

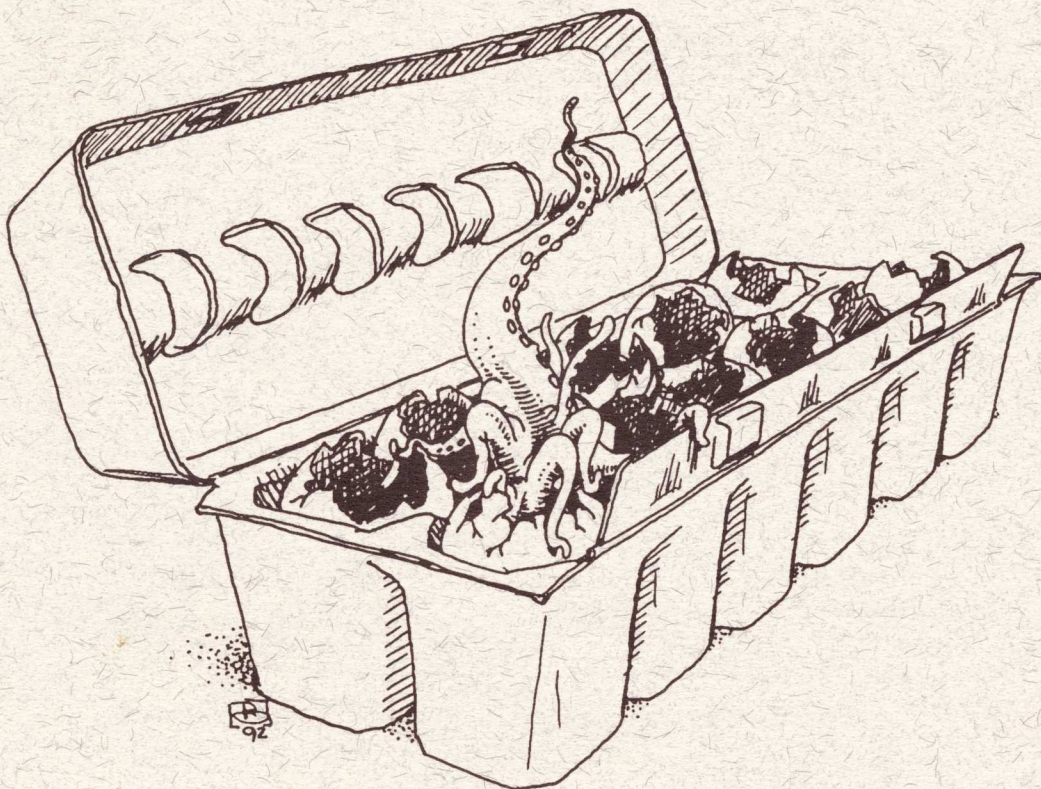
CopperCon 12

SCIENCE FICTION CONVENTION

September 11-13, 1992

Alan Dean Foster

Roger Zelazny





CopperCon 12

September 11 - 13
at the Camelview Resort

Committee

Chair	Matthew Frederick
Banker	Doug Cosper
Art Show	Ray Gish
Dealers' Room	David Hiatt
Gaming	Gregg Fischer
Guest Liaison	Lee Whiteside
Historian	Len Marinaccio
Hospitality	Mark Boniece
Hotel Liaison	Lea Schultz
Japanimation	Tom Perry
Masquerade	Frances Burns
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Green Room	Liz Kestner
Publications	Patti Hultstrand
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Greetings from the Chair

by Matthew Frederick

Welcome to the 12th Annual CopperCon Science Fiction Convention. Each year we try to bring you the best in science fiction authors and an atmosphere that gives you an opportunity to get to know them and their works — this year I'm sure we meet that criteria.

After basking in the afterglow of the first convention I attended (I still bask after 14 years), I knew that if I ever ran one, Roger Zelazny would have to be my Guest of Honor. Later, after having read many of Alan Dean Foster's works, I knew that he, too, would need to be one. Amazingly, I got my wish (even if it wasn't the *first* convention I chaired). I've enjoyed the work of these two men for many years, and I hope you'll enjoy meeting them as much as I have. For more thoughts about our guests, see their sections later in this booklet.

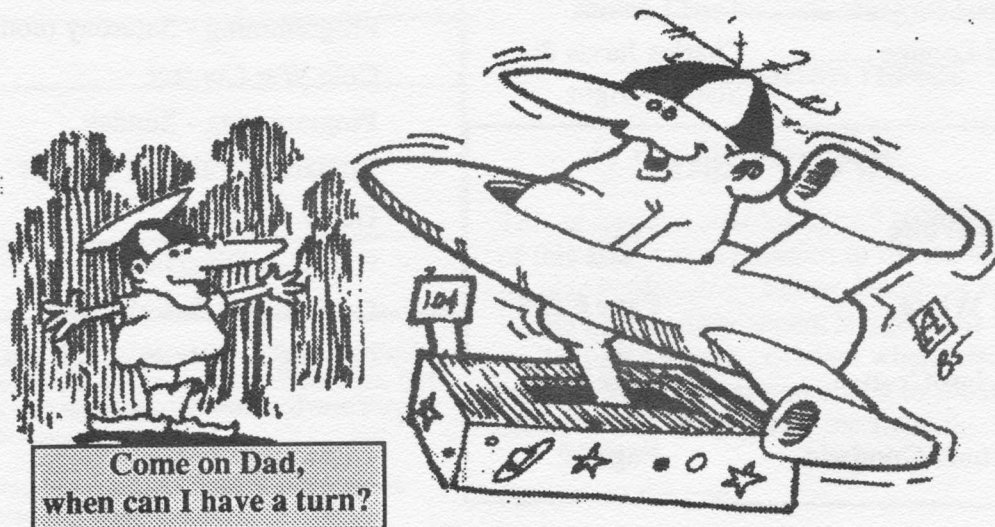
In the last couple of issues of *ConNotations*, our quarterly club magazine, a fair amount of space has been reserved for discussions of convention etiquette. We, like virtually every other convention on the planet (not *just* science fiction conventions,) have attendees who feel that for three days they're released from the constraints of adult behavior. For those of you who feel that way, I have bad news.

Yes, conventions, particularly science fiction conventions, are an opportunity to let your hair down and your quirks out. Whether you like to wear costumes, mask your identity by using a

badge name, are fanatical about who's the best captain of the *Enterprise*, enjoy role-playing more than "real life", or whatever slightly-socially-aberrant behavior you enjoy, a SF convention is your opportunity to show it. Note that I said *slightly* aberrant. That doesn't include destroying other people's property, or getting into a fight, or *anything that infringes on other people's enjoyment of the con*, including mine, and I won't enjoy it if anyone damages the hotel. Please act like an adult, a strange adult if you must, but an adult nonetheless.

