

CopperCon Six



Sept. 4-7, 1986

THE PLAYERS

Chairperson.....Margaret Grady
Banker.....Mark Christensen
Chief of Staff.....Michele Kurce
Security.....Eric Hanson
Operations.....Keith Williams
Logistics.....Evan Sakey
Programming.....Susie Romero
Activity Room.....Jim Du Val
Video Room.....David Messinger
Volunteers.....Sam Stubbs
ConSuite.....Karl Flohrschutz
Art Show.....Terry Gish
Dealers' Room.....David Hiatt
Games and Diversions.....Don Harrington
Computer Room.....Steve Albany
Registration.....Belle Krencius
Hotel Liaison.....Bruce Farr
Costume Event.....Pati Cook
Trivia Bowl Ref.....Doug Cospers
Photographer.....Jim Cryer
Historian.....John Fong

GREETINGS FROM THE CHAIR

A few things you should know before you get into this Program Book:

JAPANIMATION - now a convention regular, will have a room set up at the Con.
Also, there will be another regular room set up for showing other
similar animation - look for signs.

NO SMURFS ('nuf said).

ALSO NO LIQUOR. Cuc6 has the same problem that LepreCon did - no insurance
company will cover anybody until the laws soften. Oh well, there is a liquor
store on the corner of Scottsdale Rd. and Camelback, a short walk from the
Con (on the same side of Scottsdale, this side of Camelback). Feel free to
bring your own!!

ConSuite is going to be doing a number of specialty things (you'll see) with
the money we save, rather than pocketing it. So pay attention to their
schedule posted outside ConSuite if you want in on it.

ENJOY... that's an order! Feel free to talk to me anytime during the Con -
I'll be everywhere sooner or later. I'm interested in hearing what you would
have liked to see that you didn't, or what you really liked.

HOTEL

Just a reminder of some hotel etiquette:

1) Mundanes always share the hotel with you. If you want to do something outrageous, do it away from an area frequented by them (includes the pool).

2) When you check out of your room, CHECK OUT! If you stick around in your room after you have officially checked out, you will be billed for another day... and who needs that.

3) Don't mess up your room. This means don't mess up the wallpaper with tape (or something else), don't get oil-based makeup on the linen, don't knock holes in doors, break windows or furniture, etc. Try to be adult, PLEASE. If you do screw up, the hotel will bill you, and we will help them find you if need be. Damage at the con only makes it harder for Phoenix conventions to book space - any Phoenix s/f con (hotels share notes).

If accidental damage occurs, call the hotel right away. They are more likely to be reasonable if you tell them before you check out - they might even let you off with a warning... who knows.

4) Hotel security notices when more than four people share a room (ordering ten towels from housekeeping is a dead giveaway). The hotel will most likely charge \$10 per extra person they find, if they don't kick them out.

ART SHOW

by Terry Gish

This year's CopperCon art show shares the room with the dealers'. We have more room and more art than any other CopperCon.

The show will be open Friday from 1pm - 7pm. Saturday hours are 10am to 5pm, and Sunday we are open for last bids from 10 - 11am. We hope all of you will find time during the con to come in and enjoy all the marvelous art that will be available for viewing and sale.

Artists may hang their work at 9am Friday and may pickup unsold work at 12 noon Sunday.

Anyone wishing to buy art should be aware that direct sale price is only available to the first bidder. All art with two or more bids will go to auction and pieces with one bid may go to auction at the art show director's discretion. Buyer pickup will begin at 12noon for direct sale pieces and at 1:30pm for auctionables.





Space to Work

Writers and readers of science fiction recognize space as the next frontier. You have the unique opportunity of becoming one of its pioneers. The **L5 Society** wants to make space settlement a reality. Your support of our non-profit, educational activities will make that possible.

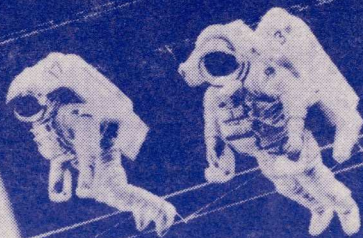
Write us for free information or simply send \$30 for annual regular membership and show your commitment. It really is up to you.

L5

L5 Society

Dept. SF, 1060 E. Elm St., Tucson, AZ 85719

**Space for Everyone to Live,
Work, and Play**



Artwork by Mark Maxwell

SECURITY

THE KEEPERS OF REALITY

by Eric Hanson

Real and/or realistic-looking firearms may not be carried, as usual. The hotel does enforce the "check 'em at the door policy". Projectile (including liquid) weapons are not allowed to fire.

Edged and bladed weapons may be carried but they must be peace-bound in a hard, protective case. This case must be sufficient to protect everyone from both point and edge. Please come to the Operations Room in the Convention Center (behind Registration) for a peace-bonding cord.

All bladed weapons must remain in their sheaths when you are in a public area or in convention space. The only exception to this will be the Costume Event, provided you have first checked with Pati Cook (running the Event) and the head of Security (myself).

Spiked apparel may not be carried or worn. However, the blunt, button-type is okay.

