

Aussiecon Inree
57th World Science Fiction Convention
Pocket Program Book

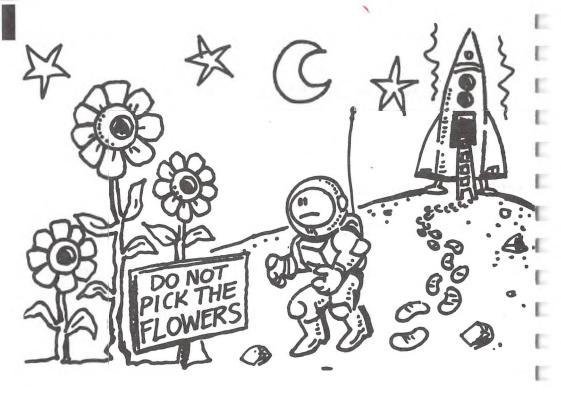
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[&]quot;Aussiecon Three" is a registered business name of Victorian Science Fiction Conventions Incorporated. "Aussiecon Three, the 57th World Science Fiction Convention" is a registered business name of Fannish Educational Network, Inc., an Illinois not for profit corporation acting on behalf of Victorian Science Fiction Conventions.

Aussiecon Three Program

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Section 1

Rules, Policies and Useful Information

1999 WSFS Business Meetings

The Business Meetings of the World Science Fiction Society (WSFS) will be held on Friday, Saturday, Sunday, and if needed, Monday, from 9 am. to 11 am. Check the Program Guide at the con for the location of these meetings.

The Friday meeting has been designated as a Preliminary Business Meeting, where the agenda for the Main Business Meeting will be set, and time limits for debates determined.

The Sunday Meeting has been designated as the Site Selection Meeting, when the results of the site selection for the 2002 Worldcon will be made known.

All members of Aussiecon Three are members of the WSFS and are entitled to participate in, and vote at, the Business Meetings. All new business must be submitted to the Chair of the Business Meeting, Jack Herman, before noon on Thursday to receive a place on the Agenda. Such business must be in writing and may be given, with sufficient copies and titles, as specified in the WSFS Constitution and Standing Rules, to the Registration/Information Desk.

Copies of the WSFS Constitution, the Standing Rules of the Business Meetings, Special Rules for this convention and the Business Passed on to Aussiecon Three will be found in the Convention Handbook.

The authority under which the meetings will be conducted is Robert's Rules of Order, Newly Revised. The Special Rules for this convention modify the authority for Australian conditions.

Lost Membership Badges at Aussiecon Three

The only way to attend Aussiecon Three is by becoming a member. Your membership badge is the ticket into the convention and without it entry will be refused. The committee would like your time here to be as enjoyable and unique as possible and would like to stress the importance of the badge. As accidents do happen and a badge or two may be lost during the convention we ask that you follow the steps below:

1. First check the area you are in and places you have visited outside the convention. You may have left it on the table at a restaurant during a meal.

- After checking and you are sure you no longer have possession of your badge it should be reported to ComSec. There you will be asked to fill in a Statutory Declaration that outlines the events.
- 3. After the Statutory Declaration is finished you will be escorted to the Day Registration area. Due to the costs of running a convention you may be asked to pay a replacement fee for the lost badge. The committee apologises for this necessity but are sure you understand the reasons for this. If you badge is found at a later stage you may be refunded any money you paid for the replacement badge. This decision can only be made by the Head of Finance or the Chair of Aussiecon Three

Other Awards

The Other Awards Ceremony is where awards other than the Hugo Award will be presented. It is also the Awards Ceremony for SpawnCon Two, the 1999 Australian National Science Fiction Convention.

Awards which will be presented are

The Seiun Awards (Japanese Science Fiction Awards)
The Sidewise Awards (U.S.A. for Alternate History Stories)

The Golden Ducks (U.S.A. for Young Adult Fiction)

The Chandler Awards (Australia - for contribution to Australian Science Fiction)

The Australian Science Fiction Achievement Awards (Ditmars).

Acknowledgments

Hideaki Anno, director of *Neon Genesis Evangelion* was bought to Aussiecon Three by the following organisations: Siren Entertainment, Madman Entertainment, Aussiecon Three, Melbourne Anime Society, Japanese Anime Fans of Western Australia, Brisbane Anime Society.

Aussiecon Three Programming Division would like to thank the following people for their help: Linda Deneroff for the programming database, Richard Elfman for "Modern Vampires", Adrian Sherlock for *Damon Dark*, Wizards Of The Coast for the time of Renato Prestopino. Also Board Not Bored Games, Amazing Stories, Altair Publishing and Alternate Worlds for the donation of prizes.

Weapons Policy

In line with the standard practice at most Worldcons, Aussiecon Three will not permit its members to carry or display weapons. Aussiecon Three members should also understand that the State of Victoria has joined with all other Australian jurisdictions, including the Federal Government, to ban the carriage or use of any type of firearm or edged weapon.

FIREARMS

Firearms are defined as all projectile weapons. This includes crossbows and blowguns as well as ballistic weapons of any type. There are only three exceptions to this ban. Those exceptions are sworn members of Australian Police Forces, members of the Australian Defence Force on "official duty" or "authorized parade" with issued firearms, and members of Registered Australian Gun Clubs participating in "authorized" club competitions or range practice days.

Additionally, the importation by any individual of any type of firearm is prohibited by Customs Regulations. This includes anything that the Australian Customs Service believes could be used as, or viewed to be, a firearm.

EDGED WEAPONS

Tough anti-knife laws have also been introduced by most jurisdictions in Australia. These laws give police the power to stop, search and detain any person suspected of carrying a knife. A knife is any type of blade, sword, throwing weapon or martial arts weapon. Carrying or displaying such weapons constitutes an offence in most states of Australia. including the State of Victoria. Swiss Army knives, "scout" knives and pocketknives, as well as knives used in the course of work duties, are not prohibited. The only exception allowed to the general prohibition of edged weapons is for a weapon used at ceremonial or cultural events. That exception applies only during the course of the ceremonial or cultural event. That is, while display of an edged weapon during the Masquerade may be allowed, this does not mean that the weapon may be displayed at any other time during Aussiecon Three.

MASQUERADE WEAPONS

The Aussiecon Three committee cannot give permission for any type of weapon to be imported to Australia for use in the Masquerade. It is suggested that persons wishing to display a weapon in the Masquerade obtain that weapon in Australia - through purchase or loan or the construction of a "fake" or "replica" weapon.

As discussed above, any weapon that is to be displayed during the course of the Masquerade may not be displayed at any other time during Aussiecon Three. The weapon must be conveyed to the Masquerade in such a way that it is not visible to the general public or other members of Aussiecon Three. The weapon may then only be displayed at the Masquerade (which includes the Masquerade photo session).

Immediately following their display during the Masquerade, weapons must be removed to secure areas not accessible to the public or other convention members (for example, a hotel room that will not be used for room parties).

If you are considering the display of any type of weapon at the Masquerade, you must discuss this with the Masquerade Director at least 48 hours before the beginning of the Masquerade.

PURCHASED WEAPONS

Should you purchase a weapon from the Dealers Room at Aussiecon Three, it must be wrapped and immediately removed to a secure area that is not accessible to the public or other members of the convention.

DECISIONS ABOUT WEAPONS

Aussiecon Three reserves the right to decide what constitutes a weapon. It also reserves the right, at its own discretion, to secure, impound or confiscate any thing that it decides is a weapon for the duration of the convention.

CONCLUSION

We appreciate that many people would like to carry a display weapon as part of a hall costume. We also concede that most people are sensible and careful individuals. However, the risk of weapons causing accidents or distress to other convention members is too great. Apart from this general concern for the well being of our members, Australian laws now forbid the carry of weapons of any type in almost all circumstances.

Should you wish clarification on these matters please contact the Manager of the Convention Section. Thank you for your cooperation and understanding.

Greg Turkich Manager, Convention Section

Dealer Room Details

The Dealer room will host a selection of dealers' wares in the Bellarine 7 room with the following opening hours;

Thursday	2/9/1999	12:00 - 18:00
Friday	3/9/1999	10:00 - 18:00
Saturday	4/9/1999	10:00 - 18:00
Sunday	5/9/1999	10:00 - 18:00
Monday	3/9/1999	10:00 - 15:00

The following dealers are scheduled to be present;

Australian Small Press Group	Australia		
Altair		Small press & magazine publisher	
Desdichado		Small press publisher	
Eidolon		Small press & magazine publisher	
Frank Weissnborn		Author	
Ticonderoga		Small press publisher	
Board Not Bored Games	Australia	Board games publisher and mail-order retailer	
Celestial Cobbler	Australia	Fantasy ceramics, cards, fanzines, craft	
Chimaera Publincations	Australia	Aurealis Magazine	
Cold Tonnage Books	UK	New and second hand books	
DreamHaven Books	US	Small press publisher and second hand books	
Edge Books	US	New and second hand books	
The Fine Book company	US	Second hand books	

_Frontier	Australia	Publisher – Frontier Magazine
Future Stable Studios	Australia	Art book by Fernando Palma
Ian Gunn Memorial Fund	Australia	Charity – In the memory of Australia fan artist Ian Gunn
Infinitas/Mirrordanse Books	Australia	New books/Small Press Publisher
Locus Publications	US	Publisher Locus: The newspaper of the science fiction field
Madman Entertainment	Australia	Videos
Melbourne Science Fiction Club	Australia	Club Fanzines and lots more
Mind Games	Australia	Games and related merchandise
Minotaur	Australia	New books & related merchandise
Old Earth Books	US	Small press publisher
Omega Zone	US	TV & film Merchandise
Peregrine Imports/Dreamstone	Australia	Art Prints/Small press publisher
Porcupine Books	UK	Second hand books
Refractions	Australia	Fanzines
Science Fiction Chronicle	US	Publisher - Science Fiction Chronicle: The Science Fiction and
-		Fantasy News Magazine
Science Fiction Modeller	Australia	Publisher – Science Fiction Modeller
Slow Glass Books	Australia	New & Second Hand books
■ Wizards of the Coast	US	Publisher – Amazing Stories
Zygosin Productions	Australia	Music
_ Paul Collins	Australia	Publisher/Author
Scott & Jane Dennis	US	Aussiecon Three Merchandise
Mike McGann	Australia	T-Shirts and related items
Lucy Zinkiewicz	Australia	Psychologist

Internet Lounge

Location: Bellarine 6

Hours: 10:00 - 18:00

The iLounge will be open every day of the function to provide members of Aussiecon Three with access to the internet. There will be a number of machines available allowing people to use some internet functions, though due to bandwidth limitations, these functions will only allow web browsing and telnet.

It is important to remember that the iLounge is a free service and is not intended be used as a place to conduct business. Time at machines will be limited to 15 minutes when demand is high, and can be booked each day at the iLounge. If the iLounge is quiet, then a second session may be allowed, but please remember that all access is at the discretion of the iLounge Supervisor and is a privilege granted, not a right given.

We would especially like to thank our sponsors Alphalink and Cybersource for helping to make the iLounge possible.

Alphalink: http://www.alphalink.com.au

Cybersource: http://www.cyber.com.au

Exhibits

Location: Bellarine 6

Hours: 10:00 - 18:00

The exhibits will focus on examples of the more 'visible' manifestations of Science Fiction and will include art and media related items. Come along and see what is there while you 'lounge' on the internet and 'browse' the Art Show.

Costume Parade.

The "It's the End of The World As We Know it, Y2K, Fin-de-Siecle Blues" Costume Parade.

This costume parade allows contestants to display their costumes and to entertain you the audience. In addition Dave Luckett, Joe Haldeman and Ian Nichols will regale you with a selection of songs, more or less connected to the theme.

Hugo Nominated artist Nick Stathopoulos and Teaspoon Award Winning stirrer Danny Heap will act as co-comperes for this extravaganza.

It's not too late to enter. Grab an entry form from the Information Desk, fill it out and submit it by Saturday 5:00pm. Polish up your act and presto, you too can appear on stage in front of 800 or so other science fiction fans. There will be prizes to recognize excellent costuming and excellent presentation and awards for experienced costumers and for beginners. If you'd rather not strut your stuff on stage, there will also be certificates for hall costumes - but make sure you can sit down in standard theatre seating while wearing them.

Please Note:- Flash Photography is not permitted in the Batman Theatre. If you wish to photograph the costumes on stage, you must use available light. There will be a photography option where flash photography will be permitted, in an adjacent room. Please watch the Costume Parade Notice Board for further information on this.



Workshops

Aussiecon Three is holding several workshops over the five days of the convention. These are hands on activities and space is limited. Like the Kaffeeklatches, workshops must be booked for in advance.

Bookings for workshops to be held on Thursday and Friday will be open from Thursday morning. Bookings for workshops to be held on Saturday, Sunday and Monday will be open from Saturday morning onwards.

How do you book for a workshop? Go to the You Yangs Hall, look for the table marked "Kaffeeklatch Sign-Ups Here" and put your name down for the workshop of your choice. If at any time the Kaffeeklatch table is unattended, enquire at the Information Desk.

Workshop	Available Places
Build The Perfect World	30
Mask Making Workshop	25
Making The Most Of The Writers Group Experience	25
Model Rocketry	25
3.5	D.1

Mensa Dinner

Australian mensa has organised a dinner for mensa members on Friday night.

The details:

Friday 3 September, 7.00pm

Science Fiction Evening

Dinner at Stalactites (Upstairs room, if we have more than 15 people) corner Russell and Lonsdale Streets, Melbourne. Contact John Barrett (9528 3347), or E-mail either John or Michelle (mcarey@mail.mpx.com.au) to reserve your seat. Overseas visitors welcome.

Gaming

Aussiecon Three's gaming programme can be found in the You Yangs Hall. It is an informal arrangement of gamers ready to teach you how to play the game. If you know the rules already, they'll organise a friendly game for you to play. Game Demos

On the hour for every hour advertised our gamers will start a demo, teaching round or set up a game for you to play. Which activity depends on the demand? Turn up at the hour specified or drop by and see what action is happening.

Game Tournaments

Tournaments require a little more commitment from the player. To enter the tournament, you must turn up at the advertised time to register for the tournament. You will then be allocated rounds based on the number of players entering. This may take most of the day - especially if you are winning! Late entrants to a tournament can not be accepted.

Some of the games that will be played include the following:

6 Billion, *Babylon 5* Collectible Card Game, Cosmic Wimpout, Netrunner, Rail Baron , RoboRally, Settlers of Catan, Magic the Gathering Collectible Card Game

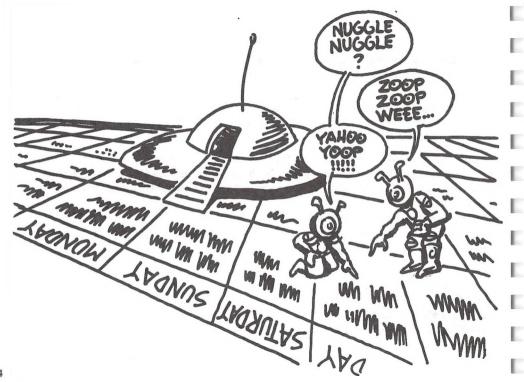
Plus the following related items...