CopperCon is sponsored by the Central Arizona Speculative Fiction Society, Inc. (CASFS, or *cas-fis*), a 501(c)3 non-profit corporation that runs CopperCon, the HexaCon gaming conventions, the SmerfCon convention-running conventions, and occasional regional conventions like Westercons and the 1987 NASFiC. We do it because we like science fiction and SF conventions. We are all volunteers — none of us makes even a penny — and we could use your help. If you're interested, contact Stephanie at the Volunteers table in registration. Whether we remember to say so or not, we *really* appreciate your help.

Have a good convention and enjoy your time with us. If you have any suggestions on how to make the convention better, come to the Compliments & Complaints panel Sunday afternoon. We really want to hear from you.



Roger Zelazny and the Endless Reply Cards

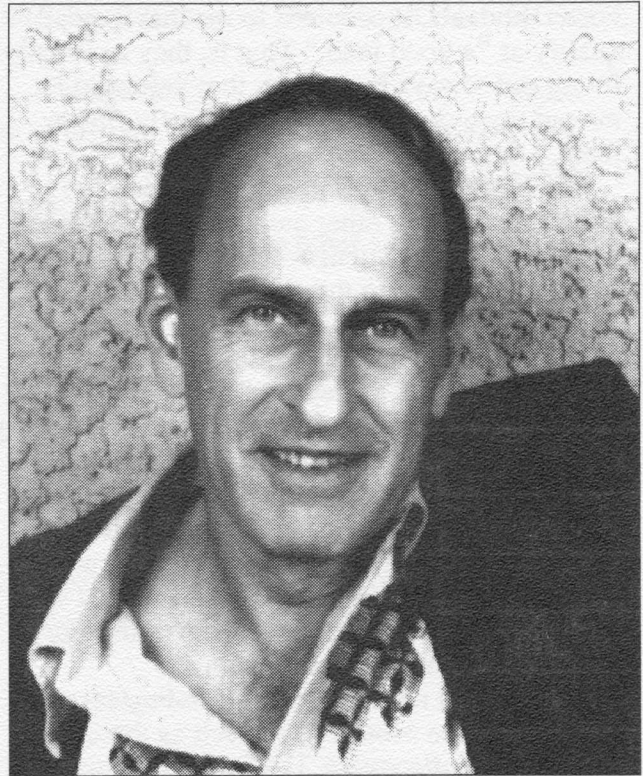
by Matthew Frederick

I owe a debt of gratitude to the Science Fiction Book Club, and I don't know how to pay them back.

For several years, if you joined the SFBC, you received Roger Zelazny's *Chronicles of Amber* and 4 other books of your choice for just \$1.00 (you had to agree to send their little cards back for the rest of your life, but geez, just one buck). I hadn't heard of Mr. Zelazny then, and I'm certain I wouldn't have ordered his works if I'd had a choice, but now I'm happily paying more than 50 times that in search of *Amber* first editions.

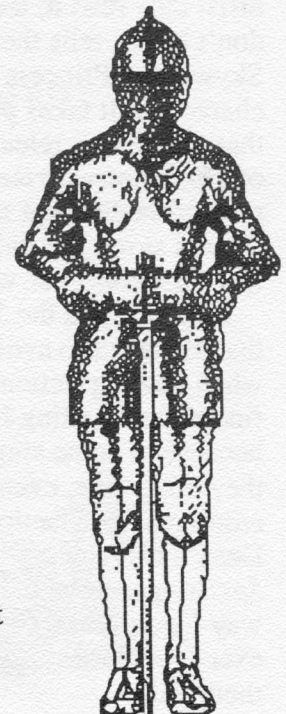
Those books actually changed my life and my perception of the world — I was just a young teenager at the time, and the possibility that reality was just a reflection of my desires was still a foreign thought. The Machiavellian intrigue was fantastic, with brothers and sisters at each others' throats (much like me at my brothers' throats), held back somewhat by the fact that they were family. The protagonist wasn't infallible, nor was he entirely "good" — looking out for number one is much more real than endless altruism. When I heard that Mr. Zelazny was writing a second series, my heart leapt — *Amber* was probably my favorite place to live, certainly more exciting than my real life. I enjoyed it even more, and I look forward to going back there again some day.

Amber wasn't all, though. *Lord of Light* sparked an interest in other religions. *The Changing Land* and *Dilvish the Damned* brought me into a fascinating universe where demons were both less and more than you bargained for. *Jack of Shadows* introduced a form of magic to me that was slicker than anything else I've found to date. *Eye of Cat* piqued my interest in things metaphysical. *Bring Me the Head of Prince Charming* had me laughing from beginning to end. I could go on and on, but suffice it to say that those and all of the other books and short stories of his considerably brightened by life.



And apparently not just mine. When I began to tell other people that he was to be one of CopperCon's Guests of Honor, I heard more excited voices and positive comments than I would have ever guessed. Roger Zelazny is a master storyteller with visions of worlds and characters that are truly incredible.

Thank you, Science Fiction Book Club, even if you don't know what you did (and I've received dozens of books I never wanted). And thank you, Roger, for some of the best times of my life.



Alan Dean Foster - A Good Read

by Matthew Frederick

After having read a dozen or so of Alan Dean Foster's novels, it occurred to me that they all qualify as "a good read." That is, they're usually funny and always intriguing, they refuse to let me put them down, and when I finally finish them, I feel sated.

Mr. Foster manages to avoid the pitfalls I often encounter in other authors' books. Some make me feel impatient — I want to skip a paragraph, saying to the ether, "Alright, I get point — let's move on." Others spew out page after page of excruciating description — details about the kinds and shapes of the food stains on a character's shirt, the length (in meters) of every building, hallway, and throne, and how the landscape before us is reminiscent of someplace I've never seen. Mr. Foster's books instead invoke a very tangible reality in a minimum of words. Each sentence tells me something I want to know; and every paragraph moves the story along. It's wonderfully refreshing.

After I read my first Alan Dean Foster novel (*Splinter of the Mind's Eye*) I felt as though I'd made a great discovery. I had to tell all my friends about the excellent story I just read and insist they read it, too. *Splinter*, for those who don't know, tells the further adventures of Luke Skywalker, Princess Leia, and other *Star Wars* characters. It takes places (and was written) after that movie was released, but before the existence of *The Empire Strikes Back*. I was sorely disappointed to discover that *Empire* didn't tell Alan Dean's story, nor did it reflect most of the events therein — *Splinter* was much more interesting.