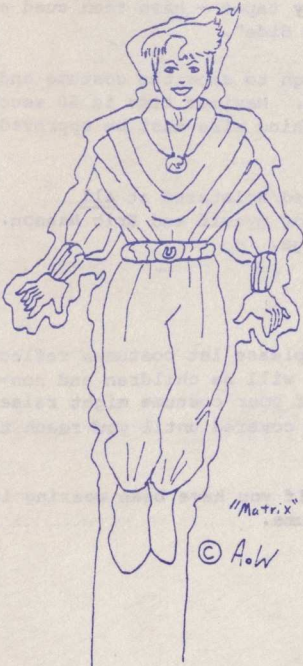
There is no sleeping allowed in any function space or in any public area. The hotel will be very quick to remove you for sleeping by the pool or in a lawn chair (or by the Coke machine!). Also be warned that the hotel can only allow four people max. to share a hotel room. They must meet city health codes.

Anti-social behavior will not be tolerated. What do I mean by anti-social? Anything that offends your neighbor, the hotel, or me. Basically, if you wouldn't want something done to you or your things, don't do it to anyone else ('s). Simple Golden Rule policy.

Membership badges must be visibly worn to enter any and all function space.

Serious or repeated infractions of these rules will result in your expulsion from this and other Arizona conventions. We all want to go to conventions to party, but we need to remember to respect the rights of others.

Thank you!



REGISTRATION

by Belle Krencius

Registration will open Thursday night at 6pm and close at 9pm. Friday hours are 10am to 8pm, and Saturday hours are 10am to 7pm. After-hours and Sunday registration will be handled in Operations, which is located behind the Registration desk.

VIDEO

Once again, the Video Room is brought to you in high-fidelity stereo sound! Look outside the room for a posted schedule of times/titles.

COSTUME EVENT

by Pati Cook

The costume event (aka Masquerade) will be held Saturday evening at 8:00pm. Registration will take place at the entrant's meeting Saturday at 10:15am in the Activity Room. All forms will be turned in at this time, along with tapes, etc. All entrants must be present. All entrants will report to the assigned area by 7:00pm Saturday evening. [NOTE: If you can't be at the Con by 10:15, see me no later than 4:30pm - oversleeping does not count...I gotta be up, you can too!]

An entry fee of \$1 per entry pays for a Polaroid print which will be given to each participant (extra Polaroids may be available at \$1 each). [Fee will be waived if you have a good photo of you in your costume.]

The CuC6 science fiction costume event will run on a modified division system:

Young Fan - anyone under the age of 12.

Novice - anyone who has entered fewer than 3 costume events

Apprentice - anyone who has entered several competitions but not won

Journeyman - anyone who has won in a costume event

Artisan - anyone who has won 3 or more awards at a major regional convention (but not 3 awards at a WorldCon)

Master - a costumer who has won at least three awards at WorldCons

Re-Creation - these are costumes copied from visual works (films, television, art, comics, book illos, etc) showing more than one view of the costume. Since these are not the original design of the maker, they require different skills and will be judged separately. When entering a re-creation costume you are encouraged to provide documentation (ie photo/xerox references) to ensure the judges' familiarity with the character.

In case of groups, the division is determined by the group's most skilled member.

There will be no live mic and contestants are strongly discouraged from trying to address the audience without it. Provide a clearly written script for the MC or tape your presentation. Label any tapes - have them cued and label appropriately "Play This Side" and "Wrong Side".

Time Limits: A presentation should be long enough to show the costume and short enough to not bore the audience or judges. Maximum time is 60 seconds for 1-4 people, 90 seconds for 5 or more. Anything else must be approved before the entrants' meeting.

Weapons Policy - ALL weapons will remain sheathed/holstered at all times. Exceptions may be granted by agreement of myself and Eric Hanson. Violation will result in loss of convention badge.

Remember Rotsler's Rules.

This is a Science Fiction/Fantasy masquerade - please let costumes reflect this. And please... no flagrant nudity. There will be children and non-costumers present, so use discretion. Also - if your costume might raise unwelcome comment from mundanes, please keep it covered until you reach the Ready Room.

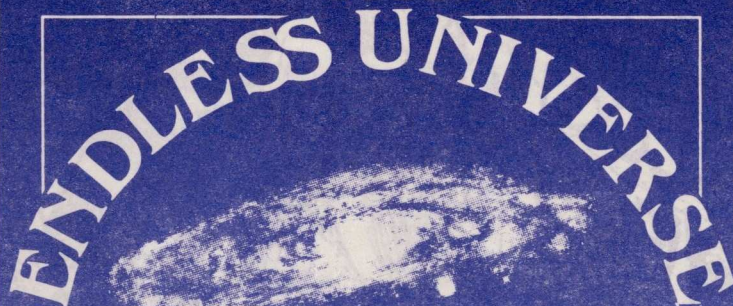
Hall costumes are ineligible for competition - if you have been wearing it in the halls prior to the event, it is a hall costume.

Costumes which have been entered in costume events at 3 Ariz. conventions are ineligible for competition, as are purchased or rented costumes. If the original work is made by someone other than the wearer, this must be stated on the registration form.

The event coordinator and backstage director will have full authority to remove anyone from the competition on the basis of violation of any of the above, or danger to audience or other contestants, or any other reason deemed valid. There will be no appeal.