Game Launch for 6 Billion (Saturday 1pm, Bellarine 1)

The Great Artistic Challenge (Saturday 5pm, You Yangs 5)

Trivia Quiz (Friday 8pm, You Yangs 2)

Fannish Olympics (Sunday midday, You Yangs Hall)



Section 2 Program Timetable

General Program
Children's Program
Video Program
Author Participation

Thursday, 2 September 1999

Major Events

Opening Ceremony - 7.30pm La Trobe Theatre Bruce Gillespie Speech - 8.30pm La Trobe Theatre <u>Guest of Honour Appearances</u>

Panel: The Scientist at the Heart of SF, G. Benford, 11am, You Yangs 1
Panel: Criticism and Reviewing, B. Gillespie, midday, You Yangs 1
Signing: G. Benford, 1pm, Bellarine 7

Panel: Fans and Writers, G. Benford, 3pm, La Trobe Theatre Panel: SF Across the Media, J.M.Straczynski, 5pm, La Trobe Theatre

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A.C.		Guide To The Worldcon				
4					peri a e wre i	on 1 n 1
mn r		Horror Or SF Film? How Do We	The Scientist At The Heart Of SF		The Anime Video Programme	SF and Education
11		Decide?	11 / 19			
	Thursday					

BELLARINE 1	BELLARINE 5	BELLARINE 2	BELLARINE 7	YOU YANGS HA	LL
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				Magic The Gathering CCG Roborally Cosmic Wimpout	
anhistoricon 9.5 - Down Under APAs	Fast and Funny Fantasy Reading		<u>Signing</u> Robert Silverberg	Magic The Gathering CCG ++++++ Roborally ++++++ Cosmic Wimpout	
					Thursday

JOHN BATMAN	LA TROBE	YOU YANGS 1	YOU YANGS 2	YOU YANGS 4	YOU YANGS
	Tips For Beginners	Criticism And Reviewing		Spawncon 2 - Australian National Science Fiction Conventions, Do We Really Need Them?	Utopia, Genocide ar the Alien Contact Novel ++++++ Tales of Earth: Terraforming
	Science & Terror: Close Shaves In The Lab	Semi-Professional Publishing: How To Make A Million Dollars (Or At Least Not Go Broke) With A Fanzine		Not All Dubs Are Evil, Not All Subs Are Good	The Formation C The Society Of Australian Speculative Fictio Writers
	SF & Sexuality	Picturing Tomorrow - The Fantastic Visions of Australian Artists			Bossa Nova With The Missa Nova
	Fans And Writers	Loose Canons		Impromptu Space Opera	The Woomera Effect From The Void: 2 Years Of Australia Small Press

20 Thursday

BELLARINE 1	BELLARINE 5	BELLARINE 2	BELLARINE 7	YOU YANGS HALL	
Build The Perfect World			Signings Garth Nix Lucy Sussex Terry Dowling Elizabeth Moon	Cosmic Wimpout Babylon 5 CCG	
Build The Perfect World (continued)	Book Launch Women Of Other Worlds		<u>Signing</u> Gregory Benford	Babylon 5 CCG	
FanHistoricon 9.5 Origins Of The Melbourne Science Fiction Club	The Aliens Among Us Reading			Babylon 5 CCG	
Mask Making Workshop		What a DUFFer	Signings Alison Goodman Richard Harland Chuck McKenzie	Babylon 5 CCG	
				Thursda	

	JOHN BATMAN	LA TROBE	YOU YANGS 1	YOU YANGS 2	YOU YANGS 4	YOU YANGS 5
4 pm		Are We The Last Generation of Mortals? Eternal Life In Science, Religion And SF	Y2K - A Space Idiocy		Terry Frost's Mondo Video	Alternative Science Fiction / Alternative Sexuality
5 pm		SF Across The Media	Other Tales of Horror: Running A Convention			Published Or Private?
<i>e pm</i>						
7 pm	-					
. 4	Opening Ceremony 7:30pm					
22	Thursday					

22 Thursaay

BELLARINE 1	BELLARINE 5	BELLARINE 2	BELLARINE 7	YOU YANGS HALL	
Mask Making Workshop (continued)	The Horror Reading			Babylon 5 CCG	•
			Signings Kim Wilkins Bill Congreve Rob Hood Aaron Sterns Terry Dowling	Rail Baron	>
				Rail Baron	
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JOHN BATMAN	LA TROBE	YOU YANGS 1	YOU YANGS 2	YOU YANGS 4	YOU YANGS
OH Speech Bruce Gillespie					
Live Thog's Masterclass				Auslam '99	
				Auslam '99 (continued)	
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ANGS HALL	YOU YANG	BELLARINE 7	BELLARINE 2	BELLARINE 5	BELLARINE 1

Thursday 25

Friday, 3 September 1999

Major Events

Banquet - 7pm You Yangs Hall Guest of Honour Appearances

Panel: Terraforming, G. Benford, 10am, You Yangs 1
Signing: J.M. Straczynski, midday, Bellarine 7
Panel: The Science in SF, G. Benford, 2pm, La Trobe Theatre
Panel: Babylon 5; Londo's Story, J.M. Straczynski, 3pm, La Trobe Theatre
FH 9.5: Intoduction to Australian Fandom, B. Gillespie, 4pm, You Yangs 2
Panel: The Good Soldier: George Turner as Critic, B. Gillespie, 5pm, You Yangs 5

2	JOHN BATMAN	LA TROBE	YOU YANGS 1	YOU YANGS 2	YOU YANGS 4	YOU YANGS 5
8 am						
9 am						AA Meeting
10 am		The Newcomer's Guide To The Worldcon	Terraforming		The Flight Of Buran: Building And Flying The Russian Space Shuttle	FanHistoricon 9.5 Oz To The Rest Of Them!
11 am	Evê dan	Research For SF Writers	An Hour With Peter F Hamilton	Karate, Belly Dancing & Computer Slaves: Behind The Action In Souls In The Great Machine	Апіте 101	From Canberra To Norstrilia - The Australian Adventures Of Cordwainer Smith

BELLARINE 5	BELLARINE 2	BELLARINE 7	YOU YANGS HALL	
Business Meeting				
Business Meeting (continued)			Magic The Gathering CCG ++++++ Roborally Settlers of Catan	
Gripe Session		<u>Signings</u> Jack Dann Hideaki Anno	Magic CCG ******** Roborally ******** Settlers of Catan ******** B5 CCG	
	Business Meeting Business Meeting (continued)	Business Meeting Business Meeting (continued)	Business Meeting Business Meeting (continued) Gripe Session Signings Jack Dann	Business Meeting (continued) Business Meeting (continued) Magic The Gathering CCG ++++++ Roborally Settlers of Catan Magic CCG ++++++ Roborally Fideaki Anno Magic CCG ++++++ Roborally Fideaki Anno Magic CCG ++++++ Roborally Fideaki Anno Magic CCG +++++++ Roborally Fideaki Anno

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	Making A Living As A Writer Or "I'm A Professional Don't Try This At Home"	FanHistoricon 9.5 Three Cultures With Langford	Beyond The Walk On, Keys To Better Presentation	Sweet Candy For The Eye - Flashy Computer Graphics	Dice Rolls And Deadlines
	If It Ain't Feudal It Ain't Fantasy		Funny Animal Tooning 101 Or How To Dwaw A Wabbit With A Waygun	Fandom And The Internet	Samuel R Delany And The Yackadamy: An Evolution In Style
i di	The "Science" In SF	The Death Of Horror	How To Live With A Writer	Spawncon 2 The Australian Natcon Business Session	
	Babylon 5 Londo's Story	Solo Reading Terry Pratchett	SF & Politics	Crap Australian SF Movies	The New York Futurians: The Best Fan Group Ever Or Just A Bunch Of

BELLARINE 1	BELLARINE 5	BELLARINE 2	BELLARINE 7	YOU YANGS HALL	
Ticonderoga Publications Book Launch Lady of Situations	On the Edge Sci Fi Reading		<u>Signing</u> Sarah Douglas J. Michael Straczynski	Settlers of Catan Tournament ++++++ Babylon 5 CCG	
Ticonderoga Publications Book Launch Lady of Situations (continued)			Signing Andrew Enstice Ian Nichols Rosaleen Love Chris Lawson Tess Williams	Babylon 5 CCG	
Dreaming Down Under Reading				Babylon 5 CCG	
Dreaming Down Under Reading (continued)				Babylon 5 CCG	

	JOHN BATMAN	LA TROBE	YOU YANGS 1	YOU YANGS 2	YOU YANGS 4	YOU YANGS 5
and v		Damon Dark	Space Exploration	FanHistoricon 9.5 Introduction to Australian Fandom	Australian SF	"Filthy Pros"? Platypus: The Nev Genetic Soldier
md C		Damon Dark (continued)	Shared Worlds - What The Hell Were They Thinking?	Nanotechnology	FanHistoricon 9.5 Three Worldcons Are Not Too Many	The Good Soldier George Turner A Combative Critic
o Pin				Women Of Other Worlds ******* Strange Constellations		
T.						

BELLARINE 1	BELLARINE 5	BELLARINE 2	BELLARINE 7	YOU YANGS HALL	
Making the Most of the Writers Group Experience	Penguin Book Launch		Signings Sean Williams Rob Hood Stephen Dedman Jane Routley	Babylon 5 CCG ******* Net Runner	4 pm
Making the Most of the Writers Group Experience (continued)	Penguin Book Launch (continued)			Net Runner	5 pm
					6 pm
-					
Filking Get Together				Banquet	7 pm
					Friday 33

	JOHN BATMAN	LA TROBE	YOU YANGS 1	YOU YANGS 2	YOU YANGS 4	YOU YANGS 5
8 pm		An Evening with Hideaki Anno		Trivia Quiz		EvilCon '99
9 pm				Trivia Quiz (continued)		
10 pm					Vampirotica - the Bloodsucker	
11 pm					as Sex Symbol Vampirotica - the Bloodsucker	
34	Friday		=		as Sex Symbol (continued)	

	YOU YANGS HALL	BELLARINE 7	BELLARINE 2	BELLARINE 5	BELLARINE 1
o pm	Banquet				
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Saturday, 4 September 1999

Major Events

Hugo Ceremony - 8pm Batman Theatre
Gregory Benford Speech - 1pm Batman Theatre
Guest of Honour Appearances

Panel: Time Travel, Time Scapes and "Timescape", G. Benford, 10am, Batman Theatre Panel: From *Babylon 5* to *Red Dwarf...*, J.M. Straczynski, midday, Batman Theatre *FH 9.5*: Remembering Somerset Place, B. Gillespie, midday, Bellarine 5

ELLARINE 1	BELLARINE 5	BELLARINE 2	BELLARINE 7	YOU YANGS HALI	
	Business Meeting				
	Business Meeting (continued)			Rail Baron Tournament ******* Magic CCG ******** Roborally	
Two Hard SF Readings	Gripe Session			Rail Baron Tournament ******* Magic CCG Roborally	

	JOHN BATMAN	LA TROBE	YOU YANGS 1	YOU YANGS 2	YOU YANGS 4	YOU YANGS 5
Midaay	From Babylon 5 To Red Dwarf Humour in Science Fiction	Modern Vampire (continued)	An Hour with Robert Silverberg		SF And Other Genres	Fan Fund Auction (continued)
md r	Guest Of Honour Speech. Gregory Benford	SF & Disability	Next Generation Fiction For 3D Worlds		Meet Mark Shireffs	Who Writes Who? How?
md 7	Guest Of Honour Speech. Gregory Benford (continued)	Damon Dark	Brainstorming Your Costume			Tacky Toys Or Treasures? Brave Fans Show Off Their Collections
5 pm	Hugo Preparation	SF Poetry	Genetic Engineering: Of Gods And Monsters		Star Trek - Will We Still Respect It In The Morning?	Furry Fandom - Where To Now?

40 Saturday

BELLARINE 1	BELLARINE 5	BELLARINE 2	BELLARINE 7	YOU YANGS HALL	
Model Rocketry	FanHistoricon 9.5 Remembering Somerset Place		Signings Sean McMullen Peter F. Hamilton	Rail Baron Tournament ******** Babylon 5 CCG Tournament	Miaday
Game Launch 6 Billion				Rail Baron Tournament ++++++ Babylon 5 CCG Tournament	I pm
Model Rocketry Workshop		Austrek Meeting		Rail Baron 6 Billion ++++++ Babylon 5 CCG	2 pm
Model Rocketry Workshop (continued)		Austrek Meeting (continued)	<u>Signing</u> Ben Bova	Rail Baron 6 Billion ++++++ Babylon 5 CCG	3 pm
				Se	aturday 4

	JOHN BATMAN	LA TROBE	YOU YANGS 1	YOU YANGS 2	YOU YANGS 4	YOU YANGS 5
4 pm	Hugo Preparation	How I Sold My First SF Novel	Spawncon 2 Presentation Of The 1999 Ditmars		Anime and Science Fiction	Slash! Fiction
			and The Atheling			
pm						
5 pi	Hugo Preparation	Carbon Copy Fantasies	Other Awards Ceremony		Postmodern Approaches to SF	The Great Artistic Challenge
md 9						
2						
7 pm						
	Saturday					

BELLARINE 1	BELLARINE 5	BELLARINE 2	BELLARINE 7	YOU YANGS HA	IL	1
Making the Most of the Writers Group Experience	The Sneak Preview Reading	Austrek Meeting (continued)		Rail Baron ++++++ 6 Billion Babylon 5 CCG		4 pm
Making the Most of the Writers Group Experience (continued)	Do You Speak Fan? GAFIA and TEOTWAWKI?	Austrek Meeting (continued)	<u>Signings</u> Jody Lynn Nye Elizabeth Moon	Rail Baron ++++++ 6 Billion Babylon 5 CCG		5 pm
						6 pm
Filking Get Together						7 pm
			J		Saturday	43

	JOHN BATMAN	LA TROBE	YOU YANGS 1	YOU YANGS 2	YOU YANGS 4	YOU YANGS 5
8 pm	Hugo Ceremonies	Damon Dark				EvilCon '99
nd c	Hugo Ceremonies (continued)	Damon Dark (continued)				
nd or					Waking Nightmares: The Impact of Visual Horror	
and tr					Waking Nightmares: The Impact of Visual Horror (continued)	

ELLARINE 1	BELLARINE 5	BELLARINE 2	BELLARINE 7	YOU YANGS HALL	
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Sunday, 5 September 1999

Major Events

George Turner Talk - 11am Latrobe Theatre
J. Michael Straczynski - 2pm Batman Theatre
Masquerade - 8pm Batman Theatre
Guest of Honour Appearances

