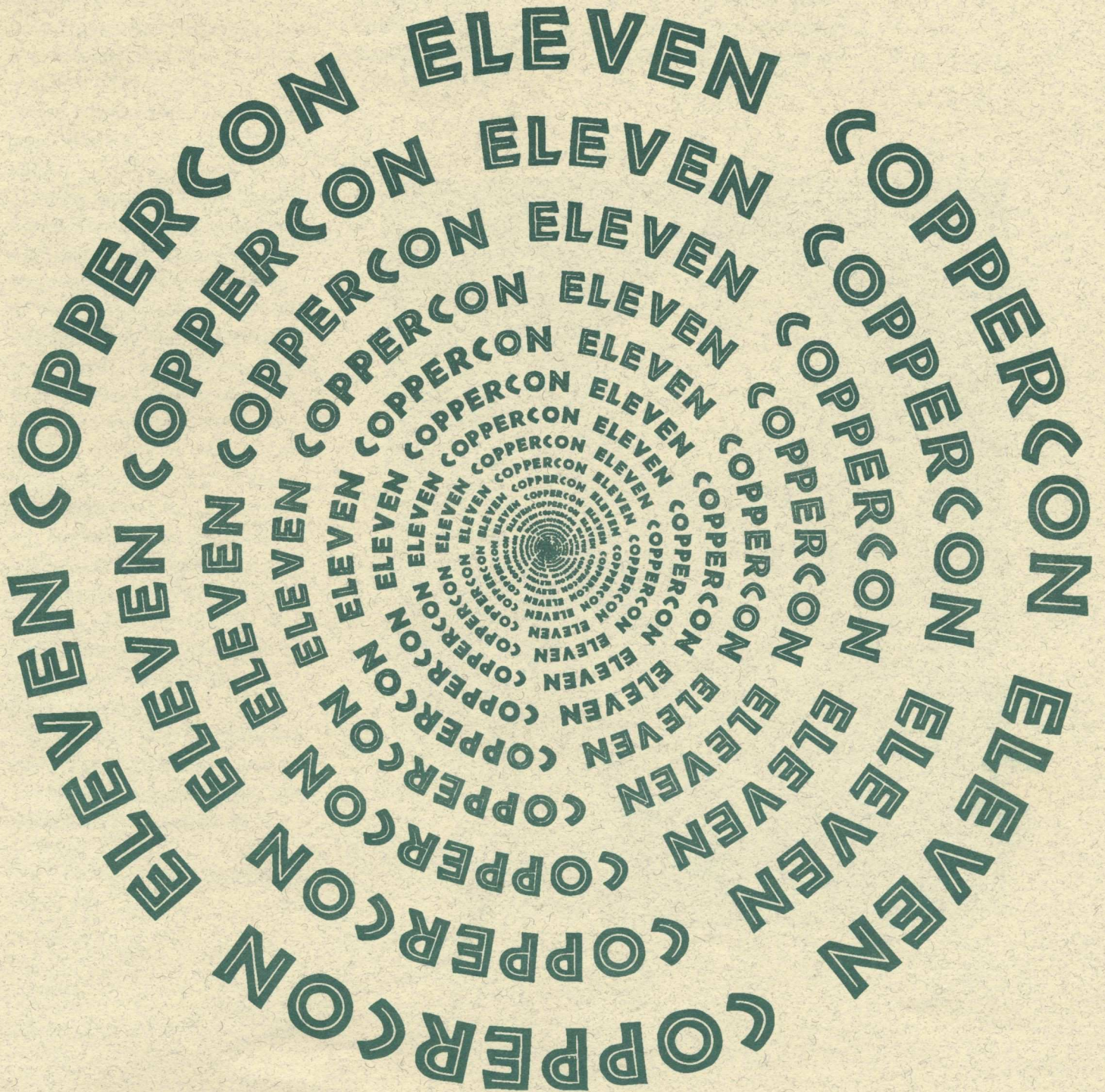


COPPERCON ELEVEN

September 6 – 8, 1991



FROM THE CHAIR

COPPERCON
ELEVEN

Welcome to CopperCon Eleven

Welcome to CopperCon Eleven! Some have come to meet Famous Authors, some for the Japanimation. Many have come for the panels and discussions, others for the Gaming. There are lots of other reasons people have for attending CopperCon including the dances (both modern and Regency) and the Art Show. Hopefully you will try a little of everything, but please try not to let your having a good time interfere with someone else's.

Please remember that the people who have worked so long and hard on this convention are all volunteers, working many hours so that you can have an enjoyable weekend. Give them the credit and respect that they have earned by their labors on your behalf. If you have a problem with the convention, contact the staff or committee person in charge of that area, and if necessary, come to me. Maybe you can suggest a new and better way that we can do things. Should you have a problem with the hotel that you just cannot work out on your own, please contact our Hotel Liaison, Anita Bilek.

With a little help and patience from all of you the final words of the afterCon writeup will be "and a good time was had by all."

Enjoy!

Doug Cospier
Chair

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AD 86

GUESTS OF HONOR

Walter Jon Williams: An Appreciation

by Melinda Snodgrass

Walter Jon Williams keeps getting confused with other people — most notably with William John Watkins — which is kind of surprising given the depth and breadth and range of his career. He is an award-nominated novelist and short story writer, and when the two coasts finally notice that — yes, there are science fiction writers in New Mexico — that's going to become an award-winning novelist and short story writer.