Later I found the *Spellsinger* novels — books that managed to avoid my biggest pet peeve when reading fiction. In other authors' works I find myself getting frustrated with the characters because of some stupid move or foolish action they undertake, even though common sense and emotional satisfaction dictate otherwise. Alan Dean's characters — in the case of the *Spellsinger* novels, Jon-Tom — behave much the way I would in a similar situation. These are excellent stories; if you missed them, go get them today.



Glory Lane, *Quozl*, and *Cat•a•lyst* all have one great thing in common — they're very funny. A book that makes me laugh out loud and won't let me put it down is ideal.

Cyber Way taught me about the people living in my own backyard... *The Damned* series has focused on the features and the foibles of the human race... I could go on and on telling you how much I enjoyed each Alan Dean Foster novel I've read, but let me just summarize by saying that every one of his books are a good read.

COSMIC COFFEEHOUSE

Everyone is invited to the Friday night social event, where Moss Eisley meets Haight-Ashbury, we are calling the "Cosmic Coffeehouse." There will be a cash bar, prizes for costumes, improv, and an all-around "funky" club-like atmosphere. A great place to hang out and converse with the pros.

The social event will begin at 7 pm in Navajo A & B rooms with Opening Ceremonies and Meet the Pros. After that, you are on your own to mingle with the pros or just hang out and watch everybody go by. It will be the place to be Friday night!

The Camelview Resort

by Matthew Frederick

Welcome to CopperCon 12, the first fan convention to be held at the Camelview Resort. To ensure as pleasant a stay as possible, we would like to familiarize you with the hotel.

Room Rates: The room rate for CopperCon members is \$39 for single through quad occupancy (this means up to four people can sleep in a room). The hotel will require a \$50 per room damage deposit. The deposit will be refunded at check-out if there is no damage to the room.

Parties: The Mountain Wing has been reserved for attendees who wish to hold parties (or don't mind trying to sleep around them). Please register your party ahead of time with the Convention Office (located in room 222 on the second floor of the Mountain Wing).

Signs: You may post signs on painted surfaces only, and you must use masking tape doubled-up (butterflied) on the back of the sign. If you have any doubts about the suitability of a sign or its

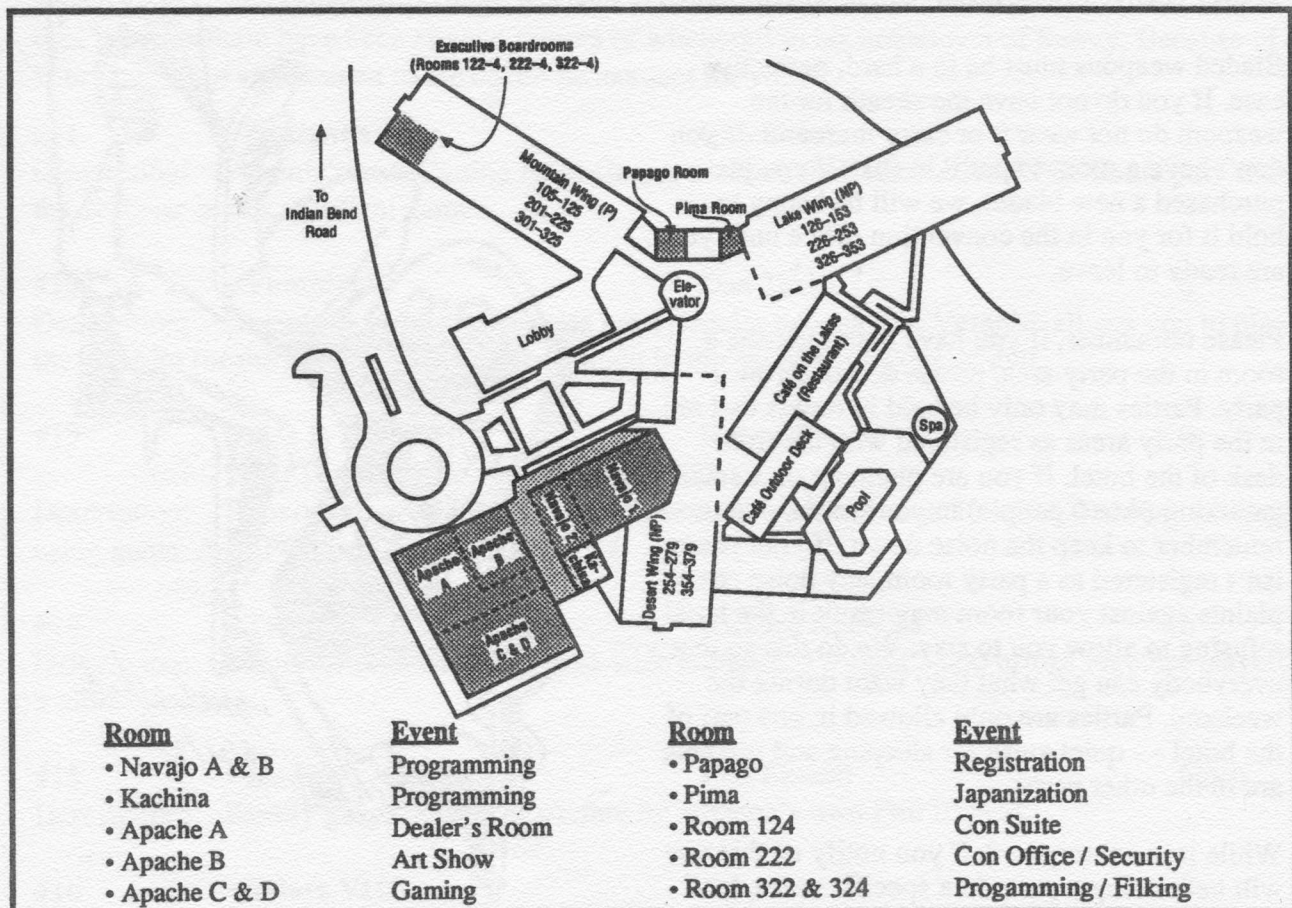
location, please ask at the Convention Office.

Restaurants: The Café on the Lakes will be open from 6:30am to 10:00pm during the convention. Other restaurants are available within easy driving distance (ask at the Volunteers table in the Papago Room), but we do recommend the Café for its convenience and reasonable prices.