Panel: The Interstellar Precursor Probe, G. Benford, 10am, Batman Theatre
Panel: How to Ruin Your Life But Fill..., B. Gillespie, 11am, You Yangs 1
Signing: J.M. Straczynski, 11am, Bellarine 7
Panel: Posthuman SF, G. Benford, midday, Batman Theatre
Signing: G. Benford, 4pm, Bellarine 7

	JOHN BATMAN	LA TROBE	YOU YANGS 1	YOU YANGS 2	YOU YANGS 4	YOU YANGS 5
<i>mn</i> o						
y am				WALES		AA Meeting
10 am	The Interstellar Precursor Probe	The Newcomer's Guide To The Worldcon	Virtual Selves: Survival In Cyberspace			A Twist In Time: Alternative Histories
1111111	Bookshelf Or Doorstop: The Place of Epic Fantasy	Guest Of Honour Talk George Turner	How To Ruin Your Life But Fill Your Garage With Books: Australian Small Press Publishing And Its Rewards		Ian Gunn Memorial	Cyborgs, Simians And Women: SF & Feminism

I	BELLARINE 1	BELLARINE 5	BELLARINE 2	BELLARINE 7	YOU YANGS HAI	L
		Business Meeting				
I	FanHistoricon 9.5	Business Meeting				
	- A Fannish Remembrance	(continued)			Roborally ++++++ 6 Billion	
		Gripe Session	FanHistoricon 9.5 Sweden Has	Signing	Roborally	
			Fannish History Too!	<u>Signing</u> Hideaki Anno J. Michael Straczynski	6 Billion ++++++ Fannish Olympics	

JOHN BATMAN	LA TROBE	YOU YANGS 1	YOU YANGS 2	YOU YANGS 4	YOU YANGS 5
Posthuman SF: A Symposium	Damon Dark	Collaborating Or "Oh No You Write The Monster Scene"		Anime Classics of the Sixties and Seventies	Spawncon 2 - Humorous Science Fiction: Funny Ha Ha Or Funny Peculiar
Posthuman SF: A Symposium (continued)	So Where's The Aus In Australian Fantasy?	Phantom Menace: The Costumes		Genuine and Fake Jewels of Genre SF	SF And Post- Colonial Approaches
Special Guest Speech J Michael Straczynski	Classics of the Slush Pile: The Ones that Editors Love to Hate	The Tyranny of Distance: Writing SF and Selling it Overseas			
Special Guest Speech J Michael Straczynski (continued)	The Value Of Horror	-			
	Posthuman SF: A Symposium Posthuman SF: A Symposium (continued) Special Guest Speech J Michael Straczynski Special Guest Speech J Michael Straczynski	Posthuman SF: A Symposium Posthuman SF: A Symposium (continued) Special Guest Speech J Michael Straczynski Special Guest Special Guest Special Guest Straczynski Special Guest Speci	Posthuman SF: A Symposium Posthuman SF: A Symposium (continued) Special Guest Speech J Michael Straczynski Special Guest Speech J Michael Straczynski Special Guest Speech J Michael Straczynski Special Guest Speech J Michael Straczynski (continued) Collaborating Or "Oh No You Write The Monster Scene" Phantom Menace: The Costumes The Tyranny of Distance: Writing SF and Selling it Overseas The Value Of Horror Horror The Value Of Horror	Posthuman SF: A Symposium Posthuman SF: A Symposium (continued) Special Guest Speech J Michael Straczynski (continued) Special Guest Speech J Michael Straczynski (continued) Special Guest Speech J Michael Straczynski (continued) Special Guest Special Guest Speech J Michael Straczynski (continued) Special Guest Specia	Posthuman SF: A Symposium Posthuman SF: A Symposium Posthuman SF: A Symposium (continued) Special Guest Speech J Michael Straczynski Special Guest Speech J Michael Straczynski (continued) Special Guest Speech J Michael Straczynski (continued) Special Guest Speech J Michael Straczynski (continued) Special Guest Speech J Michael Straczynski (continued)

BELLARINE 1	BELLARINE 5	BELLARINE 2	BELLARINE 7	YOU YANGS HALL	
ORB Book Launch	Travellers of the Imagination Science Fiction Reading		<u>Signing</u> J. Michael Straczynski	6 Billion ++++++ Fannish Olympics	t
The Age Of Space Age	Travellers of the Imagination Science Fiction Reading (continued)	Solo Reading Ben Bova		Magic The Gathering CCG Tournament	
		ANZapa Collation		Magic The Gathering CCG Tournament	
George Turner Book Launch with Barry Jones		ANZapa Collation		Magic The Gathering CCG Tournament	

	JOHN BATMAN	LA TROBE	YOU YANGS 1	YOU YANGS 2	YOU YANGS 4	YOU YANGS 5
4 pm	Liar's Panel	SF & Social Issues: The Law And Difference			Writers And Awards: Tiptree, Hugo	General Auction
5 pm		High School Is Hell In Sunnydale	Solo Reading Stephen Baxter		Doing the Dance: Jack Dann in Australia	General Auction (Continued)
<i>e pm</i>						
7 pm						
52. s	Sunday					

BELLARINE 1	BELLARINE 5	BELLARINE 2	BELLARINE 7	YOU YANGS HALL	
anHistoricon 9.5 Why DUFF?	The Fantastic Four Fantasy Reading	ANZapa Collation (Continued)	<u>Signing</u> Greg Benford	Magic The Gathering CCG Tournament	
Cell		Twenty Years Of Uproar	Signings Juliet Marillier Ian Irvine Candas Jane Dorsey	Magic The Gathering CCG Tournament ******* Net Runner	
	The First Annual General Meeting of The Society of Australian Speculative Fiction Writers		Jody Lynn Nye	Magic The Gathering CCG Tournament ++++++ Net Runner	>
Filking Get Together				Net Runner	•

JOHN BATMAN	LA TROBE	YOU YANGS 1	YOU YANGS 2	YOU YANGS 4	YOU YANGS 5
Masquerade					
Masquerade (continued)					
			-		
Sunday					

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Sunday 55

Monday, 6 September 1999

Major Events Closing Ceremony - 5pm You Yangs Hall Guest of Honour Appearances

Panel: George Turner's Transition to SF, 10am, You Yangs 4
Panel: George Turner's Late SF, 10:30am, You Yangs 4
Panel: Space Opera on Screen and Page, J.M. Straczynski, 11am, La Trobe Theatre
Interview with J. Michael Straczynski. - 2pm La Trobe Theatre
Panel: In Defence of Hard SF, G. Benford, 2pm, You Yangs 1

-	JOHN BATMAN	LA TROBE	YOU YANGS 1	YOU YANGS 2	YOU YANGS 4	YOU YANGS
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J am					AA Meeting	
			- Harris			
110 011		Electronic Publishing and the Future of the Internet	The Newcomer's Guide To The Worldcon		George Turner's Transition to SF ++++++ George Turner's Late SF	
1111111		Space Opera on Screen and Page	Apollo 30 Years On - Where Were You That Night?		The Tithonus Option is not an Option	
	Monday					<u> </u>

YOU YANGS HALL	7 Y	BELLARINE 7	BELLARINE 2	BELLARINE 5	BELLARINE 1
		=			
			WOOF Collation	Business	Solo Reading
				Meeting	Robert Sawyer
Magic The		<u>Signing</u> Robert Sawyer	WOOF Collation	Business	
Gathering CCG	6	Robert Sawyer		Meeting (continued)	

	JOHN BATMAN	LA TROBE	YOU YANGS 1	YOU YANGS 2	YOU YANGS 4	YOU YANGS 5
Midday		Masquerade Review	What Is It That We Do When We Read SF?		SF And Music	
1 pm		Furry Fandom - Where To Now?	Shape Changers, Monster Poo and Teenage Angst: Writing SF and Horror For Children		Soviet Space Disasters	
2 pm		Interview with J. Michael Straczynski	In Defence Of Hard SF		Studio Ghibli We Love You	
3 pm		Damon Dark	FanHistoricon 9.5 News From Oz		Future Shapes Of Mind	
60	Monday					

60 Monaay

BELLARINE 1	BELLARINE 5	BELLARINE 2	BELLARINE 7	YOU YANGS H	ALL
How to Make an ANZapa Contribution in 55 Minutes	Gripe Session		<u>Signing</u> Robert Sawyer	Magic The Gathering CCG ++++++ Roborally ++++++ Babylon 5 CCG	
	Travellers of the Imagination Fantasy Reading		<u>Signing</u> Terry Pratchett	Babylon 5 CCG	
FanHistoricon 9.5 Kiwi Exodus	Travellers of the Imagination Fantasy Reading (continued)		<u>Signing</u> Joe Haldeman	Babylon 5 CCG	
	Solo Reading Joe Haldeman		Signings Jack Dann Patricia Bernard Janeen Webb George R.R. Martin	Babylon 5 CCG Closing Ceremonies	

FanHistoricon 9.5 Panels

Origins of the Melbourne SF Club.

Karen Pender Gunn (m), Dick Jennsen, Race Matthews, Merv Binns. The beginning of Fandom in Melbourne. Thursday 2pm, Bellarine 1

Remembering Somerset Place.

Karen Pender Gunn (m), Dick Jennsen, Bill Wright, Leigh Edmonds, Mervyn Barrett, Bruce Gillespie, Merv Binns. The heights of Melbourne Fandom - the active 1960s history. Saturday midday, Bellarine 5

Age of Space Age.

Karen Pender Gunn (m), John Foyster, Carey Handfield, Merv Binns. Sunday 1pm, Bellarine 1

Why DUFF?

John Foyster (m), Janice Gelb, Terry Frost. How and why DUFF came to be. Sunday 4 pm, Bellarine 1

Who's a DUFFer?

Janice Gelb, Terry Frost, Roger Sims, Alan Stewart. This will be a contest between 3 Australian DUFF winners and 3 American DUFF winners to see who knows the other's culture best, Thursday 3pm, Bellarine 2

Three Worldcons in Melbourne isn't Too Many!

Tom Whitmore (m), Robin Johnson, John Foyster, David Grigg, Perry Middlemiss, Eric Lindsay. This will survey how bidding and running a Worldcon in Australia is different than doing the same from another country. Hopefully there will be some insights as to how to bid and run the *next* Aussiecon. Friday 5pm, You Yangs 4

Down Under Apas.

Leigh Edmonds (m). Marc Ortlieb, Roman Orzanski, Jack Herman. The history of apas in Australia and New Zealand. Thursday 11am, Bellarine 1

Oz to the rest of them.

Joyce Scrivner(m), Andy Porter, Eric Lindsay. Links are not just sausages or Internet references - how Australian fandom relates to the rest of the world. Friday 10am, You Yangs 5

Kiwi Exodus

John Foyster(m), Mervyn Barrett. New Zealand fandom has spread itself to the rest of the world. Monday 2pm, Bellarine 1

Introduction to Australian Fandom.

Chris Nelson (m), Race Matthews, Susan Batho, Bruce Gillespie An overview panel talking about the history of Australian fandom in general. Friday 4pm, You Yangs 2

News from Oz.

Marc Ortlieb(m), Alan Stewart, Rose Mitchell Newszines spread rumors, facts and adds to the editor's phone bill. Monday 3pm, You Yangs 1

Three Cultures with Langford.

Joyce Scrivner and John Foyster interview Dave Langford Joyce Scrivner, John Foyster and Dave Langford met over Langford's dinner table in 1979, what have they found out since? Gossip, rumor and stories from three continents. Friday midday, You Yangs 1

Sweden has Fannish History Too!

Thomas Cronholm interviewed An interview with one of the old fans from Sweden. Sunday 11am, Bellarine 2 $\,$

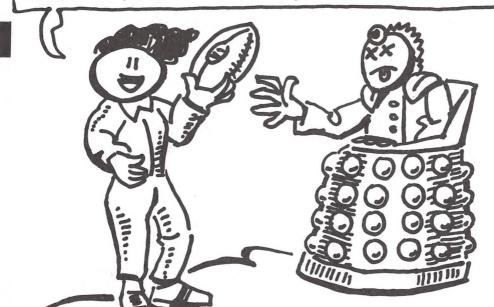
Timebinders Meeting.

Joyce Scrivner, John Foyster. We expect to hold a small meeting to discuss how the Timebinders began, what Fanhistoricons are and various projects now underway. Note: we plan to *tape* (audio at least) all of these panels.

I'm on the bi-location panel. It's in Ballrooms A and C at 1:00... I think they're across the hall from each other ... sorta makes sense.



HEY MATE, LET'S PLAY FOOTY! I'LL BE GARY ABLETT AND YOU CAN BE ROBERT ROSE ...



Children's Program

Children at Aussiecon

Aussiecon is providing two services to cater to the needs of child members - the Children's Activity Program, and the Childcare Centre. This is a very brief summary of their services. More detailed information is contained in the Junior Members con-pack (also containing an activity booklet, childcare vouchers, goodies etc) which your child should have received on registration.

Children's Program - You Yangs 3

The Children's Activity Program is free, and runs for four hours each day (2 in the morning and 2 in the afternoon) providing a range of craft activities, workshops, panels, and other activities for school-aged children, with a special writers workshop for 8-14 year-olds. Old clothes are advisable, as some of the activities may be messy. Session times may vary from day to day, so please check your program before bringing your children to the program room. The program is primarily designed for children between the ages of 5 and 14. If your child is less than six, and you would like them to take part in the activities, you are welcome to bring them to the room as long as you stay with them to provide assistance/ supervision as required. The Children's Program does not have the staff required to supervise unattended small children, so please do not bring infants/toddlers to the sessions. They would be much better catered for by the Childcare Centre.

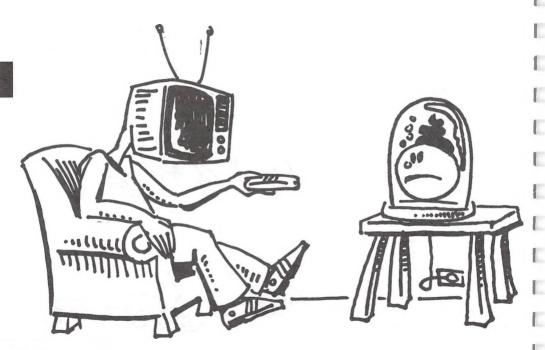
Childcare Centre - Bellarine 4

The Melbourne City Council will be providing a childcare service at-con for the duration of the convention. Any child (0-12YO) attending the convention can be left at the centre for up to four hours at a time. Centre hours are 9am - 5pm each day, plus 7.30pm - 11pm Saturday and Sunday nights. The cost is \$8 per hour or part thereof from 9-5, and \$30 per night. While your child is in the childcare centre, all toys, lunch, snacks etc. will be provided. If your child has any special needs or requirements (ie. Medications, special diet) please let the centre know in advance so arrangements can be made. Babyfood, nappies (diapers) etc. will not be supplied - please ensure that you leave an adequate supply

with your infant. For older children, there will be videos, activities. organised games etc. Every child will be given vouchers for 5 hours free childcare as part of their membership. Convention volunteers/panelists are also eligible for up to 4 hours free childcare per day, organised on a voucher system, and people working on the convention (volunteers, panelists etc.) are strongly encouraged to place their children into the centre during their shifts.