He's a game designer having created *Privateers and Gentlemen*, a role playing game of naval engagements of the eighteenth and nineteenth centuries. He knows a lot about the subject because he wrote series of stirring sea sagas early in his writing career.

He then wrote *Ambassador of Progress*, and *Knight Moves*, and *Hardwired*, and *Voice of the Whirlwind*, and *Days of Atonement* which received a rave review in the New York Times Review of books. Not an easy thing for any book to accomplish, much less a science fiction novel.

He designed a cyberpunk game based on his novel *Hardwired*,

and called, oddly enough — *Hardwired*. It's a fun, gritty world (I know, I play-tested it), and so accurate as to details of hacking that I keep expecting the Secret Service to turn up and arrest him. Fortunately that hasn't happened yet so he will have time to finish his latest novel, *Aristoi*.

Walter is also one of the founding fathers of *WildCards*. He has a chorus line of characters — Black Shadow, Modular Man, and my personal favorite, the Golden Weenie, Jack Braun. He gave us the wonderful line, "Shut up and go stand in the corner, you're just a toaster" in reference to Modular Man which I shamelessly stole for use in one of my *Star Trek* scripts. (Correct that, I didn't steal it, it was an homage.)

We've known each other for ten years now. We game together. We've wandered about England and Holland together with him giving me lectures about the heroic age of sail, and me telling him about William of Orange. I edit him in *Wild Cards*. He beats me consistently at croquet. We share recipes. In short, we spend a lot of time together, despite this blending the personal and professional we're dear friends which I think says a lot about what a nice person Walter Jon Williams happens to be.

You'll have a chance to find out this weekend at CopperCon. Get Walter to tell you about scuba diving, and karate; he knows a lot about them as well. Go buy his books. Read them. And then you'll have a small picture of this multifaceted man. Enjoy.

Michael McCollum

by Kim Farr

Michael McCollum is a native Arizonan and an ASU graduate, who started to write about fifteen years ago. He has published an impressive list of books in that time: *A Greater Infinity*, *Life Probe*, *Procyon's Promise*, *Antares Dawn*, *Thunder Strike*, *Antares Passage*, and *Clouds of Saturn*.

He has also just sold another book, *Sail of Tau-Ceti*, which he is working on right now.

In addition to this, he works full-time for Allied Signal as a mechanical engineer in fluid pneumatics. He worked on the valve that replaced THE VALVE at Three Mile Island nuclear facility.

Michael is married to Kathryn McCollum, and has a son Michael, age fourteen, and a daughter Elizabeth, age eleven. In his "spare" time, Michael indulges in micro-processing.

We encourage you to seek out and speak with Michael... we think you'll be very glad you did.



GUESTS OF HONOR

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Armand Cabrera

by George Barr

His showings at most major U.S. conventions, plus sales to St. Martin's Press, Pulphouse, and MZB's *Fantasy Magazine*, prove Armand Cabrera is a talent worth noting.

With ambitions of becoming a full-time illustrator, he works at present on the computer games produced by Lucas Arts.

Born in San Francisco, spending most of his life in the bay area, his paintings show breathtaking views of worlds far from northern California. Inspired by such as Howard Pyle, Robert McCall, and Chesley Bonestell, Armand creates well-planned and believable views of other worlds: acrylic paintings which now reside in collections all across America.

Armand Cabrera: An Appreciation

by Sam Stubbs

Back at LepreCon 8 in 1982, I was in the ConSuite when they ran out of beer (back when we could serve beer — ed). They asked for contributions and as I dug in my wallet for some cash, I noticed a very tall fan who was also donating to the cause. We waited for the return of the beer runners, and as we waited I got to know this fellow beer lover.

I learned that Armand Cabrera is an artist, a beer lover, a good-hearted individual, and a good friend. Over the years he has become a better artist and a better friend.

At each convention I see Armand and I look in the Art Show to see how he has improved since the last one. I

have a painting of a puppeteer from nine years ago and when I look at his more recent paintings (of which I have a few) I see a tremendous evolution.

Apparently LucasFilms agrees that Armand's art is good. He currently works as a graphic artist at Skywalker Ranch. The last I heard was that he had done the background art for a *Star Wars* computer game as well as several other projects. You may be able to find his name on many new things coming out of LucasFilms.

However, in the nine years since I've known Armand I have accumulated a great many stories. Some stories are of interest only if you are familiar with the people involved. Other stories are a source of plenty of humor.

Some questions you may ask Armand if you get a chance are:

- 1) What are Artesians?
- 2) Why did that girl pour her drink on his head?
- 3) What is the right container for beer from a keg?
- 4) What does a dance floor shark look like?
- 5) How many Hurricanes did he drink at New Orleans WorldCon?

Fen Worthy of Honor — Bruce & Kim Farr

by Mary Mason

Kim and Bruce Farr were the first Arizona fans I ever met. It was at the last Tucson World Fantasy Convention; my first as a neo-pro. Due to the usual New Improved Database software difficulties, several pros from my neck of the woods (Northern California) weren't identified as such by badge color. And in typical

overblown-ego fashion were throwing fits in the bar rather than trying to get it fixed.

Being the shy and retiring type (stop laughing, Kim), I took some of the offensive badges up to the desk and asked that they be changed. They referred me to Bruce and/or Kim (with a warning of "Good Luck finding them!"). I found Bruce, introduced myself, and explained the problem. He sent me back with a scribbled note directing the changes.