Alcohol: Attendees who are of legal drinking age may purchase alcoholic beverages from outside the hotel and bring them into their hotel room. Please remember that the legal drinking age in Arizona is 21 years and that underage drinking laws will be strictly enforced.

Damage: If any damage occurs, the hotel will charge you for repair/replacement costs, and will prosecute!

Questions: If you have any questions about the hotel or need the assistance of the hotel, please contact Lea Schultz, our Hotel Liaison, or Bruce Farr, her assistant, through the Convention Office (room 222). They'll be happy to help.



Convention Rules & Security

Security at the con has many functions including making certain that people are where they should be and aren't where they shouldn't be, helping with moving people in and out of the "big events" like the Masquerade, and a variety of other things. We're also out there in the parking lots watching over your cars to help eliminate any theft or vandalism. We are usually very successful, but we seem to be most visible when something has gone wrong.

By now we all know the rules of operating within modern society, so I won't go into them. Just realize that we are still working within those guidelines, not some fantasy world where anything goes. We also know what is expected of us at a con, so I won't go into detail very much. Just a few notes of interest.

Real or realistic firearms are not allowed. Period.

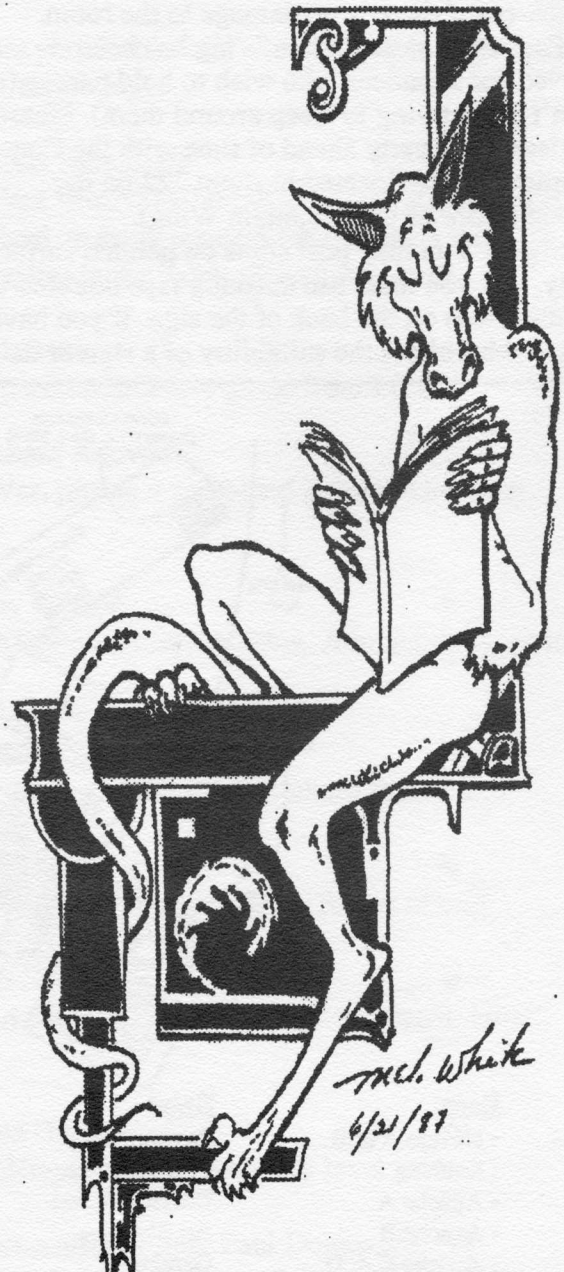
Bladed weapons must be in a hard, protective case. If you do not have the sheath for the weapon, do not wear it or carry it around. If you don't have a room to put it in (like if you just purchased a new blade), we will be happy to hold it for you in the convention office until you are ready to leave.

Please remember, if you have not requested a room in the party area, please do not throw a party. Parties may only be held in rooms that are in the party areas as registered with the front desk of the hotel. If you are planning on a small gathering (4 to 6 people) in your room, please remember to keep the noise down. If your room isn't registered as a party room, any noise complaints against your room may result in the hotel refusing to allow you to stay. We do this so that everybody can get what they want during the weekend. Parties are only allowed in one part of the hotel — quiet areas for sleeping and relaxing are in the other parts.

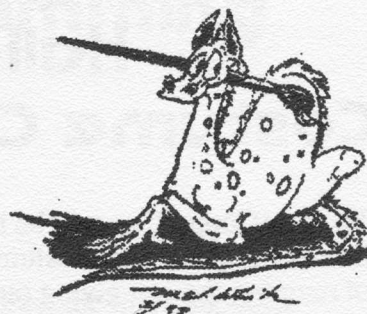
While it is not required, if you notify us that you will be holding a party in a specific room, loud

noise coming from there won't need to be investigated.

Please don't do stupid things — after all, this is your home (and the home of 1,000 others) for the weekend. If we all work together, we can make this a very enjoyable weekend for everyone and will come back next year.



Dealer's Room - CopperCon 12



by David Hyatt

Greetings and welcome to the Dealer's Room. As usual we have an interesting assortment of goods for your perusal and purchase, including some new dealers:

Adam's Bookstore will have their usual assortment of used and collectable books and magazines, as will **Bent Cover**. **Caer Ananda** will have new books, magazines, jewelry and filk tapes.

Fantasy - Past, Present & Future (otherwise known as Bary Bard) will have his usual eclectic assortment of books.

Roaming Panther and **Waterloo Games** will have a plethora of merchandise for the gamers, and **Wolfstar Art & Miniatures** will have painted figures as well as art, fanzines and jewelry.

Genistar Productions will be carrying SF magazines and related materials, and **Unlikely Publications** will also have 'zines as well as jewelry, tapes and songbooks.

Moirandall's Miscellaneous features basic costuming items. **Tomes & Treasures** will be selling their usual assortment of wares, as well as new goodies from parts unknown.

Stalking Moon and **Dark Dragon Comics** will have comic books and comic related stuff.

Nighthawk Studios features bookmarks, artwork, beaded headpieces and a few surprises.

The houligans at **GraphXpress/P.F.F.S.** will be hawking comics, buttons, T-shirts and miscellany. And **David Hanson** has promised model kits.

And lastly, **Hagar and Helga** will be parting with used books, unused books and comic books so some of you will help spread out the clutter.