Please note: due to childcare regulations, infants/pre-school children can be left in the centre for a maximum of 4 hours at a stretch. If you would like your child to be looked after for longer than this, you'll need to take them away for at least an hour in the middle of the day.





Video Program

	Thursda	y		Friday			
1000	Ranma 1/2 TV #1-2	Japanese Anime	1000	Capt. Power & The Soldiers of The	Future		
1050	Devil Hunter Yohko #1	Japanese Anime		Movie Pilot co-written by JMS			
1135	Vampire Princess Miyu 1	Japanese Anime	1130	Babylon 5: A Universe On The Brid	nk Of Destruction		
1200	Megido Finn	Australian Fan Film by		Movie Pilot written by JMS			
		Strongman Pictures	1300	My Neighbour Totoro	Japanese Anime		
1310	Puppinhead	Short Film by David Cox	1500	Gunbuster 2	Japanese Anime		
1320	The Magic Portal	Short Film by Dingbat Films	1525	Slayers TV 3-4	Japanese Anime		
1340	Nosey Parker is Go	Australian Fan Film by	1615	Ranma 1/2 5-6	Japanese Anime		
		Lip Sync Productions	1705	Tenchi Muyo #2	Japanese Anime		
1350	Fan Music Videos	Compiled by Various	1800	Highlights-Virtual Reality Program	me		
1400	Cyberpunk	Documentary by	2000	Movie: Sons of Steel	Australian Movie by		
		Intercon Productions			Virgin Vision		
1500	Daicon III opening video	Japanese Anime	2200	Revolutionary Girl Utena #1-2	Japanese Anime		
1507	Gunbuster I	Japanese Anime	2250	Tenchi Muyo #1	Japanese Anime		
1532	Slayers TV 1-2	Japanese Anime	2335	The Making of Meet The Feebles.			
1622	Vampire Princess Miyu 2	Japanese Anime	2400	Zombies of the Stratisphere	Movie Serial		
1700	As Time Goes By	Australian movie	200	Finish			
1840	Movie Trailer Classics	Misc Films					
1900	The Quiet Earth	New Zealand movie					
2030	Daicon IV opening video	Japanese Anime					
2040	Ranma 1/2 TV 3-4	Japanese Anime					
2130	Sailor Moon R	Japanese Anime					
2300	The Adventures of Buckaroo B	anzai					
	followed by The Hidden Cult M	lovie Screenings					
200	Finish						

		Saturda	y	Sunda	ay	
	1000	Spellbinder (compilation)	Australian TV Series		•	
	1100	Phoenix 5	Australian TV Series	1000	Ranma 1/2 9-10	Japanese Anime
100	1130	Pig's Breakfast	Australian TV Series	1050	One pound gospel	Japanese Anime
	1200	Ultraman	Australian TV Series	1135	Gunbuster 4	Japanese Anime
	1230	Plasmo	Australian TV Series	1200	Slayers TV 5-6	Japanese Anime
	1300	Gigantor	US TV Series	1300	The "Making Of" Collection:	•
	1400	Gunbuster 3	Japanese Anime	1900	Buffy The Vampire Slayer	US TV Series
-	1425	Neon Genesis Evangelion Epis	ode 20	2000	Highlights-Virtual Reality Pro-	gramme
			Japanese Anime	2200	A Wind Called Amnesia	Japanese Anime
	1450	Devil Hunter Yohko #2	Japanese Anime	2230	The Samurai #1	Japanese Anime
(1)	1535	Ranma 1/2 7-8	Japanese Anime	2400	Zombies of the Stratisphere	Movie Serial
	1625	Armitage #1	Japanese Anime	200	Finish	
	1710	Highlights-Virtual Reality Prog	ramme			
	1900	Babylon 5:Relelations	US TV Series			
-	1945	Babylon 5: The Coming Of Sha	dows			
1116			US TV Series	Mond	lay	
	2040	Space War	Cheesy Japanese SF Movies			
	2200	Eva #24	Japanese Anime	1100	Go To Hell	Australian Animated Movie
	2225	Melbourne Anime Society Cho	ice Japanese Anime	1230	Misc Reports of Yesteryear	
-	2400	Message From Space	Cheesy Japanese SF Movies	1300	Ranma 1/2 11-13	Japanese Anime
	200	Finish	7.7.1	1415	Gunbuster 5-6	Japanese Anime
				1505	801 TTS Airbats	Japanese Anime
				1600	Finish	
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Author Participation

Autographs, Readings and Kaffeeklatches

Readings

Solo Readings by:

Joe Haldeman
 Monday 3pm, Bellarine 5

Robert Sawyer

Monday 11am, Bellarine 1

• Stephen Baxter

Sunday 5pm, You Yangs 1

• Terry Pratchett

Friday 3pm, You Yangs 1

• Jack Dann

Friday 10am, Bellarine 1

• George R.R. Martin

Thursday 5pm, You Yangs 4

The Fantastic Four

Fantasy Reading

- Juliet Marillier
- Ian Irvine
- · Candas Jane Dorsey
- Jody Lynn Nye

Sunday 4pm, Bellarine 5

HarperCollins Voyager Presents The Travellers Of The Imagination Science Fiction Reading

- Stephen Dedman
- Kerry Greenwood
- · Sean Williams
- Alison Goodman
- · Simon Brown
- Stephen Baxter

Sunday midday, Bellarine 5

HarperCollins Voyager Presents The Travellers Of The Imagination Fantasy Reading

- Jack Dann
- · Robert Silverberg
- · Patricia Bernard
- Janeen Webb
- · Sophie Masson
- George R.R. Martin

Monday 1pm, Bellarine 5

Aliens Among Us

- · Alison Goodman
- Richard Harland
- Chuck McKenzie
- Gregory Benford Thursday 2pm, Bellarine 5

Fast And Funny Fantasy Reading

- · Garth Nix
- Lucy Sussex
- Terry Dowling
- · Elizabeth Moon

Thursday 11am, Bellarine 5

Dreaming Down-UnderReading

- Sean Williams
- Rowena Cory Lindquist
- Rob Hood
- Stephen Dedman
- Jane Routley

Introduction by Jack Dann & Janeen Webb

Friday 2pm, Bellarine 1

The Horror Reading

- · Kim Wilkins
- Bill Congreve
- Rob Hood
- Aaron Sterns
- Terry Dowling
 Thursday App. Rellaring

Thursday 4pm, Bellarine 5

On The Edge Sci-Fi Reading

- · Andrew Enstice
- Ian Nichols

- · Rosaleen Love
- · Chris Lawson
- · Tess Williams.

Introduction by Russell Blackford Friday midday, Bellarine 5

The Sneak Preview Reading

• Jody Lynn Nye and Elizabeth Moon. Introduction by Lucy Sussex

Saturday 4pm, Bellarine 5

Two Hard Sci-Fi Readings

• Sean McMullen and Peter F. Hamilton

Saturday 11am, Bellarine1

Kaffeeklatch

Aussiecon Three will be continuing the tradition of the Kaffeeklatches. The Kaffeeklatch is a chance to meet your favourite people on a more personal level. A Kaffeeklatch is a gathering of 15 people having a coffee and chat with an author, artist or perhaps editor for an hour. Tea, coffee and biscuits are served.

Kaffeeklatches will be strictly limited to 15 people. Bookings for Kaffeeklatches to be held on Thursday and Friday will be open from Thursday morning. Bookings for Kaffeeklatches to be held on Saturday, Sunday and Monday will be open from Saturday morning onwards.

How do you book for a Kaffeeklatch? Go to the You Yangs Hall, look for the table marked "Kaffeeklatch Sign Ups Here" and put your name down for the Klaffeeklatches of your choice. Choose wisely, you are limited to one Kaffeeklatch per day. If at any time the Kaffeeklatch table is unattended, enquire at the Information Desk.

Special Kaffeeklatches

Amazing Stories are sponsoring two Kaffeeklatches for their staff, Wendy Noritake, publisher of "Amazing Stories" and Kim Mohan, editor. The fare of the day will be upgraded to coffee, tea and cakes for these two 'klatches

Signings - Bellarine 7

Thursday

11am

Robert Silverberg

midday

Garth Nix

Lucy Sussex Terry Dowling

Elizabeth Moon

1pm

Gregory Benford

3*pm*

Alison Goodman Richard Harland

Chuck McKenzie

5pm

Kim Wilkins

Bill Congreve

Rob Hood

Aaron Sterns Terry Dowling

Friday

11am Jack Dann Hideaki Anno

middav Sarah Douglas

J. Michael Straczynski

1pm

Andrew Enstice

Ian Nichols

Rosaleen Love

Chris Lawson Tess Williams

4pm

Sean Williams

Rob Hood

Stephen Dedman **Jane Routley**

Saturday

midday

Sean McMullen

Peter F. Hamilton

3pm

Ben Boya

5pm

Jody Lynn Nye

Elizabeth Moon

Sunday	
11am	
Hideaki Anno	
J. Michael Straczynski	
midday	
J. Michael Straczynski	
· .	
4pm	
Greg Benford	
5pm	
Juliet Marillier	
Ian Irvine	
Candas Jane Dorsey	
Jody Lynn Nye	
Monday	
midday	
Robert Sawyer	
1pm	
Terry Pratchett	
2pm	
Joe Haldeman	
3pm	
Jack Dann	
Patricia Bernard	
Janeen Webb	
George R.R. Martin	
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2 **Notes**



Section 3 Alphabetical List of Panels

6 Rillion

A game of population expansion and space exploration. Keep your population healthy and doubling every turn so you can colonise the planets!

A Brief History Of Australian Genre Television

Australia is famed world wide for the quality of its children's SF and fantasy TV. The talk by George Ivanoff will give an overview of the development of genre television in this country. (See items, "Meet Jonathan M Shiff" and "Meet Mark Shireffs" Both these gentlemen are central to children's television in Australia)

A Twist In Time - Alternative Histories

When Hitler won the war and JFK was never killed, it was a twist in time. Andrew McRae, Evelyn Leeper, Ginjer Buchanan discuss histories other than ours.

AA Meeting

This meeting of Alcoholics Anonymous is open to all members of the convention who'd like to attend. Hosted by Roy Pettis

Alternative Science Fiction / Alternative Sexuality

Examines the low incidence of alternative sexuality in science fiction, which is

especially surprising considering the adventurousness of the genre in almost all other areas. When you consider that at least 10% of us all are queer, it becomes alarming that science fiction, which sets itself the mission "to explore strange new worlds; to seek out new life, and new civilizations" balks at something so trivially different. It will be interesting to try and unravel why it is so. Geoff Allshorn, Miriam English, Lawrence Schimel

An Evening With Hideaki Anno

Hideaki Anno is best known, here in Australia, for his work, *Neon Genesis Evangelion*. This is a rare opportunity to hear Mr Anno discuss his work.

Anime 101

A fan's basic guide to anime, introducing the themes, major works, important figures and basic conventions of Japanese animation. David Eddy, John Samuals

Anime And Science Fiction

Where does Anime really meet Science Fiction? In a lot of shows, SF plots have underlying subtleties that are easily missed. Here are a few. Hideaki Anno, Amos Wong, Aaron Lai

Anime Classics Of The Sixties And Seventies

What makes a classic show? A light look at the timeless shows and why they continue to be watched. Amos Wong, Rob Masters, John Samuals, Damian Magee

Anime Video Programme

Justin Semmel explains his choice of the shows on the Anime video programme.

Apollo 30 Years On - Where Were You That Night?

A look back at the July 1969 First manned moon landing, how it affected the lives of our panelists, where we were and what we were doing at the time. Hugh S. Gregory, jan howard finder, James Allen and the audience

Are We The Last Generation of Mortals: Eternal life in Science, Religion and SF

A one-hour symposium on immortality and extended longevity with a group of scientifically-informed writers. Chair: Chris Lawson Participants: Damien Broderick, Sean Williams, Robert Sawyer, Alison Goodman

Artificial Intelligence

Robots have been part of SF since Karel Capek's *R.U.R.* But while modern

computers can perform lengthy calculations effortlessly, they fail completely in tasks we find easy: recognising a face, or learning a language for example. This panel discusses the prospects for Artificial Intelligence in our lifetime, and the way this has been reflected in SF. Robert Sawyer, James van Pelt, Robin Pen

Auslam '99

It had story arcs before Babylon 5! It had undead before Buffy the Vampire Slayer! It had crossdressing before Priscilla, Queen of the Desert! Yes, its the best of Wrestling! Not just for sports fans. Presented by Danny and Mitch

Australian SF

When did Australian SF start up? Who are the major figures in its history and now? What's hot and what's rot? Get all the answers to these and other questions from our panel of experts. Steven Paulsen, Dirk Strasser, Damien Broderick, Russell Blackford, Janeen Webb

Babylon 5 - Londo's Story

It is said that one mind can change the universe, one action alter the course of history. Londo was that mind and his the action... J. Michael Straczynski, James Allen, Glen Tilley

Babylon 5 Collectible Card Game

Like the series which inspired it, this game has it all: ship combat, political maneuvering, intrigue, sweeping conflicts and events and a plethora of interesting characters. By exercising various skills such as diplomacy, military and intrigue, a player accumulates influence, which in turn he spends to enhance his position. His final objective is earning enough power. based on successful card play, to elevate his race's status above all others. Help Sheridan and Delenn forge an alliance of light, help G'kar free his home world or Londo to restore the former glory of the great Centauri Republic. These and many other agendas wait to be fulfilled. Adrian Savle

Beyond The Walk-On, Keys To Better Presentation

Well you have the costume, now what? Robert Jan, Gail Adams, Dana MacDermott present tips on how to best present your costume.

Book Launch - The Lady Of Situations

Ticonderoga Publications presents *The Lady Of Situations*, a short story collection by Stephen Dedman.

Book Launch - Women Of Other Worlds

UWA Press launch Women Of Other Worlds: Excursions Through Science Fiction And Feminism, with editors Helen Merrick and Tess Williams.

Bossa Nova With The Missa Nova

Adelaide's Critical Mass and Melbourne's Nova Mob get friendly (we hope!) Fans from Melbourne and Adelaide exercise their critical faculties on friendly common ground.

Brainstorming Your Costume

A problem solving workshop for discussing how to make some of those ideas work in a costume and on stage. There will be a box at the information booth. Put your costuming problem there for our costumers to look at. With Robert Jan, Gail Adams, Dana MacDermott and and Bruce MacDermott

Build The Perfect World

Ever wanted a perfect world? Queensland weather all year round? Or perhaps permanent snow? What ever your idea of perfection, design a world to suit you. Your host, David Angus, will bring the worlds to this workshop and our panel of experts will bring the design knowledge. Workshop panel - booking required for this workshop.