[Portions of these rules are derived from the Kennedy Compendium - with thanks.]

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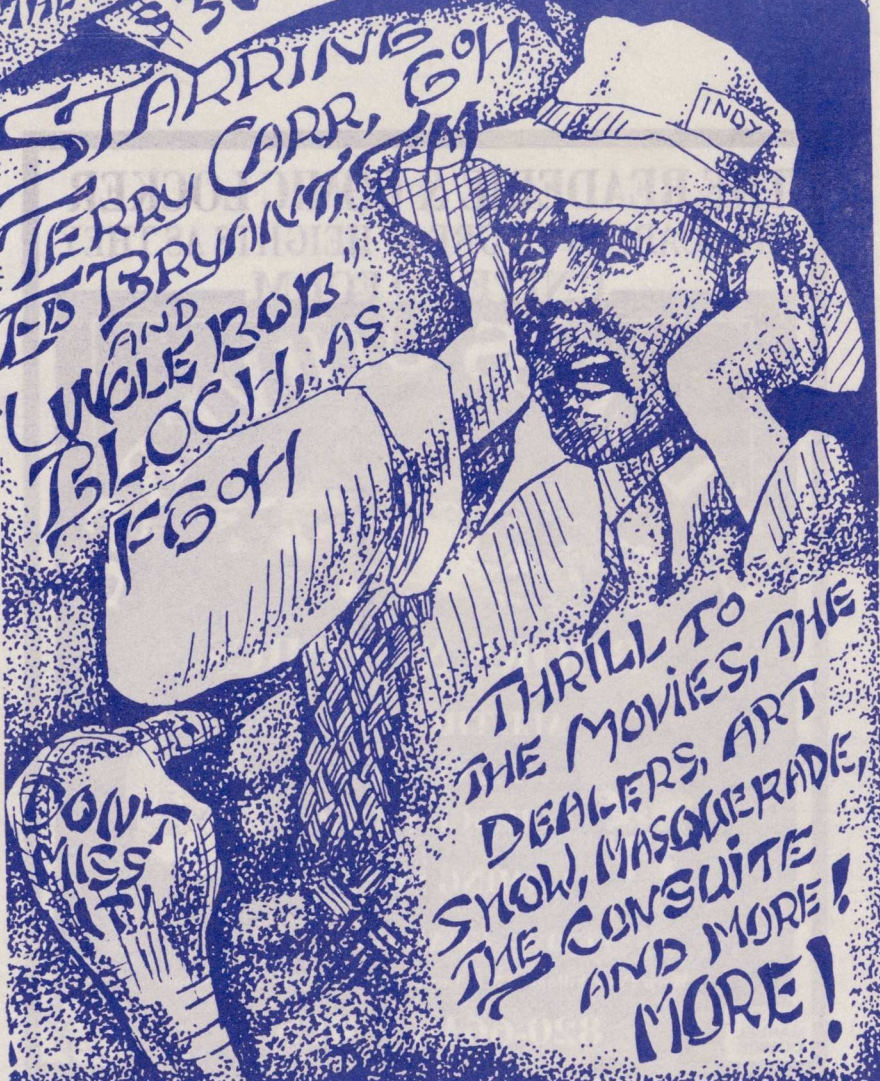
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DEALERS, ART
SHOW, MASQUERADE,
THE CONSUITE
AND MORE!
MORE!

FOR MORE INFO: P.O. Box 26822 Tucson, AZ 85726 USA

ACTIVITY ROOM

by Jim Du Val

Well, we've all finally made it to the convention! This is what we have:

- a) Video (including Dr. Who in the early mornings)
- b) Dimensional Masque presentations Friday & Sunday mornings
- c) Corsair Fighting Demo (on the lawn) Friday afternoon
- d) Dr. Who panel I - "What's What & Who's Who" Friday afternoon
and Dr. Who panel II - "Who's That on My Screen?" Sat. evening
- e) Gaming Tournaments (handicap accessible) Friday evening
- f) Brainstorming session for ideas on Children's Programming at
NASFiC Saturday afternoon
- g) Trivia Bowl Saturday afternoon in two sessions
- h) L-5 panel on Pioneering the Space Frontier Saturday afternoon
- i) Dance after the Costume Event Saturday night
- j) Art Auction Sunday afternoon

Be sure to check your pocket program for a detailed schedule of events and times. There will be a sign posted outside the room for titles/times of the video portion of our program. May a good time be had by one and all!

COMPUTER ROOM

by Steve Albany

The computer room at this year's CopperCon should be one of the best yet seen by mortal man!

We are planning a game that will combine computer efforts with miniatures, called BattleTech (similar to Robotech). We will probably host a few computer gaming tournaments.

Check schedule outside the room for specific events. BattlePack is going to be first-come first-serve.

No smoking is allowed! Only covered drinks are acceptable in this room.



CON SUITE

by Karl Flohrschutz

Hospitality is the key note. We are planning several special events, which will be announced at the ConSuite itself. We're here to have fun and we hope you'll join us.

There will be no alcohol at ConSuite the year. We do not intend to allow this to dampen the party. We do however have several loaded pies (a word to the wise). [Ed. note - and no, that does not mean they have alcohol in them.]