Of course this meant I became known as "she who can fix badges." Bruce, Kim and I got to know each other real well by the tenth badge. They were unfailing polite, quick to help, and absolutely crazy with stacks of last minute duties, no sleep, and 700+ demanding pros. In other words, doing their job, and very well.

That's not what I wanted to tell you about. That was their job. Doing that well is important, but not usually a reason to honor someone. I want to tell you about the reason I honor these people. It's for all the things that aren't their job.

When I got stupid enough to bid for a WorldCon, I called Bruce and Kim. They had a copy of his model contract, the standard by which all con contracts must be judged, in my hands by return mail. They spent hours on the phone giving me advice (usually, "Don't do it for the sake of your sanity, family, etc.") more of which I wish I'd taken, most of which I did.

Even after Phoenix bid against me, and Bruce was on the opposing committee, both Bruce and Kim were generous with advice on bid legalities, accounting procedures, and many, many things.

THE SAFARI HOTEL

They had every right to say, "Go hang yourself. We're the enemy." Bruce and Kim through, put the good of fandom over the competition, and helped in those areas that will make the '93 WorldCon ultimately better for us all.

This isn't just my experience. Conventions all over the country (and out of the country —ed.) use his model contract, get their advice on budgeting, hospitality, etc., etc., and depend on them for everything from accounting to crying towel. They are listed as "Committee" or "Advisors" by only a tiny fraction of those conventions. But when you see a well-prepped and run hotel; when the books for the con are clean and balanced; when the committee people are not committed to the laughing academy the day after — or in the middle of — a con; it's a good bet Bruce and Kim directly or indirectly had a hand in the event.

Many people will do someone else's job for enough ego-boo or credit. Bruce and Kim do it because it helps out fellow fen. They do it because it's right.

That's why it is appropriate and delightful that they are now being honored in their own home town, by their own "fannish family." Not just because of their own jobs that they do so well, but because of all the rest of us around the country who do our jobs so much better due to their selfless, generous help.

Congratulations, Bruce and Kim. And **Thank You** from all of us who work on and attend conventions.

The Safari Hotel

Like last year's CopperCon (and this year's LepreCon), the hotel has asked that all members signing in for a hotel room also sign a special agreement and make a \$50 deposit, a measure that has been particularly effective in reducing room damage.

If there are any problems or questions regarding the agreement, call Anita Bilek during the convention via Con Operations (Room 150). What you'll be asked to sign is (in summary):

1. Attendees signing for the rent of a room must be at least 21 years old.
2. No underage drinking will be allowed in sleeping rooms or in public hotel space.
3. Convention name badges must be worn while at the hotel.
4. Quad occupancy is the maximum allowed in a two-bed room.
5. No more than 4 people are allowed to congregate in a sleeping room unless it is a registered party/hospitality room.

Violation might result in forfeiture of the \$50 deposit. There's a valid reason for all of these items. For example, #5 is designed to eliminate parties not being held in the party-block or rooms — to

make your room a "registered party/hospitality room" at -con, just contact Con Operations. Just make sure that you are in a party area if a lot of people are going to be in your room for a party. However, no one is going to be making rounds and counting noses.

The Safari is a hotel that truly loves fans and conventions and we have a great working relationship with them. This agreement is just to help keep it that way... It tends to keep the occasional idiot from spoiling it for us all.

The Safari also requests that you use common sense and good taste when wearing costumes in the restaurants and bar... don't wear something your grandmother would faint over.

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

Remember: If you have any problems or difficulties with the hotel, please see Anita Bilek, the Hotel Liaison!



Convention Registration

Please remember to keep your badge with you at all times — if lost, stolen, or simply left at home, a replacement will cost the current membership rate.

We will be open: Thursday: 7pm–10pm (or later, if there are enough requests); Friday: 9:30am–10pm-ish; Saturday: 9am–10pm-ish; Sunday 10am–12noon.

Convention Rules & Security

CopperCon's rules are simple and are designed with maximum fun for everyone involved in mind:

1. Real or realistic firearms are not allowed.
2. Bladed weapons must be in a hard, protective case. If you do not have the sheath for the weapon, do not wear it or carry it around. If you don't have a room to keep it in, we will be happy to hold it for you in Con Operations (Room 150) until you are ready to leave.
3. No projectile weapons of any kind are allowed.
4. Parties must be registered with the Hotel & Con Operations to be in the Party Area — and are not allowed in other parts of the hotel, which are for quiet and maybe even sleeping. Please register you party in Con Ops, room 150.

Art Show

The Art Show is located next to the Dealers' Room in the Convention Center. Come in to look at art, visit, purchase, bid, or to add your name to an artist list to find

out about every upcoming Phoenix convention where you can show your art.

This year, CopperCon has as their Artist Guest of Honor, Armand Cabrera. Armand's talents have grown greatly over the last several years. If you haven't seen his work in an art show recently you are in for a wonderful treat. He is currently doing contract work for Lucas at Skywalker Ranch.

We have artists that you know, and some that you don't. Come and check all of their works.

Remember, if you wish to buy art work or make bids, **check at the Art Show Desk** for full information.

We are trying something new this year at CopperCon. 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. Get full details in the Art Show.

The Art Show hours (if all goes well) should be:

Friday	12noon–9pm
Saturday	10am–6pm
Sunday	10am–11:30am

(your chance to enter a last bid or two)

The Art Auction happens at 1pm on Sunday — check your Pocket Program for the location!