Carbon Copy Fantasies

Why are there, generally, so few templates for fantasy worlds? Panelists: Peter Nicholls, Robert Jordan, Terry Pratchett, Sara Douglass, Kate Forsyth, Dave Luckett Cell

600 years after dying unrepentent, Dr Faustus is still in Hell - trapped in a bookfilled 3 metre cube with Mephistopheles, who is still struggling to understand his decision. It's one damned thing after another... A One Act Play, by Stephen Dedman. Starring Dave Luckett and Stephen Dedman

Classics Of The Slush-Pile: The Ones That Editors Love To Hate!

Experienced editors and publishers reminisce about the trash and treasure of unsolicited manuscripts. Ben Boya, Candas Jane Dorsey

Collaborating, Or "No, *You* Write The Monster Scene"

A guide to the trials and tribulations of writing with others: author with author, and author with editor. Where the trouble spots are and where the benefits lie. And how two people can have a lot of fun doing it! Jody Nye, Sean Williams, Robert Silverberg, Ginjer Buchanan

Crap Australian SF films

Paul Ewins, Terry Frost, Jamie Reuel Criticism And Reviewing

Day to day reviewing is in many ways more difficult than the more prestigious criticism in literary journals. A reviewer cannot rely on received opinion as to what is important, but must help create it. The comments of reviewers can also have significant effects on the livelihood of authors. A panel of critics, reviewers and publishers discuss the differences between and the different rewards offered by reviewing and criticism. Bruce Gillespie, Maureen Kincaid Speller, Bill Congreve, John Douglas.

Cyborgs, Simians, And Women: SF & Feminism

What is the relevance of SF for feminism? From Charlotte Perkins Gilman to Sheri Tepper the panelists will chart key writers in feminist SF. What is the relevance of feminism for SF? Do the writings of Haraway on *Cyborgs, Simians and Women* offer new insights into the construction of gender in SF? Sylvia Kelso, Helen Merrick, Lucy Sussex, Cheryl Morgan

Damon Dark

Damon Dark is a new Australian Science Fiction Drama serial about secret agents who are fighting a covert invasion by elusive, shape-changing, telepathic aliens. Damon Dark, Commander of Department Six, and his second in command Veruca Stone, are pitted against the ruthless Simon Maddox, a corrupt and power mad media tycoon in this cliff-hanger serial. Posing as journalists for a tabloid magazine, the two intrepid agents uncover a frightening plot to conquer our world. Can Damon and Veruca outwit the evil aliens and their human helpers, or is the human race doomed to slavery?

Damon Dark can be seen in two ways. As the serial shown over 4 days or in one block on the Saturday night of the convention. Producer, Adrian Sherlock, and director, Karl Seimon, will launch the premier episode of Damon Dark Friday at 4 pm. Cast and crew from Damon Dark will talk about their work at each daytime episode.

Dice Rolls And Deadlines - Novels Based On Games

Game-based novels are now a major part of the fiction marketplace. But how the hell do you turn a games environment into a decent novel? (Hell - has anyone ever turned one into a decent novel?) Listen to the rantings of our panel of expert authors who've sold their souls for beer and bread! Anecdotes sold by weight, not volume. Anecdotes may settle during shipping. Bill Fawcett, Paul Kidd

Do You Speak Fan? GAFIA And TEOTWAWKI?

What is the role played by language in fandom? Are terms like GAFIA, fiawol and filk a barrier to keep out the neos? Or do they serve to name and domesticate the common situations in an uncommon grouping within society at large? Test your knowledge of obscure terms, their origins and usage against those on the panel. jan howard finder, Irwin Hirsh, Lilian Edwards

Doing the Dance: Jack Dann in Australia

The paper concerns Dann's recent work, looking especially at the shift in his writing

style/genre/interests with *The Memory Cathedral*, *The Silent* and his forthcoming *Dean*. Speaker: Andrew Enstice

Down Under APAs

The history of APAs in Australia and New Zealand. Leigh Edmonds, Marc Ortlieb, Roman Orzanski, Jack Herman

Electronic Publishing And The Future Of The Internet

We are faced with a future where we will be able to download a favourite author's latest work with the convenience of turning on a tap. What difficulties does the future of electronic publishing and the Internet hold for intellectual property (patents, trademarks, copyright)? How can laws be enforced when everything is digital? Who if anyone gets to run things? Or will we have cyberanarchy? What will be the significance of these changes for worldwide distribution, for the meaning of "in print", for the distinction between midlist and, the blockbuster?

...And what will you take to the beach? Laura Majerus, Steven Paulsen, Lilian Edwards, Michael Ward

EvilCon '99!

Welcome to the first ever trans-temporal pan-dimensional multi-species conclave of ultimate Evil!

Your host, Scott Evil, welcomes you all in the name of Evil. So join Darth Vader, Satan, Dracula, the Borg Queen, Lo Pan, Lord John Whorfinn, Montgomery Burns, the Joker, Psi-Cop Alfred Bester, Hannibal Lecter, Satan, Callisto, Ming the Merciless, the Witch-King, Servalan, Pinhead, Cyrus the Virus, the Sherriff of Nottingham, Freddy Krueger, the Terminator, Professor Moriarty, Satan, Doctor Doom, the Kurgan, Wile E. Coyote and a galaxy of dark stars at the first ever EVILCON!!!!! A live role playing game. Be there on time to secure your character!

Fandom And The Internet

How fandom communicates through the Internet. Laura Majerus, Saul Jaffe, Ben Yalow

FanHistoricon 9.5 - Age Of Space Age
When the heart of fandom was a book
store... Karen Pender Gunn, Merv Binns,
John Foyster, Carey Handfield

FanHistoricon 9.5 - Introduction To Australian Fandom

An overview panel talking about the history of Australian fandom in general. Chris Nelson, Race Matthews, Susan Batho, Bruce Gillespie, Rose Mitchell, Justin Ackroyd

FanHistoricon 9.5 - Kiwi Exodus

New Zealand fandom has spread itself to the rest of the world. John Foyster, Mervyn Barrett

FanHistoricon 9.5 - News From Oz

Newszines spread rumors, facts and adds to the editor's phone bill. Marc Ortlieb, Alan Stewart, Rose Mitchell

FanHistoricon 9.5 - Origins of The Melbourne SF Club

The beginning of Fandom in Melbourne. Presented by Karen Pender Gunn, Dick Jennson, Race Matthews, Mery Binns.

FanHistoricon 9.5 - Oz to The Rest of Them

Links are not just sausages or Internet references - how Australian fandom relates to the rest of the world. Joyce Scrivner, Eric Lindsay

FanHistoricon 9.5 - Remembering Somerset Place

The heights of Melbourne Fandom - the active 1960s history. With Karen Pender Gunn, Dick Jennson, Bill Wright, Merv Binns, Leigh Edmonds, Mervyn Barrett, Bruce Gillespie

FanHistoricon 9.5 - Sweden Has Fannish History Too!

An interview with one of the old fans from Sweden, Thomas Cronholm

FanHistoricon 9.5 - Three Cultures With Langford

Joyce Scrivner, John Foyster and Dave Langford met over Langford's dinner table in 1979, what have they found out since? Gossip, rumor and stories from three continents. Joyce Scrivner and John Foyster interview Dave Langford

FanHistoricon 9.5 - Three Worldcons in Melbourne isn't too Many!

This will survey how bidding and running a Worldcon in Australia is different than doing the same from another country. Hopefully there will be some insights as to how to bid and run the *next* Aussiecon. Tom Whitmore, Robin Johnson, John Foyster, David Grigg, Perry Middlemiss, Eric Lindsay

FanHistoricon 9.5 - Who's A DUFFer?

This will be a contest between 3 Australian DUFF winners and 3 American DUFF winners to see who knows the other's culture best. With Janice Gelb, Terry Frost

FanHistoricon 9.5 - Why DUFF?

How and why DUFF came to be. John Foyster, Janice Gelb, Terry Frost

Fans And Writers

A panel of writers, fans and publishers discuss the pluses and minuses of the sometimes close relation between the creators of SF and its readers. Gregory Benford, Perianne Lurie, Paul Kincaid, Terry Pratchett, Ginjer Buchanan

Fiction in 3D Virtual Worlds

We stand on the threshold of an entirely new storytelling form. What lessons will carry through from movies and books? What aspects of 3D fiction pose entirely new freedoms and fresh problems? Virtual Reality will not supplant previous forms of fiction any more than movies obsoleted books — this is an additional artform to be exploited. Miriam English, Ron Stecher

Filking Get Together

A time and space set aside for an informal gathering of filkers.

From Babylon 5 To Red Dwarf: The Use Of Humour In SF Shows

The panellists will discuss the Intentional and sometime unintentional humour in Sci Fi TV Shows from both sides of the Atlantic. From Babylon to Red Dwarf and Doctor

Who, passing through a number of lesser known shows where comedy played a part in the success of the shows or indeed created their downfail. With J. Michael Straczynski, Tom Marwede, Robert Jan, Geoff Tilley

From Canberra to Norstrilia: The Australian Adventures of Cordwainer Smith

A paper by the current SFRA President about how Paul Linebarger, aka Cordwainer Smith. In his two half-year sabbaticals in Australia, which he spent mostly at the Australian National University in Canberra, Linebarger took his observations of Australia and of what he regarded as the Australian Way of Life, and transformed them into the far-future myths of Norstrilia and the Norstrilians. Speaker: Alan Elms

From the Void: 25 years of Australian Small Press

The speaker is a principal in Ticonderoga Publications. (30 minutes) Speaker: Russell B Farr.

Funny Animal Tooning 101, Or How To Dwaw A Wabbit With A Waygun

Fancy your hand at drawing animals in SF and fantasy situations? Want to learn the

secrets from the best? Then bring your pencils and paper to a presentation from a selection of cartoonists and artists of the furry school, and find out what works for them.

Jim Groat, Pete Stoller, Kris Kreutzman, Craig Hilton

Furry Fandom - Where To Now?

Furry fandom is over fifteen years old. It's seen over a decade of furry APAs like Rowrbrazzle and Huzzah and over a decade of furry convention. Now, with time, growth and new factors like the internet, it's radically changing direction, or at least branching in several directions at once. Where will it be in another ten years?

Will it become increasingly difficult to define the boundaries? Will Australia's part flourish, or will international boundaries become irrelevant? Will there be goodwill and understanding, or turf wars between the Yiffs and the Burned Furs? Our panel of experts will try to find the answers, or at least translate the questions. Craig Hilton, Fred Patten, Jason Gaffney, Paul Kidd, David Ewell

Future Shapes Of Mind

We all know that technology will continue to change our lives - but how will it change the mental perspectives through which we view our lives? What cultural adaptations will be needed? what sensibility? What new connections and disconnections? what kinds of story will we have to tell ourselves? Speaker: Richard Harland

Game Launch 6 Billion

The game designed right here in Melbourne, by David Coutts. A game of population expansion and space exploration. Keep your population healthy and doubling every turn so you can colonise the planets!

Genetic Engineering: Of Gods And Monsters

Dolly the Sheep has been cloned, the Human Genome Project draws to a close. All the tools are in place for humanity to tinker with its own genetic legacy. Can we make ourselves into gods? How many monsters will we leave among the debris of our experiments...

Wynne Whiteford, Donna Heenan, Peter Hamilton, Stephen Davies

Genuine and Fake Jewels of Genre SF

Peter Nicholls, David Hartwell and Damien Broderick talk about their candidates for the most undervalued and most overvalued SF writers

George Turner Book Launch

Barry Jones launches George Turner's biography with author, Judith Buckrich

George Turner's Transition to SF

A paper about Turner's move to SF from mainstream writing, concentrating on *Transit of Cassidy* and *Beloved Son* Speaker: Judy Buckrich

George Turner's Late SF

Janeen Webb is an expert on Turner's fiction and co-editor of *Dreaming Down-Under*, where she published his unfinished work *And Now Doth Time Waste Me*.

Gripe Session

Your chance to gripe about the convention to the present and future Worldcon Chairs. Give 'em a piece of your mind - please! They've already lost their own.

Guest Of Honour Talk, George Turner

With George Turner's death, the opportunity to meet George has been lost. All our knowledge now must come from memories and recollections. In lieu of a

speech, Judith Buckrich, his official biographer, will share her knowledge and recollections of George.

GUFF Report Launch

Karen Pender Gunn launches her 1995 trip report for GUFF, the Get Up and over Fan Fund

High School Is Hell In Sunnydale

Why is it so hard to get a date in Sunnydale? All the available boys are either nerds or undead! And when does a Slayer have time to get a life? Keith R.A. De Candido, Danny Heap, Sharon Moseley, James Allen discuss the stress and unreal expectations placed on teenagers with an early vocation.

Horror or SF Film: How Do We Decide?

From the earliest movies SF and horror have coexisted. The panel discusses the key features which enable us to distinguish them, in so far as this is possible or desirable. Tess Williams, Robin Pen, Sue Isle

How I Sold My First SF Novel

The weird and wonderful ways by which one's first novel reaches the public. Dirk Strasser, Kate Jacoby, Sean Williams, Robert Sawyer

How to Live With a Writer

It's not easy living with a writer. The domestic dialogue goes like this: "Honey, your turn to take out the garbage." "Not now dear, I'm busy killing the hero." Gay Haldeman, spouse of Joe Haldeman, Karen Haber, spouse of Robert Silverberg, Robert Silverberg, spouse of Karen Haber, and Kathryn M. Drennan, spouse of J. Michael Straczynski, tell how they have retained their sanity and survived living with a writer.

How To Make An ANZapa Contribution in 55 Minutes

James Allen will encourage participants to create his next ANZapa contribution, giving experience in vital fanzine skills like cutting and pasting. James is famous for Shoezine the fanzine written on a shoe and will share his many years of experience with fanzines. To add a feeling of reality to the experience, this panel will run longer than the advertised 55 minutes.

How To Ruin Your Life, But Fill Your Garage With Books: Small-Press Book Publishing And Its Rewards

With Robert Hood, Bill Congreve, Sarah Endacott, Bruce Gillespie, Greg Ketter, Jonathan Strahan

Ian Gunn Memorial

A quiet service in memory of Ian Gunn, cartoonist, and one of Australian fandom's cherished souls. For those friends, both in Australia and overseas, who could not attend his funeral

If it ain't Feudal it ain't Fantasy

Is all fantasy written with a feudal society in mind? Is our European background preventing us from developing a fantasy based on non-European influences.

Argued by Jane Rouley, Sophie Masson, Juliet Marillier, Grania Davis

Impromptu Space Opera

Paul Kidd will devise a wild tale of space opera while frantic artists, Craig Hilton and Jim Groat, struggle to illustrate the tale as it happens!

In Defence Of Hard SF

Greg Benford and Peter Nicholls discuss, debate even, hard SE.