FILKERS! I need to talk to you to arrange your forte. Ask for me in the ConSuite.

Watch for flyers for the Japanimation party!



L.A. in '89 for the 42nd Westercon

- Parties!
- Good Time!
- Free Food!

*For more details
and gossip, write to:*

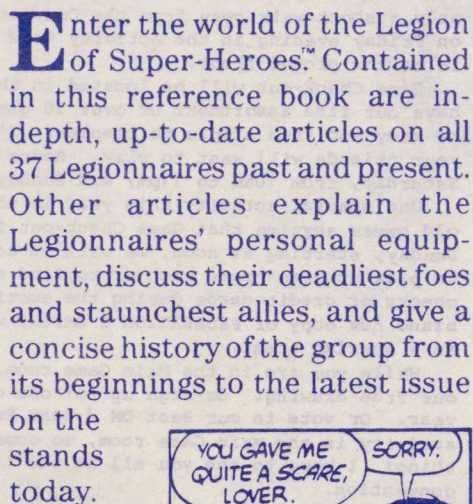
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Ken Macklin
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GAMES & DIVERSIONS

by Donald F. Harrington

Welcome to CopperCon, and welcome to Games and Diversions! You can expect the same top-notch entertainment you've seen in previous years - plenty of games and plenty of prizes. The Main Game room is the Embassy Room... you can find it upstairs above the main lobby at the front of the hotel. It is only a short walk away from the Convention Center. Some activities will go on Friday evening in the Activity Room in the Convention Center. This room is on the ground floor.

Game Check-out will be located in the Main Game room. As usual, we will have our fine assortment of over 50 games, running the gamut from one player to many and from simple to complex. I'm sure you'll find something you and your friends will want to play. Hours are: Friday, from 1pm to 11pm; Saturday, from 10am to 11pm; and Sunday, from 10am to 4pm.

One special activity this year is the Used Game Auction. Bring in your old games anytime that Game Check-out is open on Friday and Saturday. On Sunday, starting at noon, we will be actioning them off. This is your chance to pick up some spare cash or to find some great bargains. (We cannot accept checks or credit cards during the auction. Sorry, folks, it's cash only.) A brand new copy of *FEDERATION & EMPIRE* will be offered in this year's auction as a special treat.

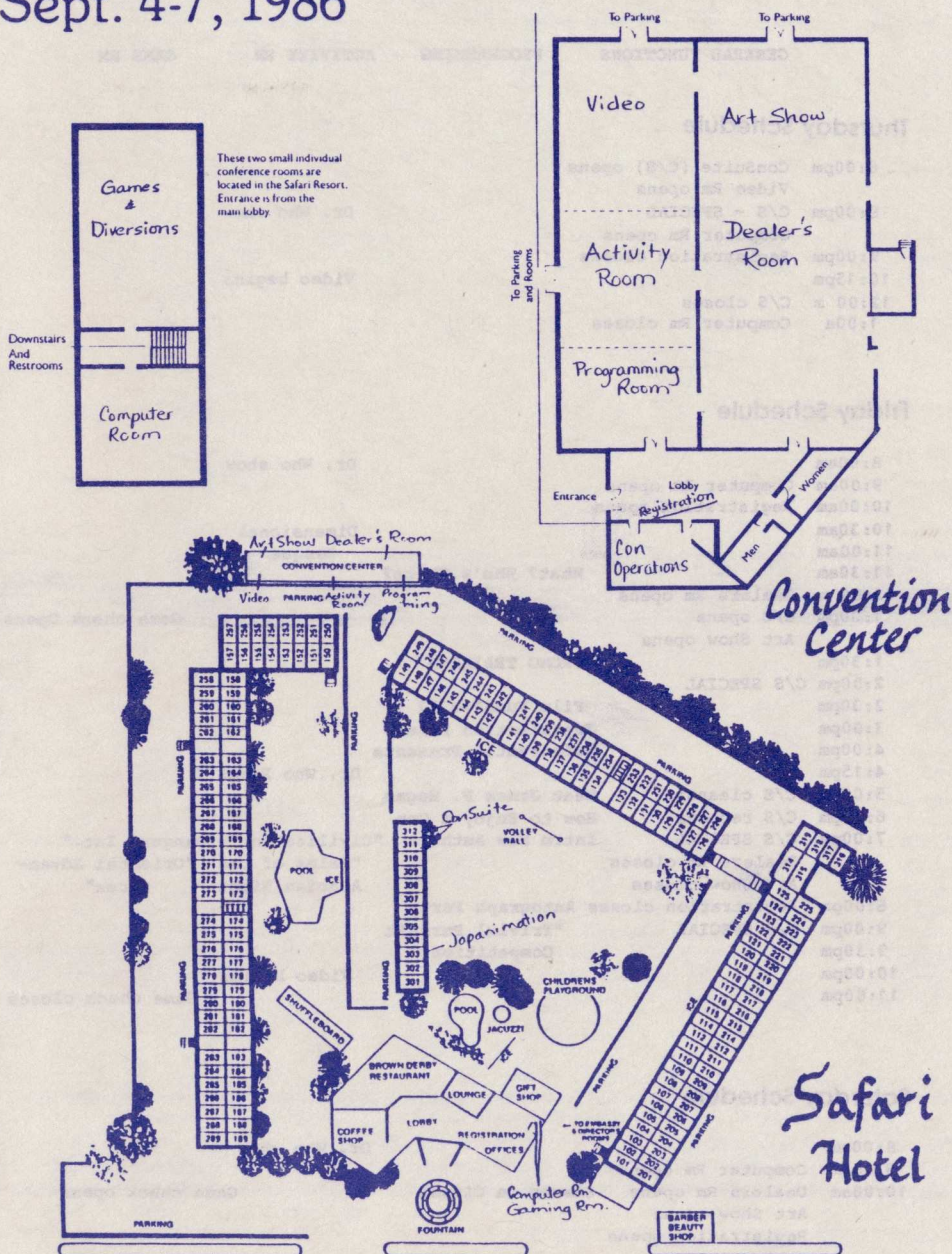
While you are in the Main Game room, don't forget to drop your name into our free drawing. Or sign up for one of the many games being offered this year. Or vote in our Best DM / Best Referee contest. There's always lots of activity in the Main Game room, so come on over and don't miss a single thing! I hope to see you all at one time or another during this year's fine convention.



