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ELEVEN

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**SCIENCE FICTION  
AND FANTASY  
CONVENTION**

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**SEPTEMBER 6-8,  
1991**

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**SCOTTSDALE,  
ARIZONA**



# **COPPERCON ELEVEN**

**WITH AUTHOR  
GUESTS OF HONOR**

**MICHAEL  
McCOLLUM**

**WALTER JON  
WILLIAMS**

**AND ARTIST GUEST OF HONOR**

**ARMAND  
CABRERA**

**PLUS FAN GUESTS OF HONOR  
BRUCE & KIM FARR**

**AT THE  
SAFARI HOTEL**

**4611 N. SCOTTSDALE ROAD  
SCOTTSDALE, AZ 85251**

**CALL (602) 945-0721 TO PLACE  
HOTEL RESERVATIONS IF DESIRED**

**ROOM RATES ARE \$44/NIGHT  
FOR 1-4 PERSONS**

**PLEASE SPECIFY PARTY- OR  
NON-PARTY AREA FOR YOUR  
ROOM RESERVATION**



## **COPPERCON ELEVEN**

It's getting close to time for CopperCon 11. Hopefully everyone is getting their hotel reservations in so we can have the whole hotel to ourselves like LepreCon did. So if you haven't made your reservation, please make it as soon as possible! The Safari has upgraded their air-conditioning system by adding another compressor. We have also made some rearrangements which will reduce the heat load in the 300 suites.

This year the convention is featuring several Guests of Honor. Local author Michael McCollum is well-known and liked here in the valley. His books have a definite 'hard science fiction' feel to them that is enjoyed by his many faithful fans. His latest book, *The Clouds of Saturn*, has just hit the stands.

Walter Jon Williams will also be in attendance as a Guest of Honor. While he is known to many as a Cyberpunk author, they have obviously missed novels such as *Knight Moves* (which reminds me of the early Roger Zelazny) and *The Crown Jewels*.

This year CopperCon will also have an Artist Guest of Honor, the ever popular Armand Cabrera. His work is always well-received in the art show.

Rounding out the Guest of Honor list are Bruce and Kim Farr, who are being honored for their many years of service and more conventions than they want to count.

It's shaping up to be a great convention. Come and enjoy it with us.

## **PROGRAMMING**

This year we have many confirmed professionals and participants eager to attend, participate, and mingle with you. In addition to our talented Guests of Honor, we also have professionals including Rick Cook, Steve Crompton, Elizabeth T. Danforth, Jim Groat, Pete Manly, Mark O'Green, and Michael Stackpole. In addition to that awesome list of talent we have other artists, authors, editors, entrepreneurs, filkers, costumers, gamers, media specialists, scientists, teachers, and computer experts (sounds better than computer geeks, eh?). We have plenty of daytime programming space for maximum flexibility. Changes in convention layout this year include 2 rooms for nighttime filksinging (one smoking and the other non-), gaming will be located in 5 rooms in the northeastern part of the hotel, and nighttime programming will have 2 suites.

As for events, you'll have an opportunity to meet the Guests of Honor and other participants Friday night at the Meet the Pros party, and you'll get a chance to get to know all our pros at their many panels: Mike McCollum, for instance, wants to do a panel like "Spacecraft Propulsion in Science Fiction Writing: The Art of Matching Propulsion to Plot". Armand Cabrera is planning on doing an electronic art demo on a personal computer and we're trying to talk him into the semi-traditional airbrush demo. He may also present a videotape demo of some of the things he is working on as a consultant to an electronic games designer; more details at the convention.

## **DANCES**

We have our usual outstanding modern dances scheduled for both Friday and Saturday nights this year. What'll we do this time: lasers? videos? whipped cream? You'll only know if you come and dance to the greatest music of all time!

## **CONSUIITE**

Ah, yes... chips, dips, (chains, whips) veggie trays and popcorn. 'Nuff said.

(O: Please, sir, may I have some more? B: More! You want more?!)

Okay, we'll give you more...

Presenting... ConSuite!!! All new! Exciting! Fun for the



whole family! Lions! Tigers! 300 (scantly clad) dancing girls! (and guys — we're an EOE)

(What do you mean, "this is supposed to be accurate"? Oh. Sigh. No one ever lets us have any fun...)

Ok, ok... While everyone knows that Cons really run from noon to oh, my ghod, is it dawn already?! there are some poor souls who have tables to work, panels to attend (or even, shudder, to run), art shows to open, or other vile a.m.-ish thing to do. For these unfortunates your ConSuite, always loving and supportive (especially with a block & tackle) will open early with coffee, tea, juice (or Vitamin C-enriched juice-oid product) and breakfasty bread things.