Interview With J. Michael Straczynski Glen Tilley interviews J. Michael Straczynski

Karate, Belly Dancing & Computer Slaves: Behind the Action in *Souls In The Great Machine*

Finding the phrase to describe an action is the tricky part of writing. This panel matches action to word to show just how well the written word can describe the action. Sean McMullen, Paul Collins, Helen Patrice

Live Thog's Masterclass

Thog's Masterclass is the most popular feature in the Hugo-winning SF newsletter Ansible – showcasing those awful lines from SF and fantasy (including stuff by Famous Names) which barbarian critic Thog the Mighty believes are best appreciated with a morning star. Dave Langford presents the best of the worst.

Loose Canons

Who decides which authors are top? Critics? Fans? Academics? Media? Presenter: Peter Nicholls

Magic The Gathering Collectable Card Game

Learn how to play this highly addictive card game. A sorcerous battle between two mages using spells and creatures to both attack and defend yourself. With many thanks to Wizards Of The Coast for providing stock and staff. Renato Prestopino and Mark Brown

Making A Living As A Writer Or "I'm A Professional Don't Try This At Home"

Writers, editors and publishers discuss the importance of cash flow on a beginning writer, getting involved in promoting your books, avoiding distractions and having a ten-year. Robert Sawyer, Jody Lyn Nye, Jack Dann, Alison Goodman, Gerald Nordley, Stanley Schmidt

Making the Most Of The Writers Group Experience

A writers workgroup can provide support and a valuable second opinion. Cory Daniells, Marianne de Pierres, and Launz Burch take you through tips to survive the experience. This workshop is running twice, once on Friday and again Saturday. Workshop panel - booking required for this workshop.

Mask Making Workshop

A simple but effective way to costume is with masks. Bruce and Dana MacDermott will demonstrate the skills used in mask making. Workshop panel - booking required for this workshop.

Masquerade Review

A post masquerade review and chance to have a closer look at the costumes. Panellists will be recruited from participants and judges of the Masquerade.

Meet Ionathan M. Shiff

A chance to listen to Jonathan M. Shiff talk about his experience in the Australian television industry. He is best known as the creator/producer of *Ocean Girl* and *Thunderstone*. (See also A Brief History of Australian Genre Television.)

Meet Mark Shireffs

A chance to listen Mark Shireffs talk about his experience in the Australian television industry. He is best known as the writer of Spellbinder and Girl From Tomorrow. (See also A Brief History of Australian Genre Television.)

Model Rocketry

Rob Masters speaks about the design principles involved in building a model rocket. Practical experience in model rocket building can be gained at the model rocketry workshop.

Model Rocketry Workshop

Following on from the talk, participants can put into practice the design principles involved in building a model rocket. Workshop panel - booking required for this workshop.

Modern Vampires

An outrageously dark and funny vampire comedy by Richard Elfman, starring Casper

Van Dien and Natasha Gregson Wagner. This film is definitely not suitable for children.

Nanotechnology

Scientific experts and a cheerful skeptic/ devil's advocate discuss the latest advances in the world of the really small. Find out what the future holds and should you panic now. Howard Davidson, Alan Wilson, loshua Bilmes

Netrunner

A battle of the wits between the hacker and computer security. Can you break through the ice and enter your opponents computer? Can he keep you out? A collectable card game, courtesy of Wizards Of The Coast

Not All Dubs Are Evil, Not All Subs Are Good

Translating Anime from Japanese to English is not easy. Some prefer the purity of subtitles, some prefer the dubbed sound track. Here John Samuals and Rob Masters discuss the advantages and disadvantages of both.

Other Tales of Horror: Running A Convention

Stories of horror, tales of woe, things gone wrong. Janice Gelb, Alan Stewart and Susan

Batho share their experiences at running conventions.

Penguin Book Launch

Penguin launches the last book in "The View From The Mirror" Series

Phantom Menace: The Costumes

Costumers Robert Jan, Gail Adams, Dana MacDermott and Bruce MacDermott look at the design and construction of costumes of *Phantom Menace*.

Picturing Tomorrow - The Fantastic Visions of Australian Artists

Nick Stathopoulos, Shaun Tan, Marilyn Pride, Lewis Morley and Grant Freckelton

Platypus: The New Genetic Soldier

A paper discussing genetic engineering to produce, for example, soldiers bearing their own weapons, such as claws and poison from the platypus. Speaker: Donna Heenan

Posthuman SF: A Symposium

A two-hour symposium about, the compatibility of literary values and the scientific materialist view of human nature, the post-human fiction of Greg Egan and others, and the future of SF. Chair: Russell Blackford. Participants: Gregory Benford, Andy Butler, Joe Haldeman, Helen Merrick,

Maureen Kincaid Speller

Postmodern Approaches To SF

What could be more post-modern than science fiction? The earliest theorists of what we now recognise as the postmodern, like Susan Sontag and Leslie Fiedler, saw in popular genres a challenge to modernist formalism, purism and elitism. But as it becomes fashionable for postmodernists to discover that 'slipstream'/SF/cyberpunk is the new future of literature we have to ask "What has changed?" Has the postmodernist challenge to the distinction between high and low culture resulted in the opening of the ghetto? Is post-modernism truly any different to modernist, or has obscurantist academic theorising resulted in a new version of the old elitism? Charlie Taylor. Janeen Webb, Helen Merrick, Richard Harland, Ady Butler, Damien Broderick

Published Or Private?

A furry fandom slant on this old question of how to showcase your creative work. Furry fandom has been described as having started with the very fannish endeavour of an APA (Vootie) and the professional step of a published comic book (Albedo). In the late eighties, it seemed the genre was

full of talented young artists and writers about to make it big on the commercial scene with the stories they passionately wanted to tell. Very few did. Would they have done better to have photocopied stuff and handed it out, like the rest of them? And in 1999, are we any closer to an answer? Graig Hilton, Fred Patten, Paul Kidd, Jim Groat, Kris Kreutzman, Talnon Rail Barron - The Australian

Rail Baron - The Australian Challenge.

You've never played Rail Baron! Some of us have been playing it for almost 20 years! We've ritualised some of the game elements and have specific songs to sing at particular destinations. Learn the game, sing the songs, enter the tournament! Julian Warner

Research For SF Writers

Writing SF needs more background work than writing a mainstream novel. Writing fantasy, too, requires science, social and historical research. How much is enough? How can one acquire enough expert knowledge and terminology for the characters in your story to convince? Does bulldust baffle brains? G. David Nordley, Terry Pratchett, Elizabeth Moon, Jody Lyn Nye

RoboRally

It's always tough automating the factory floor. No matter how well you program those damned robots, they always seem to end up in a hole or crushed like a tin can. And now someone's made a game about it... Renato Prestopino and Mark Brown by courtesy of Wizards Of The Coast

Samuel R Delany and the Yackademy: An Evolution in Style

A paper which will map Delany's evolution as a writer over almost four decades. John Foyster writes: "The fact that George Turner was always interested in Delany makes me think he would like to see such a paper." Speaker: John Foyster

Science & Terror: Close Shaves In The Lab

How close have you come to killing yourself in the lab? Share your treasured memories of near misses with the panel of survivors! We are sure to get some wonderful stories from Howard Davidson, Peter Hamilton and the audience.

Semi-Professional Publishing: How To Make A Million Dollars (Or At Least Not Go Broke) With A Fanzine

The editor/publisher of *Locus* leads a discussion on working behind the scenes at *Locus* over the past thirty years, and into the future. Charles Brown, Mark Kelly, Jonathan Strahan, Marianne Jablon

Settlers Of Catan - Friendly Tournament.

Four player board game, considered one of the most playable games ever. Harvest your grain and wood, farm your sheep, garner your bricks and ore carefully. Spend them wisely to build your cities and villages. The tournament will be played using house rules provided by Alan Stewart

SF & Disability

The panel discusses the way disabilities have been presented in SF. Elizabeth Moon, James Van Pelt, John Douglas

SF & Politics

The influence of politics on SF has been immense, but so has the influence of SF on politics. From Utopia to *Brave New World* and *1984* the SF has been used as politics by other means. A politician and a panel of authors of different political viewpoints discuss which way the influence was

greatest. Race Mathews, Elizabeth Moon, Robert Silverberg, Joe Haldeman, Peter Hamilton

SF & Social Issues: The Law And Difference

As time goes by the law changes. The panel discusses both the SF authors who have taken this into account, and the prospective changes that should be reflected in SE Take, for example, the legal positions on surrogacy arrangements, and the changing social mores which could force drastic changes in family law as new kinds of familial or quasi-familial relationships develop. Another issue is the legal response to new reproductive technologies. genetically-based medicine, and so on. Then there are the issues caused by new medical technologies which have will have a drastic an effect on, say, employment law or insurance law (where problems of "genetic discrimination" come up). Is the law a genetically modified equine? Laura Maierus, G. David Nordley, Russell

Laura Majerus, G. David Nordley, Russell Blackford.

SF Across the Media

Most SF, TV and films make the same mistakes with story-lines and physics, again and again. Whose fault is it? Why is supposedly good science fiction still under the misapprehension that you can undo genetic manipulation in five minutes? And why do characters exhibit a new and useful ability in one episode that is never seen or referred to again? J. Michael Straczynski, Ian Mond and Danny Heap have a lighthearted look at when budgets, networks and creators collide.

SF and Education

In recent years, science fiction novels have been part of the English teaching curriculum. Charles Taylor talks about the use of science fiction in education

SF and Music

Panelists discuss music and writers — what they listen to, make, or compose, and how it interacts with the work in progress (or doesn't) — the music that writers put *into* their works (the invented instruments, styles, etc.), and the musical traditions with which they are personally involved. They look at the types of music which are commonly heard at conventions and in SF films. They search for what Richard Strauss, Pink Floyd, Hawkwind, and John Williams have in common, apart from their SF connection. They speculate about out how the history of 20th century

music and SF have intertwined. Elizabeth Moon, Julian Warner, Paul Ewins

SF and Other Genres

What distinguishes the genres? Is there a cut-off point, or even a fuzzy boundary between SF, horror and fantasy, or between any of these and mainstream? Is mainstream literary fiction in fact just another genre? These and other questions will be chewed over by a panel of experts. Paul Kincaid, Terry Pratchett, Ben Bova, Richard Harland,

SF and Post-Colonial Approaches

How to use post-colonial approaches for theorising SF in your PhD! Sylvia Kelso, Andrew MacRae, Tess Williams

SF Around The World

Not all SF is published in English, and of the proportion that is, not all is published in the US or UK. Who are the movers and shakers outside of the SF mainstream? Paul Kincaid, Charles Brown, Ginjer Buchanan

SF Poetry - Where Has It Been, What's It Doing Now, And Thoughts On The Future?

Commentary on its mainly small press history, some acceptance by large publishers, Rhysling Award, editorial perspective. Is it really different to other poetry? With Alan Stewart, Jenny Blackford, Robert Stephenson, James van Pelt, Joe Haldeman

SF & Sexuality

Everything you always wanted to know about your favourite martian! Stephen Dedman, Robert Silverberg, Joe Haldeman

Shapechangers, Monster Poo And Adolescent Angst: Writing SF And Horror For Children

A distinguished panel of authors and librarians discuss the questions of what the essential features of successful SF and horror are for younger readers. They debate the extent to which there is room for individuality in a field dominated by series like "Goosebumps", and they argue over how much horror is too much? Robert Hood, Terry Pratchett, Lucy Sussex, Pauline Dickinson, Meredith Costain

Shared Worlds - Original and Franchised

The franchised world novels - pure genius, or raw hell wrapped in an embossed Foil cover? Yes - they've got world bibles bigger than a telephone book, and are occasionally just about as interesting to read. Come hear author-meat shriek and gibber as they tell you about the hellish

projects that have rolled across their desks. RAVE as you hear continental-sized cliches collide in an explosion of Purple prose! THRILL to universes mostly composed of magical cats riding talking white ponies! CHEER as the moderator has an anurism 23 minutes into the panel!

With Alan Stewart, Paul Kidd, George RR Martin Leanne Frahm and Bill Fawcett

Slash! Fiction

A whole sub-genre of fannish fiction. Stories featuring homosexual relationships between movie and TV characters. Why is it being written? Who is writing it? Sandra Norman, Emma Hawkes, Cathy Cupitt and Kerry Greenwood will answer these questions.

So Where's The Aus In Australian Fantasy?

Meet the new breed of fantasy authors writing in Australia. They will discuss their lives and the influences that surround them. Sophie Masson, Ian Irvine, Juliet Marillier and Jane Routley attempt to illuminate where the "Aus" can to be found in Australian Fantasy.

Soviet Space Disasters

A look back at the early efforts of the Soviet (now Russian) Space Program and their previous secret and hidden space disasters. Presented by Hugh S Gregory, Spaceflight Historian.

Space Exploration:

More than thirty years after the first moon landings we still have no permanent settlements off the Earth. Why not? What can be done about it? Stephen Baxter, jan howard finder. James Benford. Ben Boya

Space Opera On Screen and Page

Take a great western or adventure story, add ray guns and space ships. Hey presto, instant science fiction! Space opera started with E.E. "Doc" Smith's "Lensman" series and grew from there. How much of what we see and read these days is space opera? Robin Pen, J. Michael Straczynski, James Allen

Spauncon 2 Australian National Science Fiction Conventions Do We Really Need Them?

A panel looking at the history of Australian National Science Fiction Conventions and where we can go from there.

Spawncon 2 The Australian Natcon Business Session

All Australian members of Aussiecon Three are welcome at this meeting that will determine the site for the 2001 Australian National Science Fiction Convention and which will look at the Constitution of the Australian National Science Fiction Convention.

Spawncon 2 Humorous Science Fiction: Funny Ha Ha Or Funny Peculiar

Marc Orllieb, Chuck McKenzie, author of Worlds Apart, and others will look at what makes funny science fiction funny. Included in this panel will be the reading of selected stories from the SpawnCon Two humorous science Fiction Story Competition.

Star Trek - Will We Still Respect It In The Morning?

Star Trek sustains an incredibly loyal fan base. It is unusual to find a person on this planet who does not know what Star Trek is, what it's about and what it engenders. Therefore, is this adulation warranted? Is Star Trek fulfilling the science fiction maxim - to suspend belief in reality? Is it valid SF? Is it any good? The panel will discuss the pros and cons of Star Trek,

hopefully not too seriously. Rose Mitchell, James (Jocko) Allen, Terry Frost, Edward McArdle. Robert Ian

Strange Constellations

Two of the co-authors of the first full-length scholarly history of SF in Australia discuss the writing of the book. Panellists: Russell Blackford and Sean McMullen.

Studio Ghibli We Love You

Studio Ghibli produces some of the warmest, brightest Anime. Shows like Mononoke Hime and My Neighbour Totoro. This is a tribute to their work. Rob Masters, John Samuals

Sweet Candy for the Eye - Flashy Computer Graphics

James Allen presents the best of the special effects sequences from movies and TV series.