CopperCon Six

POCKET PROGRAM

Sept. 4-7, 1986



SCOTTSDALE ROAD

PULTEVIEW SQUARE & CAMELVIEW PLAZA

POCKET PROGRAM

CopperCon Six

Pull this section out of Program Book, if you wish ...

GENERAL FUNCTIONS

PROGRAMMING

ACTIVITY RM

GAME RM

Thursday Schedule

6:00pm	ConSuite (C/S) opens	
	Video Rm opens	
8:00pm	C/S - SPECIAL	Dr. Who show
	Computer Rm opens	
9:00pm	Registration closes	
10:15pm		Video begins
12:00 m	C/S closes	
1:00a	Computer Rm closes	

Friday Schedule

8:00am		Dr. Who show
9:00am	Computer Rm opens	
10:00am	Registration opens	
10:30am		Dimensional
11:00am		Masque
11:30am	What? Who's Where?	
12:00 n	Dealers Rm opens	
1:00pm	C/S opens	Game check Opens
	Art Show opens	
1:30pm	PROMO TRAILERS	
2:00pm	C/S SPECIAL	
2:30pm	Film Funnies #1	
3:00pm	Japanimation Panel	
4:00pm	DeLaurentis Presents	
4:15pm		Dr. Who Panel I
5:00pm	C/S cleanup	
6:00pm	C/S reopens	
7:00pm	C/S SPECIAL	"Civilization" "Danger, Int."
	Dealers Rm closes	"Tales of the "Oriental Adven-
	Art Show closes	Arabian Nights" tures"
8:00pm	Registration closes	Autograph Party
9:00pm	C/S SPECIAL	"Trivial Pursuit
9:30pm		Competition"
10:00pm		Video begins
11:00pm		Game check closes

Saturday Schedule

8:00am		Dr. Who show
9:00am	Computer Rm opens	
10:00am	Dealers Rm opens	Sammon on Cinema
	Art Show opens	Game check opens
	Registration opens	

GENERAL FUNCTIONS

PROGRAMMING

ACTIVITY RM

GAME RM

10:15am			Masq. run-thru	
11:00am	C/S opens			"Morrow Project"
11:30am		Film Funnies #2		
11:45am			Pioneering Space	
			Panel - L-5 Soc.	
12:00 n		Local Fan Clubs		"Battle of the 5 Armies"
				"Empire Builder"
1:00pm	C/S SPECIAL	WRITERS' WKSHP	Trivia Bowl I	
2:00pm		Publishing Work		"Arena of Death"
3:00pm		Art Demo with Alan Gutierrez	NASFiC kids prg	"Theives' Guild"
				"Deep Space Navig"
4:00pm		TRIVIA BOWL II		
5:00pm	C/S cleanup			
	Art Show closes			
6:00pm	C/S reopen	Beginning Makeup	Dr. Who Panel II	
7:00pm	Dealers Rm closes			
	Registration closes			
8:00pm	C/S SPECIAL	MASQUERADE BEGINS		
9:00pm				"Paranoia"
10:00pm	C/S SPECIAL			
10:30pm		COSTUME DANCE		
11:00pm				Game check closes
12:00 m			Video begins	

Sunday Schedule

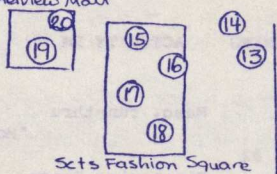
9:00am	Computer Rm opens		
9:30am			Dr. Who
10:00am	Dealers Rm opens		Game check opens
	Art Show opens		
10:30am		Independent Film-making	
11:00am	C/S opens		
	Art Show closes		
11:30am		Painting Miniatures	
12:00 n			Art Auction
			Used Game Auction
12:30pm		READINGS	"Talisman"
2:00pm		Advanced Makeup	
3:00pm		If I Ran This Con	
4:00pm	Dealers Rm closes		Game check closes
	Computer Rm closes		
6:00pm	Video Room closes		