The Dealer's Room hours will be:

- Friday 2 - 7 pm
- Saturday 10 am - 7 pm
- Sunday 10 am - 4 pm

So come to the L-shaped room, browse through all the neat stuff, and trade your dollars, shekels, cubits, imperial credits - or whatever currency individual dealers will accept - for goods from all the realms of the multiverse.

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CONVENTION REGISTRATION

Registration Hours:

Thursday - 6 - 9 pm for staff badge pick-up
 Friday - 11 am - 9 pm
 Saturday - 9 am - 9 pm
 Sunday - 9 am - 1 pm

Membership Rates:

• Pre-con memberships = \$25.00
(Pre-register - Save time and money)
 • Membership at the door = \$30.00
(for entire weekend - 3 days)

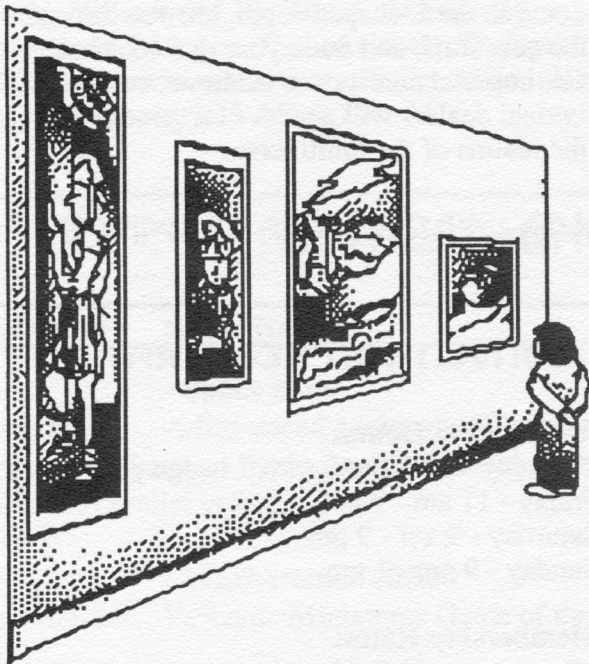
Daily memberships:

• Friday only = \$15.00
 • Saturday only = \$20.00
 • Sunday only = \$10.00
 • Saturday & Sunday only = \$25.00
(Available at the door only)

Hall Costume Contest

This year CopperCon will be holding a Hall Costume Contest. Hall costume judges will be out roaming the con giving out awards to costumes that catch their eyes on Friday and Saturday until the masquerade. All hall costume winners will be eligible for a prize drawing that will be held during the masquerade intermission. Winners must be present to win.

In addition, hall costume winners who wear a costume to the masquerade will be given preferential seating. So dig those costumes out of the closet and wear them down at the con.



Art Show Hours

Location: Apache Room B

Hours:

- Friday 2:00 - 9:00 pm
- Saturday 10:00 am - 7:00 pm
- Sunday 9:30 - 11:30 am

Art Auction: Sunday at 1:00 pm

CopperCon Masquerade

CopperCon Masquerade will be Saturday evening. In addition to the regular ribbons we will be giving three prizes. The prizes will be a hardcover edition of one of the guests of honors books that will be personally autographed for the winners; only one prize per entry.

To be in the Masquerade your entry must be received by Saturday morning at 10:30 am. There will be a contestants meeting Saturday afternoon, a representative from each entry must be at the meeting.

The stage will be 12 ft. x 16 ft. We will have default lighting only. The default lighting will have the house lights down and the stage lights on. We will be going with the standard rules of the following:

- Keep costumes up/down to a PG-13 rating.
- Do not slime the stage.
- Take all your props with you.
- The masquerade director has the final say on all weapons, etc.

Volunteers for the behind stage crew will be gratefully put to work. There will be special seating for hall costume winners who are in costume, blood donor and wheelchairs. I hope to see lots of costumes both on stage and in the audience. See you at the Masquerade.



Japanization

Come by the Pima Room to experience 24-hour Japanese Animation at it's finest! We'll give you more animation than any one human can handle.

Regency Dancing

by Cynthia Webbert

Regency Dancing . . . From the time when a man was expected to dance as well as he could dual - or better (one could be forgiven for not dueling).

It was an era of Wordsworth, Keats and Byron. When Jane Austen was the leading author of the day.



Regency Dancing is unhurried and genteel, when a gentleman was a gentleman and the ladies rules supreme.

There will be Regency Dancing both Friday and Saturday nights for your dancing pleasure!

Con Suite

Room 124 is the place to be because that's where the Con Suite will be, and that also means all the food and drinks will be there too. So, come by to munch and chat with all who dares to wonder in.

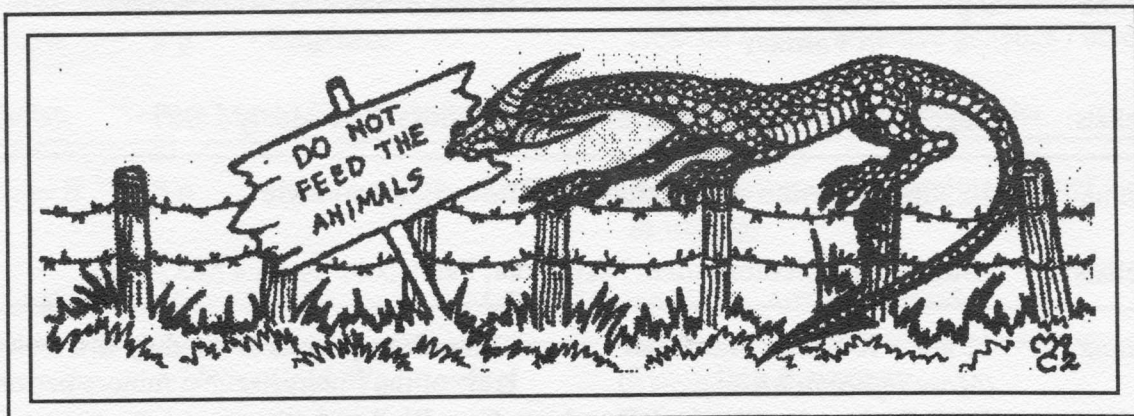
Volunteers

We always need willing hands to assist in everything that needs to be done. If you have already volunteered, please be sure to check in at the volunteer desk and we'll be more than happy to put you to work.

If you would like to volunteer just sign-up at the volunteer desk and you will become one of the special recipients of all benefits one gets by being a Con Volunteer.

X-Rated Broadcasting with the Enterprise

Come to the Kachina room Friday night at 12 midnight if you ever wondered what the crew of the Enterprise does when the cameras aren't rolling? Presented in the grand tradition of the Orpheus Theater - radio broadcast style - 3 short and steamy looks at off-duty life in the 23rd and 24th Centuries !! No minors will be permitted.