Tacky Toys Or Treasures? Brave Fans Show Off Their Collections

One fan's tacky toy is another fan's treasure. Sue Anne Barber and Karen Pender Gunn show off their collections. Sue Anne presents the history of the world through the Viewmaster, while Karen discusses her large collection of Yowies

Tales of Earth: Terraforming in Recent Women's SF

The paper considers changes in the perspective on terraforming, a long-term presence in the lexicon of SF, examining mostly women writers' work since the publication of Frank Herbert's *Dune*. Speaker: Sylvia Kelso.

Terraforming

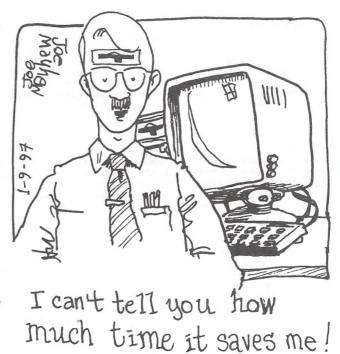
A panel discussion of the technicalities and the ethics of reforming another world in the image of our own. Stephen Baxter, G. David Nordley, Gregory Benford, Ian Irvine

Terry Frost's Mondo Video

A look at weirdness and surrealism in mainstream movies.

The "Science" In SF

There's surely no one single way in which science enters SF - but many different angles of use. Sometimes the "science" is no more than a literary convention that is used to circumvent otherwise impossible barriers to story (e.g., faster-than-light devices, time machines, inter-dimensional scenarios, etc.). Panelists provide a historical survey from Mary Shelley to H.G. Wells to the American genre of today, and argue the merits of "hard science" versus "wild science". Perrianne Lurie, Richard Harland, Greg Benford, Brad Lyau



The Death Of Horror

Horror is a genre that has created and helped define many of the lasting and influential icons of 20th Century popular culture. Now as the Century draws to a close, it appears that horror itself may also be dying. With a recent decline in both sales and publications and even author extraordinare Stephen King threatening to abandon the genre, perhaps the time has come to consider whether horror should stage a comeback. A panel of experts seeks to explore the past history and possible future direction of the horror genre. Ian Mond, Kirstyn McDermott, Kim Wilkins, Robin Pen, Stephen Dedman

The First Annual General Meeting of The Society of Australian Speculative Fiction Writers

At 6PM Sunday, the first Annual General Meeting of The Society of Australian Speculative Fiction Writers will be held to form the Society. The meeting to discuss the formation of this society will be held at 1 pm, Friday. Both these meetings are open to all interested parties.

The Flight of *Buran* - Building and Flying the Russian Space Shuttle
A behind the scenes look at the designing,

testing and building of Russia's space shuttle *Buran*, with rare video footage of the construction, atmospheric test flights and the *Buran's* first space flight. Presented by Hugh S Gregory. Spaceflight Historian

The Formation of The Society of Australian Speculative Fiction Writers

This meeting, lead by Dirk Strasser, will discuss the constitution and purpose of the Society of Australian Speculative Fiction Writers. At 6PM Sunday, the first Annual General Meeting of The Society of Australian Speculative Fiction Writers will be held to form the Society. Both these meetings are open to all interested parties.

The Good Soldier: George Turner as Combative Critic

The image of the trustworthy soldier dominates George Turner's fiction and criticism. In his criticism, he declared from the beginning (1967) his intention to make war on the assumptions he believed science fiction readers held about their favourite reading matter. He believed these attitudes were destructive to the genre and unworthy of those who held them. His combative attitudes led to many unintended side effects. Bruce Gillespie examines some of George's attitudes, and tries to assess the

true place of Turner's criticism in the SF field of the last thirty years. Speaker: Bruce Gillespie.

The Great Artistic Challenge

WATCH as those with no artistic ability do pictorial battle with talented award winners. SEE concepts and ideas brought to life before your very eyes. LAUGH at the inability of team-members to guess what their fellows are drawing. Not in any way even remotely based on the game Pictionary. Nope. Not at all. Honest. With Danny, Mitch, Nick Stathopoulos, Teddy Harvia, Michael Dashow and a host of others.

The Interstellar Precursor Probe

NASA has awarded a contract to Microwave Sciences, Inc. (James Benford's company with Greg Benford as a subcontractor) for experiments to demonstrate the technique of using a directed beam of microwave radiation to propel a sail of ultralight material to very high speeds for sending probes to the outer solar system and the stars. This is the only method for interstellar propulsion that uses known physics. The Microwave Sciences team will conduct flight experiments of new ultralight carbon fibres that allow acceleration at several g's.

The panel will cover the plans for the experiments in addition to NASA's long-term plan/schedule for the next century. James Benford, Gregory Benford, G. David Nordley

The Liar's Panel

It is said by some that a good lie is the highest artform. Here for your entertainment we present the world's best liars - umm "artists" - around. The beauties and their beasts expertly lying to you are: Karen Haber, Jennifer A. Brehl, Jack Dann, Robert Silverberg, George R.R. Martin, Joe Haldeman

The New York Futurians - The Best Fan Group Ever Or Just A Bunch Of "Filthy Pros"?

The panel will begin with a short illustrated presentation by Justine Larbalestier (who is currently researching a book about the group), which will explain who the Futurians were, show some of their handiwork, and generally wax lyrical about them. This will be followed by a lighthearted discussion of the role and importance of the New York Futurians to fandom (or lack thereof) and, more generally, their importance to science fiction. Participants Justine Larbalestier,

Gordon Van Gelder, David Hartwell.

The Newcomer's Guide to the Worldcon

First Convention? First Worldcon? Here's some help in making sense of it all. We'll guide you through the day's major events and explain the traditions behind them Give suggestions on how to best to enjoy the day, and how to find the parties at night. Come along and learn how to get the most out of your membership.

The Scientist at the Heart of SF

A paper discussing Gregory Benford and hard science fiction. Speaker: John Foyster.

The Sources Of SF

The authors who have been the key influences in the development of SF have not always been the best writers. The most productive ideas have seldom been the most scientific. A discussion of the quirkiness of the sources, historical and personal, of SF. Maureen Kincaid Speller, Stephen Baxter, Jack Dann, Terry Dowling

The Tithonus Option Is Not An Option

A paper discussing whether a future of lengthened old age awaits us as the result of developing research on human longevity. The speaker is a medical practitioner and an emerging science fiction author. Speaker: Chris Lawson

The Tyranny Of Distance: Writing SF And Selling It Overseas

The problems faced by writers who are based a long way from their markets: what they are, which ones can be overcome and which ones have to be worked around. Lucy Sussex, Jack Dann, Stephen Dedman, Bill Fawcett

The Value Of Horror

What is the value in being terrorised? Why do we feel the need to be scared? Bill Congreve, Terry Dowling, Richard Harland, Robert Hood and Joshua Bilmes will evaluate the value of horror

The Woomera Effect

A paper discussing the British-Australian connection in SF. Speaker: Sean McMullen.

Time Travel, Time Scapes and Timescape: A Symposium

A two-hour symposium about the physics and metaphysics of time travel, the problems of writing time travel stories, and the variety of solutions attempted by SF writers. Chair: Russell Blackford. Participants: Gregory Benford, Aubrey Townsend, Alison Goodman, Sean McMullen, Damien Broderick.

Tips For Beginners

Best selling SF and fantasy authors, editors and agents give you the benefit of their experience. Terry Pratchett, Steven Paulsen, Steven Baxter, Joshua Bilmes

Trivia Ouiz

Mitch and Danny present the Trivia Ouiz to end all guizzes. Not limited to SF & F. Requires quick wits AND physical prowess! How many marshmallows can you fit in your mouth? How many clothes pegs can you fit on your face? How many questions can you answer? It's a team game, so sucker in that special someone fit enough for the physical part.

Twenty Years of Uproar

A survey of British fanzines that impressed Dave Langford, in his early days, with extracts from the funniest articles - a sort of live mini-fanthology. Compiled by Dave Langford

Utopia, Genocide and the Alien Contact Novel: Science Fiction **Explores the Truly Monstrous**

The speaker is a past President of the Science Fiction Research Association and a prominent scholar in the field. (30 minutes) Speaker: Joan Gordon

Vampirotica - the Bloodsucker as Sex Symbol

Not just a pretty set of fangs, but a sex symbol too! The modern vampire mythology seems to be encompassing blood sucking, immortality and sex. Is nothing sacred to the living these days? A look at the modern vampire. Stephen Dedman, Keith R.A. De Candido, Marina Frants, Sue Isle

Virtual Selves: Survival In Cyberspace A paper by a prominent academic philosopher discussing the light that SF

stories about survival in cyberspace can shed on traditional philosophical problems about the self. Speaker: Aubrey Townsend

Waking Nightmares: The Impact Of Visual Horror

Few would argue the power the horror image can hold over the spectator. The experience has provoked reactions from fleeing the cinema to a hankering for more. This is a video presentation and discussion of the horrific images used in cinema. exploring the reactions of the audience. Why do certain images and techniques work as they do? What does one consider horrifying? Robin Pen, Jeremy Byrne plus others to offer comment. Warning: the

content of this panel is graphic, and may cause distress to certain individuals

What is it that we do when we read SF? A paper about the language of science

fiction. Speaker: Paul Kincaid

Women of Other Worlds

Helen Merrick and Tess Williams, the coeditors of a collection of feminist writing on SE discuss their book

Writers And Awards: Tiptree, Hugo... Authors who have received awards and members of award giving committees discuss the role of awards generally in relation to a writer's career. Which awards affect sales? Robert Sawyer, Janeen Webb, Alison Goodman, Justine Larbalestier

Y2K: A Space Idiocy

To save space in computer memory, computer programmers have created a major problem. As computer clocks click over from 1999 to 2000 serious problems may arise. Is this the way the world will end — with a miscalculation? Or will the "Y2K timebomb" be a dud? Expert panelists will speculate about the near future (100 days ahead) in the same spirit as SF writers speculate about the far-future (1,000 years ahead). Ben Best, Michael Ward, Nick Price

Notes



Section 4 Alphabetical List of Particpants

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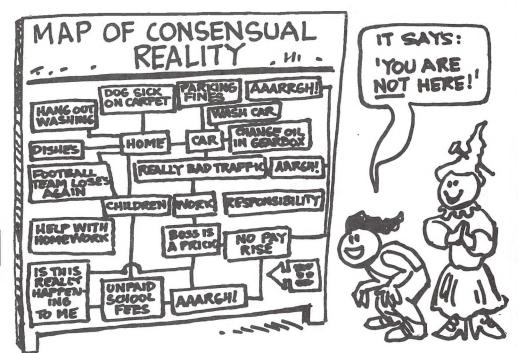
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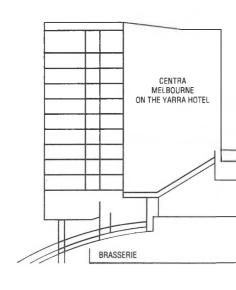
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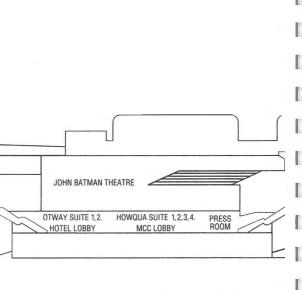
Semmel	, Justin			Stewart,	Alan			Sussex,	Lucy		
Panel	Th	1100	Y4	Panel	Th	1700	Y1	Reading	Th	1100	B5
Shiff, Jo	nathan M			Panel	Fri	1700	Y1	Reading	Sat	1600	B5
Panel	Sat	1100	Y4	Panel	Sat	1500	LaT	Panel	Sun	1100	Y5
Shireffs,	Mark			Panel	Mon	1500	Y1	Panel	Sun	1400	Y1
Panel	Sat	1300	Y4	Stoller,	Pete			Panel	Mon	1300	Y1
Silverbe	rg, Rober	t		Panel	Fri	1300	Y2	Talnon			
Panel	Th	1400	Lat	Straczyn	iski, J. Mi	chael		Panel	Th	1700	Y5
Panel	Fri	1500	Y2	Panel	Th	1700	LaT	Tan, Sha	un		
Panel	Sun	1200	Y1	Panel	Fri	1500	LaT	Panel	Th	1400	Y1
Panel	Sun	1600	Bat	Panel	Sat	1200	Bat	Taylor, (Charles		
Speller,	Maureen	Kincaid		Panel	Mon	1100	LaT	Panel	Th	1100	Y5
Panel	Th	1200	Y1	Panel	Mon	1400	LaT	Panel	Sat	1700	Y4
Panel	Sat	1000	Y1	Strahan	, Jonathar	1		Tilley, G	eoff		
Panel	Sun	1200	Bat	Panel	Th	1300	Y1	Panel	Sat	1200	Bat
Stathopoulos, Nick				Panel	Sun	1100	Y1	Tilley, G	len		
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Stecher,	Ron			Panel	Fri	1600	Y4	Townser	nd, Aubre	y	
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Stephen	son, Robe	ert						Panel	Sun	1000	Y1
Panel	Sat	1500	LaT					Van Gel	der, Gord	on	
Sterns,	Aaron							Panel	Fri	1500	Y5
Reading	g Th	1600	B5								

	van Pelt	James			Wilkins, Kim		
	Panel	Sat	1100	Y1	Reading Th	1600	B5
	Panel	Sat	1300	LaT	Panel Fri	1400	Y1
	Panel	Sat	1500	LaT	Williams, Sean		
-	Veal, To:	m			Panel Th	1600	LaT
10	Panel	F-M	1100	B5	Reading Fri	1400	B1
	Ward, M	lichael		Panel Sat	1600	LaT	
	Panel	Th	1600	Y1	Panel Sun	1200	Y1
	Panel	Mon	1000	Y1	Reading Sun	1200	B5
	Warner,	Julian			Williams, Tess		
1	Panel	Mon	1200	Y4	Panel Th	1100	LaT
	Game			Y6	Panel Th	1300	B5
-	Webb, Ja	aneen			Reading Fri	1200	B5
3	Reading		1400	B1	Panel Fri	1830	Y2
	Panel	Fri	1600	Y4	Panel Sun	1300	Y5
1	Panel	Sat	1700	Y4	Wilson, Alan		
- 1	Panel	Sun	1600	Y4	Panel Fri	1700	Y2
	Panel	Mon	1030	Y4	Wong, Amos		
	Reading	Mon	1300	B5	Panel Sat	1600	Y4
		l, Wynne			Panel Sun	1200	Y4
		Sat	1500	Y1	Wright, Bill		
-	Whitmo	re, Tom			Panel Sat	1200	B5
	Panel	Fri	1700	Y4	Yalow, Ben		
					Panel Sun	1302	Y6