Schedule at a Glance

HOURS...BASICALLY

	Th	Fri	Sat	Sun
Registration.....	6p - 9p	10a - 8p	10a - 7p	in Con Ops
ConSuite.....	6p - 12m	1p - ?	10a - ?	10a - ?
Art Show.....		1p - 7p	10a - 5p	10a - 11a
Dealers' Room.....		12n - 7p	10a - 7p	10a - 4p
Video Room.....	6p -			6p
Programming Room.....		11a - 11p	10a - 11p	10a - 4p
Activity Room.....	8p -			3p
Computer Room.....	8p - 1a	9a - ?	9a - ?	9a - 4p
WarGaming Room.....		1p - 11p	10a - 11p	10a - 4p

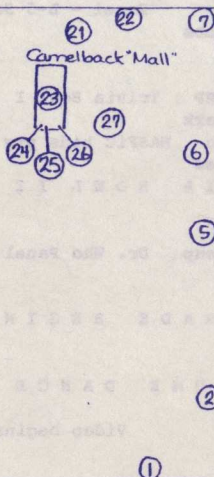
Camelview Mall



SAFARI
the proverbial
You-Are-Here

Camelback

Camelback "Mall"



Indian School

↓ to: McDonald's Wendy's
Taco Bell Jack-in-the-Box

RESTAURANTS

ETCETERA

- | | |
|----------------------------------|------------------------------|
| 1. Fuddrucker's | 15. Pop's |
| 2. Tony Roma's (expen. Italian) | 16. Garden Terrace |
| 3. 31 Flavors | 17. Scottsdale Cookie Co. |
| 4. Kachina Theatre | 18. Stan's Hofbrau |
| 5. Baker's Square (pies, etc.) | 19. Duck & Decanter |
| 6. Delectable Dog | 20. Camelview Theatre |
| 7. China Inn | 21. Macayo's |
| 8. Arcadia Liquors | 22. Stone Records |
| 9. Vito's Scampi | 23. Safeway |
| 10. Seekers Comedy Night Club | 24. Aldo's Pizza |
| 11. Safari Coffee Shop (24 hrs.) | 25. Yummies Yogurt |
| 12. Safari Brown Derby | 26. Quick Delights (croiss.) |
| 13. Coco's | 27. Camelback Theatres |
| 14. Charley Brown's | |

ARTIST THANK-YOU'S

I just wanted to thank all the artists who contributed to this Program Book, for without them, it would be pretty darned dull.

Ingrid Neilson
Darren R. Clayton
Joshua Quagmire

Adam Wooldridge
Sherlock
Stephen Crompton

Leprecon 13

June 5-7, 1987



Guests of Honor:

Phil Foglio, Artist

Raymond Feist, Author

Susan Potter, Fan

Featuring:

Art Show, Dealers Room, Panels
Movies, Videos, Masquerade
plus lots more

Membership Rates:

\$15 through CopperCon

\$17 through Jan 31, 1987

More Later

Children under 12: 1/2 Adult with parent

CopperCon special \$12

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For Memberships or more information, write

P.O. Box 26665, Tempe, AZ 85282

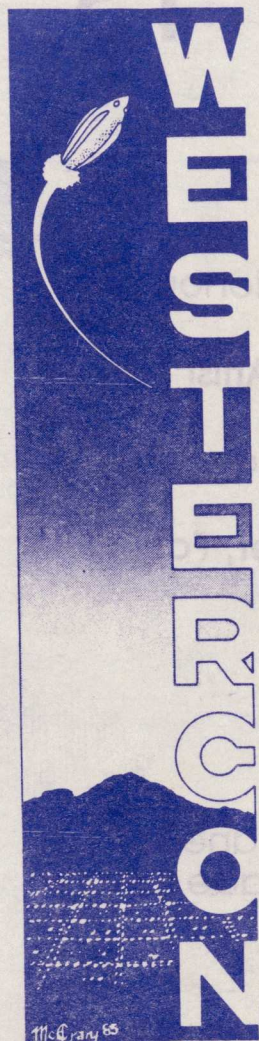
Convention Registration Form

Leprecon 13

Name _____ Badge Name _____

Address _____ Phone _____

City _____ State _____ Zip _____ Date of Birth _____



The Countdown Continues

Blast Off
for the
Valley of the Sun
WesterCon 41

July 1-4, 1988
HYATT REGENCY
PHOENIX

Guest of Honor -- Robert Silverberg
Fan Guest of Honor -- Craig Miller

Membership Rates:
\$25 Through 12/31/86
Even More Later

Hotel Rates:
\$54 Single/Double
\$59 Triple/Quad
Suites Available Through the
Convention Committee

For Further Information and
Memberships, write us at
P.O.Box 26665
Tempe, AZ 85282

Valley of the Sun WesterCon supported by LepreCon, Inc.
and Central Arizona Speculative Fiction Society, Inc.