Pieces of art with two or more bids will go to Auction and buyer pickups will begin about half-an-hour after the Auction on Sunday. Purchases may be made by cash or check with proper ID.

We hope that you will find many things in this Art Show that you will enjoy, as each show is unique. This is not a case where if you have seen one, you've seen them all!

ConSuite

We'll open up early (8:30am) for you loonies that need go-juice at that hour. In the afternoon, come to ConStreet — that's right, each afternoon ConSuite serves up street vendor food: peanuts, pretzels, popcorn, slush puppies, ice cold drinks, and balloons (just in case you need a little latex in your diet).

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

On Friday evening, we'll re-open at 7:30, humbly inviting all honorable fen to visit the Taiwan Ahn Sum Dim Teahouse, featuring our fan-tastic sushi and satay.

On Saturday evening, we'll re-open after the Masquerade and waltz you away to a time of courtly manners and low bodices upon entering the exclusive portals of the Hellfire Club. Please wear a costume if you can (1800's preferred)... you'll be rewarded.

On Sunday, ConStreet expands and continues into the Dead Dog Party (with plenty of dead dogs).

We will experiment having one suite "smoking" and one "non-smoking" during the day, with both being "non" during the evening hours. We may also set up the tent outside for a little extra shade.

Throughout the Con there will be plenty of fun, games, and surprises, and maybe even... a murder.

See you at the ConSuite, in Suites 309 & 310!



DEALERS', VIDEO, MASQ

The Dealers' Room

Hello! And welcome to the Dealers' Room. Hours will be:

Friday 10am-7pm
Saturday 10am-6pm
Sunday 10am-3pm.

This year we have "new blood" as well as some of our favorites back. They include *Mere Dragons*, *Rakish Blade*, *Tomes & Treasures*, *Adam's Books*, *Phoenix Fantasy Film Society*, *Roderick the Sly*, *Dealer Duck*, *Benny Aguirre*, *Out of This World Book Service*, *Nighthawk Studio*, *Fantasy — Past, Present, Future*, *Moirandall's Miscellaneous*, *Roaming Panther Games*, *DAG Productions*, *Waterloo Games*, *John Gaffney*, *Peggy Zimmerman's Incredible Silver*, *the One Bookshop*, *Tim Tyler*, *Omega Zone*, and *Thunderbird Hobbies*.

Videos & Movies

Once again, we're back (in Suite 301) to show you some of the best and worst in video! This year we're allowing local clubs to have time to show some of their favorite bits, and we're also featuring fannish productions. We'll be showing some episodes of *Quantum Leap* and *Doctor Who*, as well as fan-made parodies.

Armand Cabrera will join us in the Video Room on Saturday, at about 2:30pm to show a slide and video presentation on LucasFilms.

Since the Outdoor Cinema was a big hit at LepreCon, we'll do it again! This time we'll feature *High Anxiety* and *The Villain* on Friday night, and *Star Wars* and *Star Trek II: The Wrath of Khan* on Saturday night.

There will also be plenty of other items shown in the Video Room (a schedule is posted outside the door), so come on up to the lab and see what's on the slab! (Are you shivering yet?)

Masquerade

It's almost time... don't be late... now's your chance to be part of the CopperCon Masquerade!

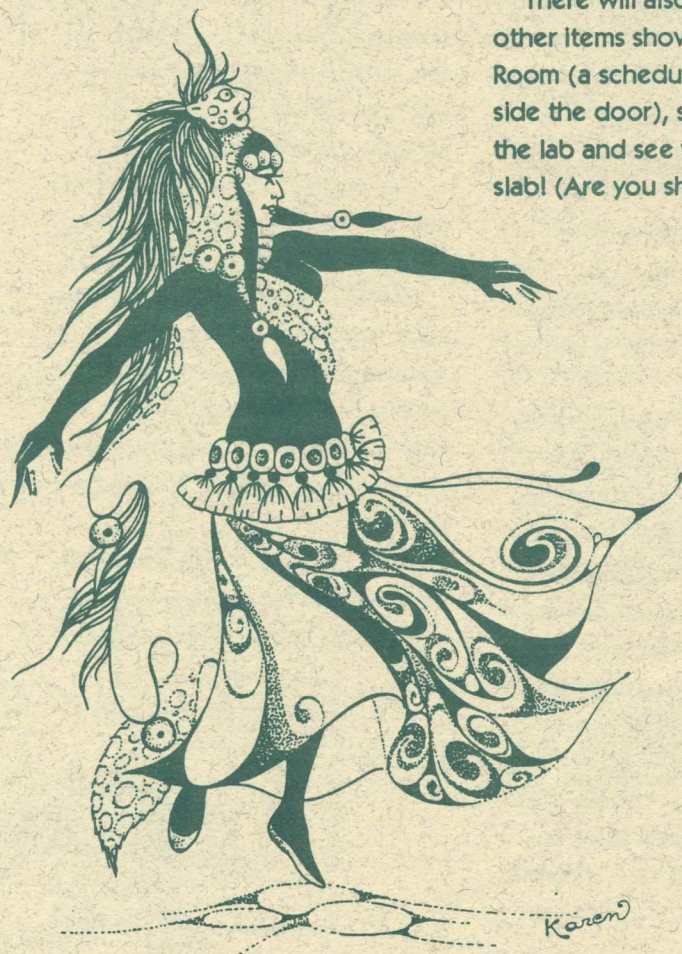
For costumers: If you crave adventure (and ego-boo), this is the event for you! Entries will be accepted through Saturday's Contestants' Meeting (2:30pm in Program #2). All participants (at least one from each group) **must** attend this meeting. The following will be turned in/discussed at this time:

- completed and **signed** entry form (must be signed by all members of the group)
- **cued** audio tape and completed sound form, and label your tape "play this side" and "wrong side". Please be absolutely positive that your tape is cued to play prior to the meeting.
- 3x5 emcee card — the card must have the following information on it:
 1. entry name
 2. emcee script — please be sure to include any special instructions!
 3. worn by...
 4. designed and/or made by...