Starting around noon, Con Street will commence. That's right fen, step on up and get your peanuts, popcorn, pretzels, slush puppies, ice cold drinks, balloons, and other street-vendor-type commodities, all served in an atmosphere of fun and Good Humor!

In the late afternoon, we'll close for dinner and clean-up, and then it'll be time to Party!

On Friday we humbly invite all honorable fen to visit the Taiwan Ahn Sum Dim Teahouse, featuring our fan-tastic sushi and satay.

On Saturday we'll waltz you away to a time of courtly (courtly??) manners and low bodices when you enter the exclusive portals of the Hellfire Club. (Regency period — about 1800 to 1825-costume is enthusiastically encouraged and will be rewarded!)

On Sunday, Con Street will expand into the best Street Party ever! We'll continue until all the dogs are dead... and we bought LOTS of (hot) dogs.

Throughout the Con there will be plenty of fun, games, and surprises. Hint: one game we'll be playing is 'The Farr Side' (example: "Kim Farr? No, she's local.") The "winner" (and farrst runner-up) will have the honor of presenting our fan GoHs with the finished farrce.

So, come one, come all... and then drop by ConSuite!

## **ART SHOW**

While the focus of CopperCon is literary, we all know that when we see good cover-art we will pick up a book even if the title doesn't seem interesting. This year our Guest Artist is Armand Cabrera. Armand's talent has grown greatly over the last several years and he is currently doing contract work for Lucas at Skywalker Ranch.

We will have artists that you'll know and some that you won't, so come out and check their work.

We are trying something new (for this convention) this year. There will be NO DIRECT SALES until 1pm Saturday. This gives most attendees a chance to bid on art before an avid collector buys it outright. More details in the Art Show.

The Art Auction will be held at 1pm Sunday. Pieces with two or more bids will go to auction. (Other pieces may go to the auction at the discretion of the Art Show Director.) Make your bids early and often. Purchases may be made by cash or check with proper ID. Art may be picked up after the auction ends.

Info for Artists: Panel fees are \$3 for a 4' x 4' panel (limit 3 per artist) or for 3' x 2.5' of table space (3-D art). A 10% commission will be charged on all sales.

For more display information, call Doreen Webbert at (602) 841-5153 or write to 3925 W. Missouri Ave, Phoenix, AZ 85019.

## **COMPUTER ROOM**

We'll have IBM's (EGA or better) and Amiga 500's running all kinds of great games throughout CopperCon. If we can borrow yours, you will get a complimentary membership into the convention! If you are interested, please contact Ike Dewey (602) 973-7792 right away.



We will have Mech Warrior II and F-16 for the IBMs. There will be an F-16 competition, and the winner will receive a great prize.

## **FILKSINGING**

Filksinging is music, usually with a science fiction or fantasy theme. We will have not ONE but TWO rooms for filk! These will be in the 300 suites (the center row at the Safari) and will be ours from 7pm until 7am. If you play or sing or just like to listen, please feel free to drop in and help out. Now is our opportunity to get together, and enjoy the music and each other's company, without having to invade the lobby or commandeer a stairway. Several unspecified (pleasant) surprises are in the works, and more information will be forthcoming as plans solidify.

## **JAPANIMATION**

We'll have an outstanding collection of Japanese animation this year at CopperCon — quite a bit of it will be subtitled, some of it will be traditional, and some of it will be brand new. If you've never seen Japanese animation, come check it out — in Japan, animation is for adults, with adult themes, computer animation, state-of-the-art sound, and more!

## **REGENCY DANCING**

M'lords, M'ladies, Hear ye, hear ye... the next dance shall be the Black Nag.

Now that I have your attention, I'll tell you about Regency Dance. It is a most genteel dance, and quite fun. It comes from a time when a man was expected to dance as well as he could duel — better, in fact — not dueling could be forgiven.

Now, we've changed some things a bit, so it's a lot easier and we will TEACH you how to do it. So don't worry if you don't know how. In fact, the only thing you need is the willingness to try new things.

Wellll... almost the only thing. It's been discovered that regency dancing is even more fun if it is done in costume — any costume, any time. You can't say you've truly lived till you've done the waltz with a 7-ft. green shaggy... something.

We want costumes, lots of costumes.

We hope to see you all there for the fun.

## **SECURITY**

Just a reminder to think ahead when dealing with the convention and hotel. When you call the hotel to make room reservations you need to request the "convention party area" if you're having any kind of group in your room, and please also register it with Con Security. (This also applies if your room guests intend to be a little noisy through the night.) If you intend to sleep undisturbed, please request a quiet area away from the convention. As with past conventions, no real or realistic firearms or projectile weapons are allowed, and bladed weapons must be hard-sheathed and peace-bonded.