CopperCon 12 Programming

Friday

<u>Room</u>	<u>Time</u>	<u>Panel Name</u>	<u>Description</u>
Kachina	1:30 p	• Dinosaurs	If you know the difference between a Hadrosaur and a Sauropod, this panel's for you!
Panelists:	Dr. Jane Robinson, Diana Gabaldon, Rick Cook, Cinder Smith		
Kachina	3 p	• World Events: 1 year later	How close were the predictions from last year's "Russia: Where from now?"
Panelists:	Pete Manly, Mike Stackpole, Michael McCollum, Cary Riall		
Kachina	4:30 p	• Series Continuity	How to be innovative yet consistent.
Panelists:	Alan Dean Foster, Roger Zelazny, Simon Hawke		
Kachina	6 p	• Body Language in Costuming	It's more crucial than you know!
Panelists:	Gail Wolfenden-Steib, Dr. Jane Robinson, Maryeileen Flanagan		
Navaho A/B	7 p	• Opening Ceremonies / Cosmic Coffeehouse	Meet the Pros in an all-around "funky" club-like atmosphere. There will be a cash bar, prizes for costumes, improv and it's a great place to hang out. Everyone is invited!
Kachina	7:30 p	• The Great White Shark: Fiction to Fact to Fiction	Video presentation by Alan Dean Foster.
Kachina	9 p	• Magical Systems in Fantasy	It's more than just "Abracadabra"!
Panelists:	Roger Zelazny, Rick Cook, Cynthia McQuillin, Pete Manly		
Kachina	10:30p	• Alternative Relationships: Love Heinlein Style	
Panelists:	Arthur Loy Holcolm, Adam Niswander, Pati Cook, Cynthia McQuillin		
Kachina	12 am	• X-Rated Star Trek (More information on pg. 10)	Three steamy looks at off-duty life with the crew of the Enterprise. No minors permitted.
Panelists:	Chris Dickenson, Elizabeth Burnham, Cary Riall and others		

CopperCon 12 Programming

Saturday

<u>Room</u>	<u>Time</u>	<u>Panel Name</u>	<u>Description</u>
Navajo A	10:30a	• Weapons Courtesy	Do's and don'ts.
Panelists:	Cary Riall, Randall Whitlock, Pati Cook, Henry Vanderbilt		
Navajo B	10:30a	• Creating Personas	In writing, hall costuming and gaming.
Panelists:	Samantha L. Nocera, Bruce D. Arthurs, Marian Crane		
Navajo A	12 p	• Historical Costuming	Interesting ways to look "period".
Panelists:	Pati Cook, Randall Whitlock, Maryeileen Flanagan		
Navajo B	12 p	• Meet Roger Zelazny	With who else, but Roger Zelazny!
Kachina	12 p	• Space club Presentation	With Henry Vanderbilt.
Navajo A	1:30 p	• Cold War Contact	Premise for Arizona's first "hyper-panel". (Must sign-up at volunteers desk to participate. More information on pg. 14)
Navajo B	1:30 p	• Theories of Reality	Discussion on quantum mechanics, virtual reality and writing fiction.
Panelists:	Dr. Jane Robinson, Saul Scudder, Arthur Loy Holcomb		
Kachina	1:30 p	• Pattern Workshop	How to adapt line drawing to a usable pattern.
Panelists:	Sponsored by the Southwestern Costumer's Guild, plus others will participate.		
Kachina	3 p	• Eugenics	How far should selective genetics / breeding go?
Panelists:	Pete Manly, Samantha L. Nocera, Maryeileen Flanagan, Saul Scudder		
Navajo B	3 p	• Incorporating Mythos	How to adapt existing cultural belief systems in writing.
Panelists:	Simon Hawke, Daryl F. Mallett, Marian Crane, Adam Niswander		
Navajo B	4:30 p	• Cold War Contact	Debriefing & wrap up

CopperCon 12 Programming

Saturday (con't)

<u>Room</u>	<u>Time</u>	<u>Panel Name</u>	<u>Description</u>
Kachina	4:30 p	Upcoming in Science Fiction & Fantasy in Media	
Panelists:	Lee Whiteside, Daryl F. Mallett, Arthur Loy Holcomb		
3rd Floor	4:30 p	Special Effects Makeup on a Budget	With Dave Davies
Dinner Break & Masquerade			
Kachina	9 p	UFO Spoofs Slide Show	With Misty Johnstone
Navajo A	10:30p	Interesting Supernatural Phenomena	
Panelists:	Cynthia McQuillin, Diana Gabaldon, Samantha L. Nocera, Mykal Antczak		
Navajo B	10:30p	How far will computers go in 20 years ?	Will you have a Cray on your desk?
Panelists:	Rick Cook, Ken St. Andre, Saul Scudder, Patrick Conners		
Navajo A	12 a	Adult Popsicle / Peach Contest	Come watch people eat in a . . . well, ummm, interesting way! Not for the wasily offended. No minors permitted.

Cold War Contact

The year is 1965 - the Cold War is at its height. Suddenly, from out of the blackness of space comes an alien ship. "People of Earth," they broadcast, "We come in peace. We are here to establish contact with your planet and wish to land in Earth's leading nation." What will the UN Security Council do?

Are we remaking War of the Worlds? No, this is the premise of Arizona's first "hyper-panel." There will be several teams, each representing a member of the UN Council (US, USSR, Cuba, UK and China), plus a secret alien team.

We need team players! Or you can try your luck at running your own country. To participate, sign-up at the volunteers desk. Then meet in the Navajo A room Saturday at 1:30 pm for the event. Also, the debriefing and wrap-up will be at 4:30 pm Saturday in Navajo B room.



CopperCon 12 Programming

Sunday

<u>Room</u>	<u>Time</u>	<u>Panel Name</u>	<u>Description</u>
Navajo A	10:30a	• Division between SF & F	Where do you draw the line? Should a differentiation be made?
Panelists:	Roger Zelazny, Pete Manly, Bruce D. Arthurs, Arthur Loy Holcomb		
Navajo B	10:30a	• Computer Gaming	What's hot, what's not & how to get started in the field.
Panelists:	Ken St. Andre, Henry Vanderbilt, Patrick Connors		
Navajo A	12 p	• Meet Alan Dean Foster	With Alan Dean Foster, of course.
Navajo B	12 p	• Punfight at the OK Corral	Like Callahan's!
Organized by Randall Whitlock			
Navajo A	1:30 p	• Creating Universes	Come learn from the best.
Panelists:	Alan Dean Foster, Michael McCollum, Rick Cook		



Miniatures Painting Contest

All entries must be received by Saturday at 8:00 pm. There are Master's and an Open Class with the categories being the following:

- Small Figure
- Large Figure
- Mech / Vehicle
- Diarama

Judging will be at 10:00 am Sunday. Please pick-up your miniatures by 3:00 pm Sunday.