You will have time to speak to the emcee at this meeting. Please spell any unusual words phonetically ("Bubba" is the default word if the emcee can't decipher it).

This meeting should only last 30 minutes. The stage will be available for rehearsal from approximately 3:00-5:00pm. Please use this time to your advantage!

All contestants will need to be checked in by the judges' clerk by 6:15pm. She will hand out running numbers and will be assigning you a den mom or dad. At 6:30pm,



FILK, VOLUNTEER, JAPAN

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the contestant line will form in the backstage area and we will open the house for seating. Optional workmanship judging will also begin backstage at this time.

For helpers: Ok, now that the adventurer's have been taken care of, it's time to address the less adventurous.... Have you ever considered volunteering to work the Masquerade? You don't have to wear a costume (basic black is preferred), and you don't have to go on stage, but you still get ego-bool! Without Denizens, Catchers, Pushers, and "Crew", there would not be a Masquerade. These are the unseen people that keep contestants calm, keep costumes together (and pick up the bits that occasionally fall off), keep entries from committing ungraceful exits (like falling off the stage), and keep the Masquerade Director relatively sane throughout the event! If you are up to the challenge, please contact Volunteers and/or attend the 2:30 Contestants' Meeting.

For everyone else: Seating for the Masquerade, located in the East side of the Convention Center (Program #1-3) opens at approximately 6:30, and the event will **start promptly at 7:00pm!**

Here's to a great Masquerade!



Filksinging

Filk. That funny word that means — fun. You've heard about it for years. You see fen carrying large bags filled with paper and oddly-shaped cases into a room, where no one emerges 'til dawn. Sounds emanating from that room can be shrieks, moans, gasps, even a melody or two. You wonder if it is something you should be reporting to Con Security or checking out yourself. Well, to free Security for more serious duties, let's explain those sounds.

Shrieks... are of delight when you hear your (least) favorite politician poignantly punctured, groans as someone just couldn't resist adding the perfect pun, and moans when "BFA" gets requested "one more time!" (What's BFA? Come find out.)

Filk is music with a science fiction/fantasy theme. Which explains the melody or two!

If you'd like to hear more about what goes on in a filk room, come to the panel Saturday afternoon, and listen to the preview. It'll be interesting, informative, and a whole lot of fun. And after all, isn't that the point of conventions?

The bare essentials: Suites 305 and 306 from 7pm-7am. Suite 306 is designated as the "smoking lamp is lit" room. Other than that, munchies will be available, and we don't have to compete with Shriners, Jaycees or smurfs for space.

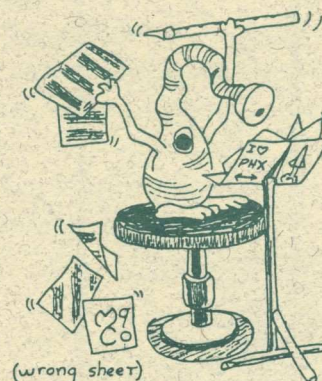
If anything's amiss, see Charles Coons, Filk Liaison for CopperCon Eleven.

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! Just come sign up at our table!

Japanimation

This year's CopperCon has another great program of Japanese Animation showing 24 hours a day throughout the convention! Several people from the Phoenix area have just recently returned from Japan, bringing with them lots of the latest video releases. Plus, we have great equipment to show it on! So if you're a fan of Japanese Animation (or just want to find out what all the excitement's about), you won't want to miss this year's program. Stop by Suite 311 and pick up your schedule.



REGENCY, COMP, GAMES

Regency Dancing

Where: Embassy Room (above hotel lobby)

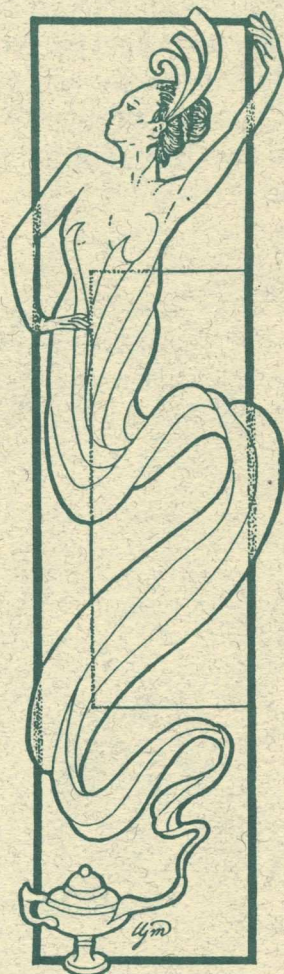
When: Friday & Saturday nights (check Pocket Program for times)

What: a world of genteel manners and courtly words, when you could seduce with a look, and make a promise by a kiss.

How: It's really quite easy... here are some tips — the top of the set is facing the music and the ladies always precede the gentlemen (except in an irregular set like 'Pick Up Sticks').