Convention security (against popular misinformation) is not the Gestapo. We are there to provide a buffer between hotel security and you. The less the hotel has to deal with problems, the better we appear to them and the smoother the convention runs. They might even let us come back!

... and a good time was had by all.

## **VOLUNTEERS**

Once again, it is time for us all to frolic at Coppercon and, once again, we will need volunteers to help us frolic. Take advantage of a unique opportunity and get an inside view of how a convention is run. For every four hours of help, we will feed you one meal in the Staff Lounge... for a mere 12 hours help, we will give you the gift of a free membership to CopperCon 12 (so we can hopefully snag you to help yet



again!). Remember, our conventions are run entirely by volunteers! To volunteer, or for more information, call (602) 433-9624 and ask for Stephanie. If I don't know the answer, I can sure try and make one up! \*grin\*

## DEALERS' ROOM

Well, we actually have a few tables left! For a mere \$50, you too can spend your convention earning money... as well as spending it! Just call David J. Hiatt at (602) 820-1093 and reserve yours now!

## MASQUERADE

*by Gail Wolfenden-Steib*

Have you begun to prepare for the social event of the season? No, I'm not talking about some stuffy black tie affair, but the CopperCon Eleven Masquerade!

Progress Report #1 gave out the details on our facilities information — yes, we are using the Safari Convention Center (complete with the glorious kitchen Green Room) again this year. But now for PR #2's important news... the Rules! Yes, even at a fun and friendly masquerade we do have to have a couple of rules.

1. Keep it clean! PG-13 isn't just a good idea, it's ghod's (ok, my) law. We will be having kids in the audience, and they don't need a human (or alien) anatomy lesson from any contestant!

Also, do not slime thy neighbor in anyway, shape, or form. If your costume is edible, will stick to other people against their will, or tends to leave a trail down the hallway, maybe you shouldn't use it in your costume...

2. No DUMB STUFF! No live blades drawn on stage, and no pyrotechnics without Security Chief and Masquerade Director approval. You must be prepared to show us your presentation at the contestants meeting Saturday afternoon — there are NO EXCEPTIONS to this rule! Any surprises will be dealt with in a most unpleasant manner...

As mentioned in the last PR, CopperCon is the 'RelaxaCon' after WorldCon. It is the perfect Con for those of you awesome hall costumers to get your bodies on stage! Go for the ego-boo! It feels great and is totally addictive. (I'll be coming down from a huge WorldCon ego-boo myself that weekend...) Go ahead — try a small dose at CopperCon — then go for the larger dose at WesterColt next year!

## GAMES

Some of you gamers out there are gamed-out after HexaCon, and some of you are just getting warmed up! If your dice haven't cooled yet, try out these events and tournaments at CopperCon Eleven:

- Entry-level BattleTech
- Advanced BattleTech
- Shadow Run
- Gurps Cyberpunk
- Gurps Fantasy
- FGU Space Opera
- FGU PSI World
- Nuclear War
- Fortress America
- and several RPG events

Times and sign up sheets will be posted by game checkout. Anyone wanting to stage an event, please contact Bill Hall either at Waterloo Games (602-497-9554) or at home (602-830-9320).

There will also be a miniatures painting contest. Categories for the open and master classes include: small figure, large figure, mech, vehicle, and diorama.

**SEE YOU ALL THERE!**



# MEMBERSHIPS

CONVENTION MEMBERSHIPS ARE  
\$25 IF MAILED BY AUGUST 23,  
AND WILL BE \$30 AT THE DOOR.  
PARTIAL MEMBERSHIPS MAY  
ALSO BE AVAILABLE BY REQUEST.

## EVENTS

COPPERCON WILL RUN FROM  
NOON ON FRIDAY THROUGH 5PM  
SUNDAY WITH MOST EVENTS  
DURING THE DAY AND EVENING  
HOURS, THOUGH SOME EVENTS  
WILL RUN 24 HOURS A DAY.  
LOOK INSIDE FOR MORE DETAILS.

SEND YOUR CHECK AND THE  
FORM BELOW TO THE ADDRESS  
ON THE BACK OF THIS BROCHURE  
BY AUGUST 23RD OR BUY YOUR  
MEMBERSHIP AT THE DOOR!

### COPPERCON ELEVEN REGISTRATION

NAME: \_\_\_\_\_

BADGE NAME: \_\_\_\_\_

ADDRESS: \_\_\_\_\_

CITY • ST • ZIP: \_\_\_\_\_

PHONE: \_\_\_\_\_

("BADGE NAME" IS OPTIONAL: YOU  
CAN HAVE A NAME ON THE FRONT OF  
YOUR BADGE OTHER THAN YOUR OWN



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