

INCLINATION

Programme and Hotel Information

HOTEL

Breakfast is 8am-10:30am Saturday
8am-10:30am Sunday
7am-10am Monday

The John Porter Bar will be open for ~~meals~~ ^{drinks} 11am to 1am except for 3-7pm on Sunday, when there will be a waiter service.

The bar will be open all day till 1am, and later than that provided there are enough people drinking for it to be worth it.

Checkout time is 11am. When settling up your bill, don't forget that you've already paid a £10 deposit. If you're sharing a room, you should get a key each.

If you have any problems with anything, ask one of the committee. We hope you enjoy yourselves at the convention.

FRIDAY

8:00-9:00pm Committee Welcome

Say hello, hear a few jokes, get ready for the weekend. The usual informative stuff.

9:30-10:30 Call My Bluff

The old favourite, played pretty straight but with an SF slant. No Robert Robinson, but we have a near miss.

11:00pm-12:00midnight Mornington Crescent

Does for the underground railway network what Treasure Hunt did for helicopters. Contestants take it in turns to pick stations: other than that, it's all different. Answers are given. Points are scored. Eventually someone spots some connection between these events, and gets thrown out. Chaos reigns.

SATURDAY

11:00am-12:00noon Weird Cults

The Moonies, Jehovah's Witnesses, EST, and, let's face it, Scientologists. What are they? Are they important? How

much do they differ? How should we react to them? What happens if, as with Scientology, they overlap with SF? Where do they meet real religion? And other questions.

12:30-1:30pm Comics

Comics are growing up. Sort of. Another wave of British talent is impressing America, and Alan Moore is moving on to new ideas and new territory. Is it enough? How much work in the genre is bad, or even unhealthy? And how much good work is going unrecognised?

2:00-3:00 Seven Wisdoms of Fandom

The expectations fandom puts on people, and fandom's received wisdoms and bad habits. Should people feel that they have to "do things"? Are the divisions within fandom good or bad?

3:30-4:30 How to Get Ahead in Fanzines, and Why

The state of fanzines and apas today. Who's doing what? Who would like to but can't afford to? Who would like to but hasn't got round to it? And who are they doing it for?

5:00-6:00 M & M

Or Mr and Mrs to the uninitiated, but adapted for modern, informal relationships. Pairs of contestants are quizzed about each other's habits and preferences. Unfortunately, they may not be given the questions they wanted. Or worse might happen.

6:30-7:30 The Fan Behind the Mask

Fannish personae: how we see each other. How much do people get typecast within fandom? Would some people like to be thought of differently? How do other people react to you being an SF fan? If you could rejoin fandom all over again, would you do anything differently? Would you do it at all?

9:00-10:00 I.T.V.

Which stands for Inclination Television: an entire evening's entertainment wrapped into one hour and a bit sticking out the edge. A whole range of quick items.

10:30-11:30 John Harvey's Silly Game

John's been running silly games at The Chequers for a long time. We didn't see why he should get the year off.

12:00midnight-1:00am Truth or Dare

Linda-Clare and a team of volunteers who let themselves in for a dangerous hour. Thrills and challenges. Safe if used as directed.

SUNDAY

12:00noon-1:00pm If I Ruled The World

Where the great world leaders (if there are any) have gone wrong. What would you do if you were actually in charge? Bring small ideas, or large ones, and be prepared to defend them in open discussion.

1:30-2:30 The *Inconceivable* Business Meeting

Fresh from the Contrivance bidding session: the convention they said could never happen. Find out why they were right, as Alison Scott (representing the Inconceivable committee) fields all the embarrassing questions about what went wrong at the oddest Eastercon ever.

3:00-4:30 The Ice Cream Tasting

You've seen the badges, you've paid the pound, and now the waiting is over! If you want to supply ice cream instead of cash, speak to one of the committee when you get to the convention.

5:00-6:00 Worldcons

Are Worldcons too big? Why do they happen? What do 5000 people in one place do to the atmosphere? What will the Americans do in Holland? Are Worldcons "professional"? Should they be? And more questions. Maybe even some answers.

6:30-7:30 Crime Fiction

Why do so many SF fans like crime fiction? What do the genres have in common --is it the puzzle-solving? And where do they differ? Does crime fiction have all the paraphernalia of SF, and does it need it? Who are its 'greats'?

9:30-10:30 Pass The Buck

A cross between pass-the-parcel and being on a Worldcon committee. Anyone who wants to can take part. Problems get passed from hand to hand, and you have to explain why it's not your problem --and preferably make it worse for the next in line. Convention Scruples meets role-playing games.

11:00-12:00midnight Convention Blind Date

A volunteer potential congoer has to choose between three different conventions by asking hidden representatives questions. And then vice versa. Be warned: some of the conventions, and congoers, may be slightly odd. Only the audience know what the different conventions actually are. Cilla Black not included.

12:30-1:30am After Dark --Surprises!!

Probably with Linda-Clare Toal. But even that's not certain.

MONDAY

11:00am-12:00noon The Golden Age of SF

Is the "Golden Age" of the 1930s and 40s still relevant to modern written SF? Does it affect other media, and other people's perceptions of SF? Can these stories still be read with pleasure, or only for nostalgia? And how much have they dated, as literature, socially, and as science prediction?

12:30-1:30pm Committee Farewells

The end of the programmed convention. A few farewells, and closing announcements. But stick around a while, and buy us a drink. And why not get yourself one, too?

Final Note: If you lose this sheet, and want a replacement copy, ask one of the committee, as we have some spares. How thoughtful. Have fun.