Who: Anyone who is ambulatory can learn, and wearing a costume is preferred, any kind (just make sure you can breathe...).

Hope to see you all there Friday and Saturday nights!



Computer Room

First the small news — we've been moved! This year we are in the Directors' Room, located just above the hotel's lobby. (Follow the signs!)

Second, the Main News — yes, we have gone into competition with the ConSuite and are offering lots of chips — computer chips, that is, all packed into 16+ different computers. Amigas, IBM's and Clone 286 and 386 computers, all with CGA or better monitors!

We will have one AT and one XT totally devoted to the competition for the best F-16 fighter pilot! Bring a friend or come alone — we are trying to get a prize donated by a computer game company. Sign up early for the competition which begins Saturday at 1pm.

Hey Mech Warrior Phreeks! We've got the newest version for you... *Mech Warrior II*

For those Staff members out there, when you get off duty, come one over — we've reserved one of the best VGA 386's just for you!

And of course, as usual we are bringing back *Lemmings* — how many can you save? Lots of other games will be available to be checked out.

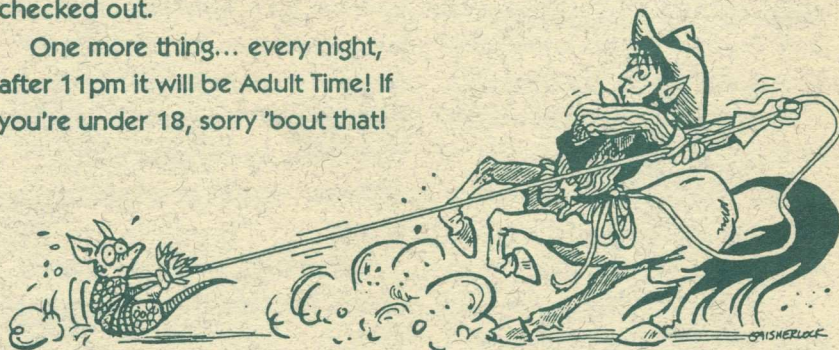
One more thing... every night, after 11pm it will be Adult Time! If you're under 18, sorry 'bout that!

Gaming

Gaming will have something for everyone. When you want to take a break from the panels, Art Show and Dealers' Room, stop on over and try your luck at some of the games that will be running. There will be the old stand-bys (BattleTech, Advanced Dungeons & Dragons) and there will be some new faces (Dark Conspiracy, Frontiers & Empires). Fantasy Games Unlimited will also be there running three of their games (Psi World, Space Opera and Flashing Blades).

The miniature painting contest is broken down into the following categories: small figure, large figure, Mechs and vehicles and dioramas.

Sunday will host the Game Auction, so dust off those unwanted games and bring them down to make some bucks! I would like to thank Waterloo Adventure Games for all their help. Please support your gaming stores in the Valley.



DANCE, FRIDAY PROG

COPPERCON
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Dance

Friday and Saturday nights (in Program #1-3) from 9pm to 3am, experience the sights and sounds of the CopperCon 11 Dance! If you've never been to a con dance, you couldn't pick a better time! We'll have a Balloon Drop and you can Time Warp with us at midnight!

Your con badge is your invitation and we're looking forward to seeing you there! If you have any complaints, suggestions or requests, please feel free to talk to us. We're here for you and we'll do whatever it takes to try to please everyone.



Programming

We have some incredible programs and panelists waiting for you this year! In the program listings below, you'll find the program name, a list of panelists, the day and time of the program, it's length, and a reversed number with a circle around it like this: ①. These circled numbers indicate the room that the program will be held in using the following key:

- ① Convention Center South (B1)
- ② Convention Center Middle (B2)
- ③ Convention Center North (B3)
- ④ Suite 303
- ⑤ Suite 304
- ⑥ Suite 305
- ⑦ Suite 306
- ⑧ Embassy Room (above hotel)
- ⑨ Lawn (in front of 300 suites)

See the map in your pocket program for more location information.

All the latest changes will be posted on Programming Change Boards located outside Registration (in the Convention Center), the Green Room (Suite 302), and inside Convention Operations (Room 150).

Friday

Joe Bethancourt in Concert

Fri • 6:00pm • 90 min • ⑨

Belly Dance Entertainment

Fri • 6:45pm • 15 min • ①

Dawn Murphy

Meet The Pros Reception

Fri • 7:00pm • 60 min • ①

The CuCon Eleven Pros and Panelists

Regency Dance

Fri • 7:30pm • 430 min • ⑧

Schlock I Know and Love: Those Bad Books We Grew Up With

Fri • 8:00pm • 60 min • ④

Marian Crane, Kim Farr, Don Markstein, Maryeileen McKersie

Basic Airbrush Techniques

Fri • 8:00pm • 60 min • ⑤

Larry Vela, Kevin Knuth

Modern Dance

Fri • 9:00pm • 430 min • ②

Safety First:

Getting Laid at a Convention

Fri • 9:00pm • 60 min • ⑤

Michael A. Azzi, Kjartan Arnorsson, Dan Smith, Randall Whitlock, Misty Johnstone

Reading: Michael McCollum

Fri • 9:00pm • 60 min • ④

Murder Mystery: How To Make a Killing at The Con

Fri • 9:00pm • 60 min • ⑤

Dan Smith

Poetry vs Short Story vs Novel

Fri • 10:00pm • 60 min • ④

Adam Niswander, Bruce D. Arthurs, Marian Crane, John-Allen Price

Shamanism

Fri • 10:00pm • 60 min • ⑤

Bob McClure, Cinder Smith, Ken St. Andre

Audio Book Presentation:

Surprise Book

Fri • 11:00pm • 60 min • ④

Companionating Arrangements In Space: How Will Couples Deal With Space Habitats

Fri • 12:00 midnight • 60 min • ⑤

Michael McCollum, Pati Cook, Peter L. Manly, Don Markstein, Dan Smith, Kit Townsend

SATURDAY PROG

Saturday

BIX Demonstration

Sat • 10:00am • 180 min • ④

G. Harry Stine, Jean Goddlin, Peter L. Manly, Nicolas Veenkamp

Weapons at Conventions:

The View from the Convention & Law Enforcement

Sat • 10:00am • 90 min • ①

Dave Foster, Jim Webbert

Numerology: Explanations and Demonstrations

Sat • 10:00am • 90 min • ⑤

Y. Venus Adcock

Computer Art Demonstration

Sat • 10:00am • 90 min • ③

Armand Cabrera

How Much Does Science Fiction Teach?

Sat • 10:00am • 90 min • ①

Pati Cook, Don Markstein, Adam Niswander, Dan Smith

SW Costumers Guild Meeting

Sat • 10:00am • 60 min • ⑧

Solar Water Color Demonstration

Sat • 10:00am • 90 min • ⑨

Sonya Dyer

Costumers' Swap Shop:

Bring Your Wares for Trading and Be Prepared to Deal

Sat • 11:00am • 180 min • ③

Maryeileen McKersie, Mike Azzi, Randall Whitlock, Rikki Winters, Debora Wykle

Get to Know Your

Guests of Honor: Michael, Walter, Armand, Bruce, & Kim

Sat • 11:30am • 90 min • ①

Jim Webbert, Armand Cabrera, Bruce Farr, Kim Farr, Michael McCollum, Walter Jon Williams

SCA Demonstration: Fighting Techniques

Sat • 11:30am • 30 min • ⑨

Belly Dance Entertainment

Sat • 12:30pm • 30 min • ⑨

Dawn Murphy

How to Become

a Collector and Still Eat

Sat • 1:00pm • 90 min • ④

Adam Niswander, Barry Bard, Bruce Farr, Dan Smith, Ken St. Andre, Cathy Yankovich

Medieval Maps and Cartography

Sat • 1:00pm • 90 min • ⑤

Craig Jones

Art and Performance Censorship

Sat • 1:00pm • 90 min • ②

Debora Wykle, Steve Crompton, Larry Vela

Single Stage to Orbit — It Flies in '93

Sat • 1:00pm • 90 min • ③

G. Harry Stine

Live Steel Demonstration by the Empire of Chivalry and Steel, Inc.

Sat • 1:00pm • 60 min • ⑨

Bart Smith, Lenny Byrd, Mary Byrd, Cinda Felton, Les Layton, Jerry Norrish

Lucasfilms Games Video

Demonstration: Discover Some of the Things Armand Creates

Sat • 2:30pm • 90 min • 301

Armand Cabrera

Vampires, Bats, and Cats, Oh My! Vlad the Cat Talks About His Friends

Sat • 2:30pm • 90 min • ④

Diana McClure, Chris Dickenson, Adam Niswander, Lorelei Shannon, Sue Thing, Rikki Winters, Vlad the Vampire Cat

Masquerade Meeting: Mandatory for All Masquerade Contestants

Sat • 2:30pm • 180 min • ②

Gail Wolfenden-Steib

Spacecraft Propulsion in SF Writing: The Art of Matching Propulsion to Plot

Sat • 2:30pm • 90 min • ③

Michael McCollum

Artistic Creativity in Space: How Would It Be Different in Zero G?

Sat • 2:30pm • 90 min • ①

Earl Billick, Pati Cook, Don Markstein, Larry Vela, Cathy Yankovich

Earthlink SF Club

Introduction & Open Meeting

Sat • 2:30pm • 180 min • ⑧

Nohl Rosen

Writers' Chalk Talk: Learn from the Pros with Interactive Questions and Answers

Sat • 4:00pm • 90 min • ④

John-Allen Price, Marian Crane, Adam Niswander, Michael Stackpole

Filking 101: Music to My Ears, and Introduction

Sat • 4:00pm • 90 min • ⑥

Kim Farr, Elizabeth Burnham, Frances Burns, Charles Coons, Sharon Hoyle, Rikki Winters

Lucasfilms Games Slide

Demonstration: Discover Some of the Things Armand Creates

Sat • 4:00pm • 90 min • ③

Armand Cabrera

Glasnost or Something

Sat • 4:00pm • 90 min • ①

Cary Riall, Peter L. Manly, Dan Smith, G. Harry Stine

Sex and Violence

in Japanese Animation

Sat • 4:00pm • 90 min • ⑤

Tom Perry, Frederick Patten

ConNotations Panel: Your Chance to Win Valuable Prizes!

