 organization that sponsors LepreCons. Leprecon, Inc. meets six times a year at various places around the valley. Ask a committee person (blue ribbon) for more information.

Lep's focus is generally on art.

**LepreCon:** An annual local convention, sponsored by Leprecon, Inc. LepreCon was originally held in March, but due to rising hotel costs, is now held in mid-May. And yes, '23' does mean that we've been around for twenty-three years.

**Masquerade:** At its most basic level, a costume contest. Masquerade is traditionally held on Saturday night.

**Meet the Pros:** A gathering on Friday night where the program participants, guests of honor, and members mingle and talk. Your opportunity to discover that your favorite author/artist/filker/etc is a real, live human being.

**Members:** That's you. You haven't bought a ticket to a show, you've joined a gathering of people working to make something happen. You're a cast member, not part of the audience.

**Mundane:** A non-fan. Be polite to the mundanes; they may be normal, but it's not their fault. Just Thursday, you were one of them. (Now you're one of us, heh heh heh.)

**Newbie:** That's you. Also known as a 'con virgin,' newbies make excellent sacrifices for eleva—er—newbies are joyfully welcomed in all circles.

**Pros:** Short for 'program participant' or 'professional,' a pro is just that: someone on a panel. Generally they're folks who do whatever they're talking about for a living.

**Staff:** People who are less involved than committee, but more involved than volunteers.

**Volunteer:** Person like you who donates a few hours to helping the con run smoothly. Just ask at Registration (the Casting Desk, for those of you who've been paying attention).

**WesterCon:** The western-region science fiction/fantasy convention. It is held in a different city in the western region each year, generally on Independence Day weekend. This year, WesterCon is in Seattle.

**WorldCon:** The world science fiction/fantasy convention. It is held in a different location every year, generally on Labor Day weekend. This year, WorldCon is in San Antonio, Texas.

# The Closing Credits

## The Guests

Kevin Ward as *Gilligan*  
 Dave Wolverton as *The Skipper*  
 Leslie D'Allesandro Hill as *The Millionaire*  
 The L.A. Filkharmonics as *His Wife*  
 George Johnsen as *The Movie Star*

and

Doug Cospers & Julie Douglas as *The Professor & Mary Ann*

*The LA Filkharmonics include:* Tom Hubbard, Lori Ninchelser, Nick Smith, Karen Trimble, JoAnn Christy, Doris Robin, Marcy Robin, Jenny Lacey, and Jacqueline Clark.

*Aerial Mirage Juggling Company includes:* Tymi Schram, Syster, Duckie, Daniel the Ambivalent, and the Space Juggler from Hell.

*Art Credits: Kevin Ward:* Cover, Page 6 *Ernest Hogan:* Page 8 *Marian Crane:* Page 9 *Mary Hanson-Roberts:* Page 10 *Leslie D'Allessandro Hill:* Page 15

## The Committee

Chair.....	Charles Jarvis	Programming.....	Kitty McDonald-Neal
Banker.....	Margaret Grady	Publications.....	Angel Trinkle
Art Show.....	Ray Gish	Registration.....	Irven Holt
ConSuite.....	Susan Uttke	Security/Operations.....	Jay Patton
Dealers' Room.....	David Hiatt	Staff Lounge.....	Nyki Robertson
Electronic Correspondent.....	Mike Willmoth	Video Room.....	Lee Whiteside
Filk Liasion.....	Elizabeth Burnham	Volunteers.....	David M. Hungerford III
Gaming.....	John Thoman & Glenn Piper		
Guest Liasion.....	Shahn Cornell		
Historian.....	Jim Cryer		
Hotel Liasion.....	Frances Burns		
Japanimation.....	Tom Perry		
Logistics.....	Darkyr Malys		
Masquerade.....	Tasha Cady		

The Francisco Grande Resort  
 Casa Grande, AZ  
 Sponsored by Leprecon, Inc.  
 The L.A. Filkharmonics sponsored by the  
 Phoenix Filk Circle  
 George Johnsen sponsored by the  
 United Federation of Phoenix

Fine print: All publications were done on a P100 running Windows 95 using Microsoft Publisher 97 and Adobe Photoshop 3.0. Scans were done using an Agfa Arcus Plus. Body text is StonePrint 12 pt, and title text is Distend of various sizes with a Drop Shadow effect. Background music included Counting Crows, The Wallflowers, The Verve Pipe, Alanis Morissette, Crash Test Dummies, Joan Osborne, and Jimmy Buffett. Special thanks to Dave Rood, Robert "Ozzie" Osmond, and Tim McGinnis for equipment loans. Minimalist advertising is the product of an exhausted mind. Designed by Shadow Graphics, a division of Evil Overlord, Inc. Visit the Z'ha'dum in 2258 bid party on Saturday night. Vote for Phoenix in '99 NASFiC at this year's WorldCon. Take a course in ballooonology at Glendale Community College. Stop and smell the roses. Spread a little entropy. Fight normalcy. Read a good book. Take anap. Thank the committee for working ridiculously long hours for absolutely no money to make this thing happen again. Congratulate Ray Gish, chair of Lep 24,