Game Auction

The Game Auction will be at 1:00 pm Sunday. All items must be turned in for the auction by 8:00 pm Saturday.

Games & Diversions

by Gregg Fischer

Welcome to Games & Diversions. This year, we've got an expanded game area with lots more gaming. We're going to run 24 hours with scheduled tournaments running at the following times:

- **Friday** **5:00 pm - 12:00**
- **Saturday** **8:00 am - 12:00 am**
- **Sunday** **8:00 am - 1:00 pm**

Events include Warhammer Fantasy Battle, Warhammer 40,000, Bladestorm Space Marine, Battlemasters, Star Wars RPG, Bushido, Psi World, Villians and Vigilantes, Rolemaster, Champions, Vampire, Call of Cthulu, Twilight 2,000, Shadowrun, Micro-armor Centurion, plus lots of Battletech and AD & D.

Also several local game designs and companies are going to be running their games including Cutting Edge Games (Age of Ruin and Badlands), Flying Buffalo (Lejeutia and the new Nuclear Proliferation), and Phil Eklund will be doing his Lords of the Sierra Madre and Insectra games.

Also, we're arranging to have the GDW play test team show-up to demonstrate the new Gary Gygax game, "Dangerous Journeys."

All of this, plus the usual Miniature Painting Contest and Game Auction on Sunday. So stop on by to gaming rooms Apache C & D and we'll keep you busy.

Game Event Descriptions

# of Game	Game Name	Referee	No. of Players
#1	• Space Hulk	Bryan Gabbard	8
Description:	A fast-paced game where space marines, fanatical warriors equipped with awesome weapons and armor, battle the dreaded Genestealer invaders, terrible alien monsters, aboard a mazelike derelict vessel.		
#2	• Warhammer 40,000	Glenn Piper	6
Description:	Fantastic Miniatures Game of the far future.		
#3	• Beginning Battletech	George Holmes	Open
Description:	Introductory level game of Fasa's Game of Combat, between the mighty warriors of the 30th Centurey. No experience necessary.		
#4	• Battlemasters	Bill Mall	4
Description:	Milton Bradley's new game of miniatures pitting the forces of chaos against the empire.		
#5	• Centurion	John Bard	16
Description:	Futuristic Tank Combat Game, set in the world of Renegade Legion. Game is played in teams depending on sign-ups. No experience necessary.		

Game Event Descriptions

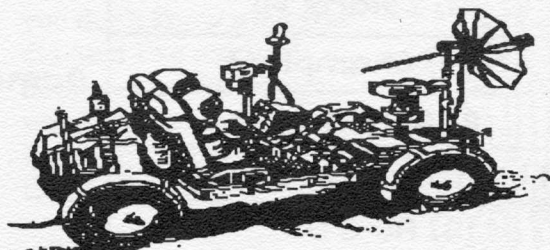
# of Game	Game Name	Referee	No. of Players
#6	• Space Marine	Henry Tyler	6
Description:	Workshop's game of mass combat set in the 41st century.		
#7	• Shadowrun	Fred Guill	6
Description:	Set in the near future. This dark and grim world awaits you, where magic and technology meets.		
#8	• AD & D	Kieth Bernard	6
Description:	This scenario is set in the Dark Sun Universe. Sponsored by the RPGA.		
#9	• Psi World "The Hammer Shall Strike"	Jerry Bryant	6
Description:	The Psi-Police have located two young Psis. The enclave has sent you to recover them before the Psi-Police find and lobotomize the teenagers. Set in scanner like world, this game is for anyone. No experience necessary.		
#10	• Call of Cthuhlu "The Surrey Enigma"	Jerry Bryant	6
Description:	Investigators travel to Scotland at the request of an old friend. His story is a simple one, it seems there have been strange rumors of witchcraft in his hometown of Surrey. Because of your friendship and interest in the occult he has sent for you.		
#11	• Badlands	Clay Gibson	6
Description:	Phoenix's own Cutting Edge Games presents their alternative RPG. Come play with the designer in this excellent game.		
#12	• Vampire	Dan Tech	6
Description:	One of the gaming industries most popular new games. Vampire allows you to play the vampire (or the hunter). Join Dan for a night in this wonderful game of evil.		
#13	• AD & D "The Terrible Tomb of Lum the Mad"	Robert Barber	6
Description:	Robert Barber is one of Phoenix's best AD & D referees. Join him for what will be a using game. An RPGA sponsored tournament.		
#14	• Twilight 2,000	Richard Knowles	6
Description:	Set in the future after a world-wide collapse, Twilight 2,000 brings together players in a military setting.		
#15	• Insecta	Phil Eklund	Open
Description:	Family game of Insecta warfare by Arizona's own Phil Eklund.		
#16	• Solars VIII	Dave Peters	8
Description:	Arena style combat set in the Battletech world.		

Game Event Descriptions

# of Game	Game Name	Referee	No. of Players
#17	• Champions	Jim Pacek	6
Description:	Superhero role-playing in the modern era.		
#18	• AD & D	Mark Trobl	Open
Description:	So, you think your favorite AD & D character has what it takes? The doors to the Temple of Heroes stands open, awaiting ALL challengers. This special tournament will run starting at 4 pm on Friday in one-hour blocks, all weekend. See sign-up sheet for special instructions.		
#19	• Battletech "Going for the Gold"	Bill Mall	Open
Description:	Bill Mall's perennial remote game of team play Battletech. This conversions game is a raid on Clan Space in order to steal much needed Clan technology.		
#20	• Warhammer Fantasy Battle	Robert Hembrode	4
Description:	The Empire lies beseiged of evil, its borders wasted by hordes of Chaos Raiders. Yet a darker cloud now looms. The forces of Chaos have raised an army beneath their banners the likes of which no man has ever seen. The future of the Empire lies in the hands of its noble lords.		
#21	• Bladestorm	Bill Scott	4
Description:	Undead -vs- Samarai village in this fast-paced miniatures game from I.C.E.		
#22	• Microarmer	Richard Knowles	6
Description:	Miniature tank battle set in the Korean War, pitting a combined British/American force against the North Koreans.		
#23	• Age of Ruin	Clay Gibson	6
Description:	Cutting Edge Games first release of Post Holocaust role-playing. Join the designer in this alternative rol-playing game.		
#24	• Champions	Richard Knowles	6
Description:	Superhero rol-playing at its finest under the master hands of Richard Knowles.		
#25	• Lejeutia	Steve Compton	6
Description:	Join in the fun with Lejeutia's co-designer and do battle with the forces of evil.		
#26	• Paranoia	Bill Scott	6
Description:	The computer says to play this game, and we all know the computer is right. Hilarious fun in a very humorous world.		
#27	• Bushido	Fred Guill	6
Description:	Oriental role-playing set in the world of Nippor. An introductory level game.		
#28	• AD & D	Robert Barber/Mike Long, Paul Dockwarth	18
Description:	"The Company of Krandar" The round AD & D main event. Sponsored by RPGA.		