Sat • 5:30pm • 60 min • ④

Matthew Frederick, Margaret Grady, and the ConNotations Staff

American Animation

Sat • 5:30pm • 90 min • ⑤

Fred Patten, Barry Bard, Jim Groat

Masquerade Contest

Sat • 7:00pm • 120 min • ②

SUNDAY PROG

COPPERCON
ELEVEN

Regency Dance

Sat • 9:00pm • 300 min • ⑧

Reading: Walter Jon Williams

Sat • 9:00pm • 60 min • ④

European Fandom:

a Look at WorldCon in The Hague (ConFiction)

Sat • 9:00pm • 60 min • ⑤

Nicolas Veenkamp, Bruce Farr, Jean Goddin, Eric Hanson, Doreen Webbert

Modern Dance

Sat • 9:30pm • 300 min • ②

World Fantasy Con

Meeting: Programming and Hospitality Only

Sat • 9:30pm • 60 min • Green Room

Flirting for the Sake of It: Intercourse for the Mind

Sat • 10:00pm • 60 min • ④

Pati Cook, Eric Hanson, Misty Johnstone, Peter L. Manly, Cinder Smith, Gall Wolfenden-Steib

Fan Fiction Workshop

Sat • 10:00pm • 60 min • ⑤

Matthew Frederick, Kjartan Arnorsson, Elizabeth Burnham, Chris Dickenson, Kim Farr, Eric Hanson, Misty Johnstone, Don Markstein

Gaming Armor:

Climb in and Defeat'm All

Sat • 11:00pm • 90 min room • ⑤

Cary Riall

Audio Book Presentation:

Hitchhiker's Guide to the Galaxy

Sat • 11:00pm • 60 min • ④

Erotica Writers' Panel

Sat • 12:00 midnight • 60 min • ④

Peter L. Manly, Kjartan Arnorsson, Rick Cook, Chris Dickenson, Paul Edwards, Kit Townsend

Sunday

Cosmology: The Makeup of the Universe As We Currently Understand It

2:30pm • Sun • 90 min • ③

Dr. David Burstein

Convention Administration 101: How Does the Committee Really Do It?

Sun • 10:00am • 90 min • ④

Bruce Farr, Pati Cook, Doug Cosper, Frederick Patten, Cinder Smith

Upcoming Films:

What's New From Hollywood

Sun • 10:00am • 90 min • ③

Barry Bard

Intro to Gaming

Sun • 10:00am • 90min • ⑥

Daniel Carver

Overcoming Fears to Pursue Goals: Getting Around Those Early Obstacles

Sun • 10:00am • 90 min • ①

Mark O'Green, Rikki Winters, Philomena Craney

Automotive Art: Media in Motion

Sun • 10:00am • 90 min • ⑨

Larry Vela, Kevin Knuth

Advanced Airbrush Techniques

Sun • 11:30am • 90 min • ⑤

Armand Cabrera, Kevin Knuth, Larry Vela

Lightning Chess: Test Your

Skill & Take on Ken St. Andre as He Plays Multiple Players

Sun • 11:30am • 90 min • ④

Ken St. Andre

The End of the Warbots

Sun • 11:30am • 90 min • ③

G. Harry Stine

WesterColt .45 Meeting

Sun • 11:30am • 30 min • ⑧

World Fantasy Convention Meeting

Sun • 12:00 noon • 60 min • ⑧

Belly Dance Entertainment

Sun • 12:45pm • 15 min • ①

Dawn Murphy

Art Auction

Sun • 1:00pm • 180 min • ①

Fairy Chess:

An Old Game with New Rules

Sun • 1:00pm • 90 min • ④

Ken St. Andre

Total Solar Eclipse: How It Looked From Different Locations

Sun • 2:00pm • 90 min • 301

Cathy Yankovich, Peter L. Manly, Michael Volckmann

Paranormalities:

ESP, Tarot, Astrology, Parapsychology, Numerology

Sun • 4:00pm • 90 min • ①

Sandy Starr, V. Venus Adcock, Pati Cook, Jeanne Saint-Amour, Ken St. Andre, Libby Belliter

Compliments & Complaints

Sun • 5:00pm • 60 min • ①

Doug Cosper, The CuCon Eleven Committee

ROOM KEY

- ① Convention Center South (B1)
- ② Convention Center Middle (B2)
- ③ Convention Center North (B3)
- ④ Suite 303
- ⑤ Suite 304
- ⑥ Suite 305
- ⑦ Suite 306
- ⑧ Embassy Room (above hotel)
- ⑨ Lawn (in front of 300 suites)

See the map in your pocket program for more location information.

COMMITTEE

Committee

Chair	Doug Cospers
Treasurer	Margaret Grady
Art Show	Doreen Webbert
Business Liaison	Barry Bard
Computer Room	Ike Dewey
ConSuite	Jeanne Hilary- & Stephen Burroughs
Dances	(popular) Carey Holzman (Regency) Cynthia Webbert
Dealers' Room	Dave Hiatt
Filksinging	Charles Coons
Gaming	Bill Hall
Guest Liaison	Jim Webbert
Historian	Jim Cryer
Hotel Liaison	Anita Bilek
Japanimation	Tom Perry
Logistics	Shahn Cornell
Masquerade	Gail Wolfenden-Steib
Operations/Security	Dave Foster
Programming	Mike Willmoth
Publications	Matthew Frederick
Registration	Molly Hildebrand
Staff Lounge	Eileen Phillips
Video/Film	John Williams
Volunteers	Stephanie Bannon

Artist Credits:

Armand Cabrera	1
George Barr	2, 4
Christine Mansfield	5
Karen Kuykendall	6
Gilead	7
Marian Crane	7
Linda Michaels	8
Sherlock	8
Schmidt	9
Ingrid Neilson	11
Deb Dedon	12



AUTOGRAPHS



Printed entirely on recycled paper with earth-friendly press chemicals & inks.