WesterCon 41 Registration Form

Name _____ Badge Name _____

Address _____ Phone _____

City _____ State _____ Zip _____ Date of Birth _____

I would like to volunteer

☐

Area _____

For Convention Use Only

Date _____

Amount _____

Type _____

DEALERS' ROOM

by Dave Hiatt

As usual we have tried to get a good mixture of dealers for the convention and I think we have succeeded fairly well. There are some faces missing, but we have new faces too. Among the dealers participating are:

Nighthawk Studios
Roderick the Sly
Rakish Blade
Connie Locker
Sci-Fi Friends
Mere Dragons
Tom Kalb
Marty Massoglia
DAG Productions
Fog Hollow
Media Star Productions
Dealer Duck

Bryan Barrett Books
Blake Slura
The Readerie
Peggy Zimmerman
Arizona Holt Association
The Book Tree
Mithril Enterprises
Arizona Book Cache
Jim Grout
Fantasy Past, Present & Future
R. Merrill Bollierud

We will be open from 12 - 7 on Friday, 10 - 7 on Saturday, and 10 - 4 on Sunday. Please remember there is NO SMOKING in the dealers' room.

TRIVIA CONTEST

by Doug Cosper

All new (?) improved (?)
Trivia Bowl! Bigger prizes
than last year (and they
might even be better)!

The Trivia Bowl will be in
the well-known and loved by
all G.E. College Bowl for-
mat with modifications.
Come and see for yourself
what they are!

Since two-hours was rushed
last year, and nobody can
sit still for four hours,
we are having two two-hour
sessions this year - this
should allow for a more
relaxed format (after all,
the questions are what the
Trivia Bowl is all about).

Sign-up at the Registration
Table. You can play as a
team of one (if you think
you're good enough), or up
to a team of four. Sign-up
anytime up to the start of
the contest!

Last year, we had 17 teams -
shall we try for 32?
We can always use more new
questions for future bowls.
Please bring any you might
think up.



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0-1-106

5-106

PROGRAMMING

FRIDAY

- 11:30am "What? Who's Where?" A general overview of the Con...
what's happening and when - by Susie Romero
- 1:30pm PROMO TRAILERS ("The Spirit" - a new TV show, plus something
from Marvel Comics)
- 2:30pm Kandy Fong's Film Funnies (part 1)
- 3:00pm "The Variety of Japanimation" a presentation by the local
Japanese animation fan club
- 4:00pm DE LAURENTIS GROUP PRESENTS... hosted by Paul Sammon
- 5:00pm Meet James P. Hogan
- 6:00pm "How to Enjoy a Convention" with Bruce Farr, Terry Gish,
Sean McCoy and James P. Hogan
- 7:00pm "Introducing Local Talent - Authors Live Here?" with Mike
Williams, Paul Edwards, Michael McCollum, and Paul Cook.
Also introducing California writers William Wu, and Michael
Toman. And -- okay, okay! -- James P'll be there too.
- 8:00pm Meet-the-Pros Autograph Party - this means you get to go
up and actually talk to them!
- 9:00pm Trivial Pursuit Competition - all editions are out for
this one! (You'll want a team....)

SATURDAY

- 10:00am "Sammon on Cinema" - never-released footage from Dune,
Conan, Blade Runner, ET, Return of the Living Dead,
Manhunter, and Maximum Overdrive hosted by Paul Sammon!
- 11:30am Kandy Fong's Film Funnies (part 2)
- 12:00n "Local Fan Club/Organization Assembly" - groups already
represented are: TARDIS and the Renegade Time Lords (Dr.
Who), Igen Weyr (Dragonriders of Pern), Costumer's Guild,
CASFS, UFP (Star Trek), Dimensional Masque, and the
Phoenix Japanimation Society. If your club isn't signed
up yet, be there and tell Susie Romero - she'll put you
on the list.
- 1:00pm WRITER'S WORKSHOP - come let the pros help you out!
- 2:00pm "Publishing Your Work" - the authors give you inside info
on how they got published and how you can too.

- 3:00pm ART DEMONSTRATION and "How to Market Your Art" with Alan Gutierrez
- 4:00pm Trivia Bowl (part 2)
- 6:00pm Beginning Make-up Technique with Matt Marich
- 7:00pm (set up for Costume Event)
- 8:00pm C O S T U M E E V E N T
- 10:30pm Costume Dance
- 1:00am FILKERS - if you want space for late-night filking, you got it!

SUNDAY

- 10:30am "Independent Film-Making" with Paul Sammon
- 11:30am "Painting Miniatures" - an opportunity to get together to discuss techniques, hints, and trade secrets. Bring your miniatures, paints and brushes if you like - tables will be available.
- 12:30pm READINGS - Paul Edwards and William Wu
- 2:00pm Advanced Make-up Techniques with Matt Marich
- 3:00pm OPEN FORUM - "If I Ran This Con, I'd..." Tell us what you liked, what you didn't like, what you would like to see next time. Also, discover what happens to a CopperCon when there's a NASFiC the weekend before....

JOURNEY WITH US NOW, TO THOSE THRILLING DAYS OF YESTERYEAR WHEN THE MASKED RIDER OF THE PLAINS AND HIS FAITHFUL INDIAN SIOCKICK SILVER, LED THE FIGHT FOR LAW AND ORDER IN THOSE ADVENTURE MOVED THAT A MINUTE DANCE OF THE EARLY WEST... LONE SOME TWO GUN TEXAS TUBBINS RIDES AGAIN... AND AGAIN... AND AGAIN...