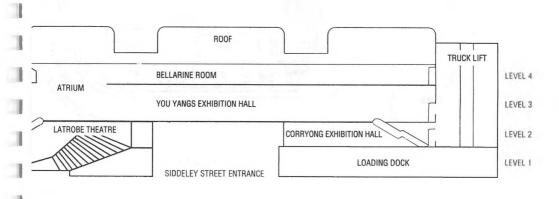


Section 5 Maps and Other Information

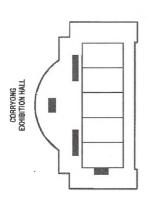


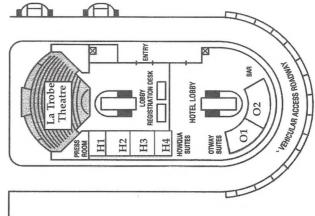


SPENCEF



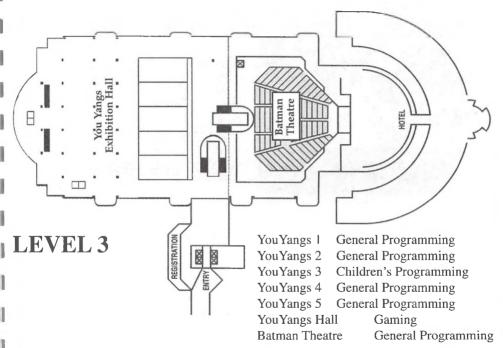
STREET

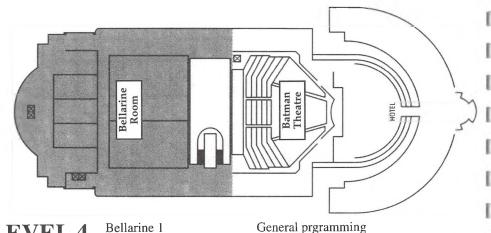




LEVEL 2

•	
La Trobe Theatre	General Programming
Howqua 1	Press Room
Howqua 2	Virtual Worlds Room
Howqua 3	Parties & General Programming
Howqua 4	Kaffeklatches
Otway 1	Program Ops
Otway 2	Green Room





LEVEL 4

Bellarine 2 Fan Loungs Bellarine 3 Video Room Bellarine 4 Child Care Bellarine 5

Bellarine 6 Bellarine 7

Batman Theatre (Gallery)

General Programming Art Show, Exhibits and iLounge

Dealers & Book Signings General Programming

Facilities Near the Convention Centre

Medical
World Trade Centre Clinic
Doctor, Dentist, Physiotherapist,
Pathology, Radiology.
Open 8am to 6pm, Monday - Friday
After Hours Service: ph. 018 311 642

Pharmacy
World Trade Centre Chemist
Open 8am to 6pm, Monday - Friday
10am to 5pm, Saturday

World Trade Centre
Open 9am to 5pm, Monday - Friday
Banks
Open 9.30am to 4pm, Mon. - Thurs.
9.30am to 5pm, Friday

ANZ 91 William St, Melbourne

Closest Branches:

Post Office

307 Clarendon St, Sth Melbourne Number 2, Southgate Westpac

Cnr. King & Collins St, Melbourne 114 William St, Melbourne 301 Clarendon St, Sth Melbourne

Commonwealth

99 King St, Melbourne 277 Clarendon St, Sth Melbourne Podium Level, Southgate

National Australia Cnr King & Bourke St, Melbourne 460 Collins St, Melbourne 260 Clarendon St, Sth Melbourne

Keeping Kosher in Melbourne

Compiled by Ian Mond

Synagogues:

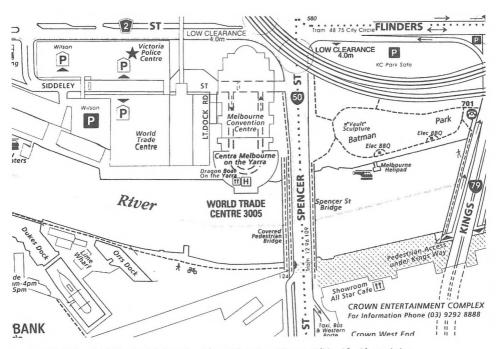
The old East Melbourne Temple on Albert Rd is about 30 minutes'walk from the Convention Centre.

Kosher Restaurants

The following places are all located on Carlisle Street (Balaclava -the main Jewish thoroughfare and about twenty minutes drive away from the con. There is great public transport in this area —both train and tram, each taking at least 40 minutes for a one way trip.)

Lamzini's: 219 Carlisle St, Balaclava Burger Shack: 320 Carlisle St, Balaclava Kosher Express: 263-265 Carlisle St, Balaclava Menchinos Pizzeria: 223 Carlisle St, Balaclava Sheli's:

306 Hawthorn Road, South Caulfield Another organisation worth noting is the Jewish Community Council of Victoria (9272 5566) which could answer general queries.



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Melbourne Convention Centre & Centra on the Yarra hotel

- Located on the western side of Spencer St., near the corner of Flinders St. The cirty circle tourist tram (a free service) runs around the CBD along Flinders St, Spencer St, Spring St. and Latrobe St. City Circle trams are painted brown with "city circle" in gold writing on the side. The complete journey takes approximately 40 minutes and the service commences at 10am.
- On the eastern side of Spencer St. is Batman park, home to the controversial sculpture "Vault" (a.k.a. The Yellow Peril) and also home to a number of coin operated public barbeques. Batman park is named after John Batman, one of Melbourne's founders.
- To the south is the Yarra River. There are a variety of river tours available, departing from various spots along both banks.
- On the southern bank to the west of Spencer St. you will see the sailing ship *Polly Woodside* which forms the centrepiece of the Polly Woodside Maritime Museum. The museum is open from 10am to 4pm daily.
- Behind the Polly Woodside is the Melbourne Exhibition Centre (a.k.a. Jeff's Shed) where most of the large exhibitions like the PC show and Motor show are held each year.
- On the eastern side of Spencer St. is the Crown Entertainment Complex, home to Crown Casino, a cinema complex and a variety of shops and restaurants. It stretches along the river bank to Queens Bridge, built over and under the major arterial road Kings Way. The complex is open 24 hours a day.



Melbourne Central Business District and South Bank

The Melbourne CBD is laid out on a grid pattern of major and minor streets. The major streets running (roughly) North-South are Spencer, King, William, Queen, Elizabeth, Swanston, Russell, Exhibition and Spring while the East-West streets are Flinders, Collins, Bourke, Lonsdale and Latrobe. Between them are the minor streets Flinders Lane, Little Collins St, Little Bourke St and Little Lonsdale St. The minor streets are mostly one way streets. The major landmarks are:

- Flinders Street Station, on the corner of Flinders St and Swanston St, which is the major suburban railway station.
- Spencer Street Station, on Spencer St at the end of Bourke St, which is the interstate railway terminus and also has the major interstate and country bus terminus as well.
- •The General Post Office (GPO) on the corner of Elizabeth St and Bourke St, which is at the western end of the Bourke St Mall.
- •The Bourke St pedestrian mall runs between Elizabeth St and Swanston St and contains the major retailers Myer and David Jones along with a number of smaller shops and a number of arcades as well.
- •The Melbourne Town Hall is on the corner of Collins St and Swanston St.
- •The State Houses of Parliament are located on Spring St at the end of Bourke St.
- *Southbank is the name for the part of the southern bank of the Yarra River that runs from Swanston Street to Queens Bridge (and Crown). It features a number of cafes and restaurants along with a variety of other retailers. The Melbourne Concert Hall is at the Swanston Street end.

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m Map}$ Copyright Melway Publishing Pty. Ltd. Reproduced from Melway Street Directory Edition 26, with permission.

Melbourne City and Surrounds

- At the northern edge of the city can be found the Queen Victoria Markets, which operate as both as a wholesale fruit and vegetable market in the very early hours and as a retail food market, including meat and fish. The variety of foods that can be obtained there is astounding. On the weekends the focus switches from food to cheap clothes and household goods. It is open on Tuesday and Thursday from 6am to 2pm, Friday from 6am to 6pm, Saturday 6am to 3pm and Sunday from 9am to 4pm.
 - The city of Melbourne features a number of parks and gardens in close proximity to the city centre. Most prominent of these are the Treasury Gardens and Fitzroy Gardens, behind Parliament House, and the complex of parks that runs along St. Kilda Rd and the southern bank of the Yarra River. In this group are the Royal Botanical Gardens, Government House, the Shrine of Remembrance and the Sidney Myer Music Bowl, all of which are worth a look on a sunny afternoon.
- To the east of the city can be found a collection of sporting stadiums, the most imposing of which is the Melbourne Cricket Ground, site of the 1956 Olympics. Tours of the ground and the Gallery of Sport, with its extensive collection of sporting memorabilia, take place between 10am and 3pm on days when no events are scheduled. (tel. 9657 8879 for details)
 - For lovers of good food there are restaurants to be found all over Melbourne. In the city itself there are a number of excellent Asian restaurants in the Chinatown district Little Bourke St, between Exhibition St. and Swanston St. while Lygon St. in nearby Carlton is known for its Italian cusine.

Melbourne's Public Transport - A Visitor's Guide by Tim Richards

Melbourne's public transport system is a combination of buses, trains and the famous trams. As the trams cover most of the city and inner suburbs where the tourist sites are, visitors are unlikely to use buses very often. Most likely you will be using trams, along with the occasional train trip.

The public transport system, known as The Met, is multi-modal - validated tickets allow you to transfer between the three transport types without extra payment for the duration of that ticket. Greater Melbourne is divided into three fare zones: Zone 1, the city and inner/middle suburbs, is serviced mainly by trams and trains. Zones 2 and 3, the middle/outer suburbs, are serviced mostly by trains and buses. There are tickets available for each zone, and for combinations of zones: a Zone 1 ticket, a Zone 2 ticket, a Zone 1+2 ticket, etc.

Purchasing Tickets: The State Government recently introduced a fully automated ticketing system for public transport, called Metcard. This involved the somewhat controversial removal of tram conductors and some train station staff, while increasing the numbers of ticket inspectors and security guards. Basically the onus is now on the passenger to have a valid ticket whenever travelling.

Metcards can be purchased in three ways:

* From ticket machines at train stations and on trams: All stations have ticket machines which will accept coin, and some also accept notes and debit cards. Most of the station machines offer a full range of tickets. On trams however, the machines will only accept coins (change given) and offer only a limited range of tickets. The Daily ticket, the most popular, is not available on trams and must be pre-purchased elsewhere.

* From various shops and other outlets in the city and suburbs: A large number of small businesses will sell you Metcards, although sometimes they might have run out of the type you require. Most commonly, these businesses are milk bars, newsagents and petrol stations. Look for the Metcard sticker in the window. Note that cards bought this way have no expiry time/date on them and must be validated upon boarding a tram, train or bus. This allows you to stock up on tickets in advance if you want to, only validating them as required.

* From bus drivers or train station ticket staff: Bus drivers sell Metcards, as do staff at some of

the larger stations.

Ticket Types: There are a number of ticket types, depending on zone and length of ticket duration. Here's a summary of the most frequently-used types: * Short Trip: These tickets are only available on trams in Zone 1, and can only be used for the one trip - they are not transferable to another vehicle. The distance a Short Trip ticket covers is governed by arcane regions known as sections; a Short Trip ticket can only be used for travel between two sections, including the section you begin at. The section numbers are displayed on the signs at tram stops, and there are difficult-to-understand diagrams on trams. Basically, all you need to know about Short Trip tickets is this: they can only be used for one trip on one vehicle, any trip in the Central Business District can be covered by one, and you'll usually find 2-Hour tickets or Dailies more practical.

* 2-Hour: As the name implies, this lasts for 2 hours from time of validation. During this period, the passenger may transfer to other trams, trains or buses as much as he/she wishes.

* Daily: The most popular ticket, this allows the passenger to use transport as frequently as he/she wishes during that calendar day.

* Weekly: Frequently overlooked, the Weekly Metcard is excellent value when compared with

the Daily ticket... it gives you 7 days unlimited transport for the price of about 4 Dailies. Perfect for tourists who are travelling around most days.

* Monthly: If you're staying in Melbourne even longer, this ticket gives you unlimited transport for a calendar month from the day you validate the ticket. Something The Met keeps quiet is the fact that the Weekly and Monthly tickets also allow the bearer to travel through all three zones without extra cost on weekends. This is handy if you've bought a Zone 1 Weekly but would like to get to see something in the suburbs on a Sunday.

Using the Metcard ticket machines:

* At stations: The machines are prominently located at the entrance. You need to purchase a ticket then pass it through the barrier to gain entry. If you're unsure of the zones involved, there should be maps of the system nearby.

* On trams: If you're getting on a tram, just jump on at any door. If you've got a pre-purchased ticket, run it through any of the green validator boxes located about waist-height around the tram's interior. If you need to purchase a ticket, walk to the machine: they are usually halfway down the vehicle against the wall. You need to press the buttons to select ticket type, zone and fare type before placing your money in the slot. Select the ticket type (eg 2-Hour), then the zone. If you're on a tram, you're likely to be choosing Zone 1; if you're unsure, there should be maps of the system on the walls of the tram. Then choose the fare type, ie Adult or Concession, and the price will display on the screen. Place your money in the slot and the ticket and change will be issued below.

Concessions: The Concession price is only available to people holding valid Met student concession cards, Health Care Cards (payment codes SA, NS, SL, YT or WA only), Pensioner Concession Cards or Victorian Seniors Cards. If you're travelling on a concession ticket, you

must have proof of eligibility with you and produce it to ticket inspectors on request. Unfortunately these concessions do not extend to foreign visitors.

City Circle Tram: The exception to all this is the City Circle Tram, which is free - no ticket required. The City Circle trams, all wooden-framed W-Class classics, have a distinctive cream-and-burgundy colour and run a circular route around the edge of the city centre, basically following Flinders, Spencer, Latrobe and Spring Streets. They run in both directions every ten minutes from 10am-6pm each day, and pass a vast number of attractions and useful places. Each stop is identified on an LED screen onboard, and a series of recorded announcements describe the stops and the places of interest around them.

Getting On and Off Trams: There are two types of tram stops. The first is a kind of 'island' in the centre of the road where there are guard rails and enough space to stand safely while waiting for the tram. When it arrives, you just step up into the vehicle. Be careful to stand behind the white line though, you wouldn't want something that heavy to bump into you. The second kind of stop, found on the narrower streets of some suburbs, is located on the edge of the road itself, with regular traffic running between you and the tram. When you see the tram coming, signal it by holding up your arm. When the tram comes to a halt, cross the road and step aboard. Drivers are required to stop behind the tram when it stops to pick up passengers, so this procedure is safer than you think! Never take this for granted however, whether getting on or off... always check to see that the traffic has stopped.

For more information: Visit The Met Shop at 103 Elizabeth Street in the city during business hours. Ring the Met Information Line on 131638. Visit the VicTrip website at http://www.victrip.vic.gov.au/

Happy travelling!





Special Lunch Offer 2nd – 6th September 1999.

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