Game Event Descriptions

# of Game	Game Name	Referee	No. of Players
#29	• AD & D "Shhh . . ."	Paul Duckworth	6
Description:	Master AD & D referee takes you into the adventure of your life (at least this one's).		
#30	• Lords of the Sierra Madre	Phil Eklund	Open
Description:	Game designer, Phil Eklund's game of the Old West. An excellent game.		
#31	• Advanced Heroquest	Bryan Gabbard	6
Description:	Do you like carnage on an epic level? If you do, join five other adventurers into the depths of a fantasy dungeon, where you wither make it or die.		
#32	• Villians & Vigilantes "For the Greater Good"	Jerry Bryant	6
Description:	The original fast-paced RPG of super heroes and villians.		
#33	• Rollmaster "Diadem's Prize"	Jerry Bryant	7
Description:	At the request of Queen Jazzmar, your band of hardy adventurers set off in search of the "Golden Eye," an unholy relic of Diadem, the god of black magick.		
#34	• Vampire "Awakening"	Jerry Bryant	6
Description:	Lying deep in torper beneath the Mayan tombs is a most ancient methuselah. But you havelearned where he rests and so you search for him . . . Soon his essence will be yours.		
#35	• Star Wars	Eric Pickrey	6
Description:	Adventure in the world of the Star Wars movies in this exciting RPG.		
#36	• Mythos	Michael Schor	6
Description:	GDW's newest games by Gary Gygax. Try out this new release by a member of the GDW Gamemaster Team.		
#37	• Kingmaker	Gregg Fischer	12
Description:	Board game of power politics during the War of the Roses.		
#38	• Cyberpunk	Eric Pickrey	6
Description:	Name of the game is survival.		



Friday Gaming Schedule

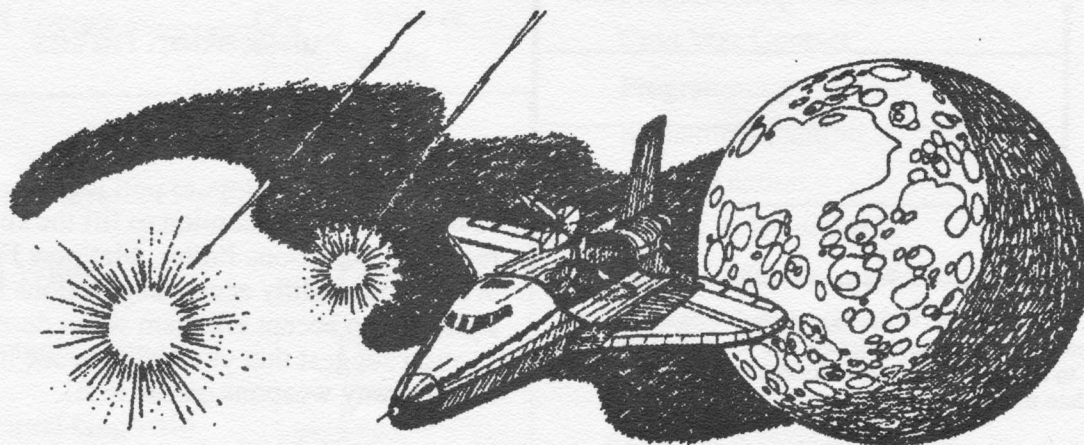
	3:00	4:00	5:00	6:00	7:00	8:00	9:00	10:00	11:00	12:00	1:00	2:00
1					1) Space Hulk							
2					2) Warhammer 40,000							
3					3) Beginning Battletech							
4				4) Battlemasters								
5					5) Centurion							
6				6) Space Marine								
7					7) Shadowrun							
8				8) AD & D								
9				9) Psi World				10) Call of Cthulhu				
10				11) Badlands				12) Vampire				
11			13) AD & D					14) Twilight 2,000				
12	Open Gaming											
13						15) Insecta						
14					17) Champions							
15					16) Solaris VII							
16					16) Solaris VII							
17	Open Gaming											
18		18) AD & D										

Sunday Gaming Schedule

	9:00	10:00	11:00	12:00	1:00	2:00
	38) Cyberpunk					
	18) Solaris VII					
	24) Champions					
	8) AD & D					
	30) Lords of Sierra Madre					
	18) AD & D					
	Game Auction					

Saturday Gaming Schedule

	9:00	10:00	11:00	12:00	1:00	2:00	3:00	4:00	5:00	6:00	7:00	8:00	9:00	10:00	11:00	12:00
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Your Schedule

Friday

2 pm	
3 pm	
4 pm	
5 pm	
6 pm	
7 pm	
8 pm	
9 pm	
10pm	
11 pm	
12 am	

Sunday

10 am	
11 am	
12 pm	
1 pm	
2 pm	
3 pm	
4 pm	

I saw a version of this in the HexaCon 2 Program Book that Matthew Frederick designed and liked the idea. But I wanted to adapt it to all events for the conerventioner rather than to just the gamers.

I know I am going to use it and I hope it will come in handy for you also at CopperCon 12.

Saturday

10 am	
11 am	
12 pm	
1 pm	
2 pm	
3 pm	
4 pm	
5 pm	
6 pm	
7 pm	
8 pm	
9 pm	
10pm	
11 pm	
12 am	

Publication Notes

by Patti Hultstrand

This is my first attempt to pull together a project of this size, not to mention to fill the shoes of the regular Publications Editor, Matthew Frederick. While I do readily accept suggestions with a smile, I also accept criticism when deserved. But I would suggest that you check to see if I am carrying any weapons on me first!

See you at the con.