MARTIAN SPRING

by
MICHAEL LINDSAY WILLIAMS



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— PHOENIX AUTHOR

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GUESTS

Pro Guest of Honor: James P. Hogan

James P. Hogan was born in 1941 in London, England. He studied general engineering at the Royal Aircraft Establishment, subsequently specializing in electronics and digital systems.

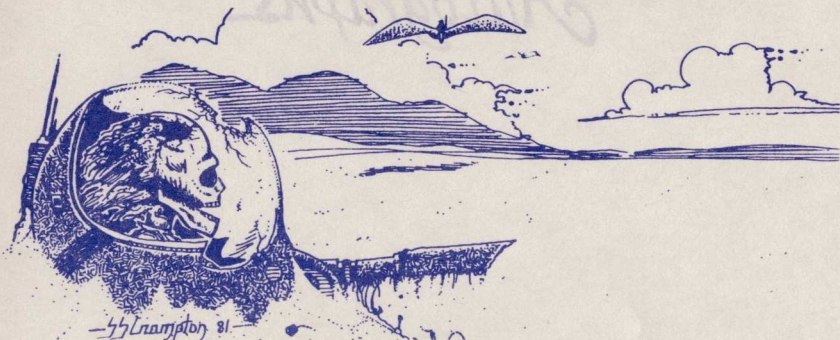
After spending a few years as a systems design engineer, he transferred into selling, and later joined the computer industry as a salesman, working with ITT, Honeywell, and Digital Equipment Corporation.

He also worked as a life insurance salesman for two years "... to have a break from the world of machines and to learn something more about people."

In 1977 he came to the United States and resumed working as a computer sales training consultant. At the end of 1979, James opted to write full-time.

He is probably best known for his "Minervan Experiment" trilogy, which includes "Inherit the Stars", "Gentle Giants of Ganymede", and "Giant Star". He has also written many other s/f novels, including "Code of the Life Makers" and "Voyage from Yesterday."

Watch out - I hear Mr. Hogan likes to meet new people. He's even planning on staying through the Dead Dog on Sunday night - always one for a party, I hear. So come have fun with James P!



Fan Guest of Honor: Sean McCoy

Sean is a twenty-four year old student who has been active in San Diego fandom for several years. His brainchild is Con-Quistador, but he has also been quite active in ComiCon, and was on the committee of HalleyCon, this year's San Diego WesterCon. Sean's years of hard work and devotion are why he was chosen as Fan Guest of Honor.

We did receive two blackmail photos of Sean (one in a long blonde wig, and one in a brown wig), but decided not to use them. Sorry, Terry (and you San Diego fans) but Sean really didn't want to be remembered by those pics.

However, so Sean doesn't get away clean, his Mom says he keeps his room a mess. And if the Heath Department ever sees it, well....

WILLIAM WU

California author of the short story "Wong's Lost and Found Emporium" which was made into a popular episode of the recent (TV) Twilight Zone.

PAUL COOK

Local author of "Tintagel", "The Alejandra Variation", (published by Ace Books) and "Duende Meadow", and "Halo" (published by Bantam). Paul teaches creative writing at ASU and is currently writing a script for a hopeful movie, "Just Us Kids", a contemporary Peter Pan story. His biggest thrill was (at age 5) meeting George Reeves in 1955.

MICHAEL MCCOLLUM

Local author of "A Greater Infinity", "Life Probe", "Procyon's Promise", and "Antares Dawn". Michael is a native Arizonan and a graduate of ASU. He's been writing for 8 - 10 years, but his full-time job is as a mechanical engineer at Garrett Pneumatics. He worked on the valve that replaced The Valve at Three Mile Island.

PAUL EDWARDS

Tucson Emergency Room physician, who's also a musician (gee, I wonder if he's experimenting with the 8th Dimension), who's also the author of three short stories about to be published in different anthologies. Under the name of Gareth Bloodwine (an SCA persona) he wrote "Three Knives in Ithkar" for Magic in Ithkar, Vol. 3. Under his own nom: "The Courage of Friends" in Friends of the Horse Clan, and "Primum Non Nocere" in After the Fall.

MIKE WILLIAMS

Local author of "Martian Spring" which has just been released, and who's next one is "F. T. L. (Further Than Life)" which is about practical immortality and its consequences. Mike is an Environmental Health Consultant who likes to cheat death while backpacking and hang-gliding. He holds a record for surviving the most serious crashes in a hang glider. And look out, he'll be getting his ultralite pilot's license in about one week.

Autographs

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Based on the award-winning *Ambush!* programmed paragraph system, *Battle Hymn* takes you on a solitaire adventure into the thick of World War II Pacific theater combat. *Ownership of Ambush! not required.*

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Based on the acclaimed integrated system pioneered in *Gulf Strike*, this intense simulation treats with extraordinary detail the tumultuous military and political arena of the Aegean Sea.

Components: Rules Booklet, one 22"×32" Mapsheet, 520 Playing Pieces, one Decimal Die, Counter Storage Tray. **Complexity:** Very High. **Solitaire Suitability:** Medium. **Time Scale:** Two days per turn. **Map Scale:** Twenty-eight kilometers per operational hex, and 280 kilometers per strategic hex. **Players:** Two (also highly recommended for team play). **Playing Time:** From 2 hours to 30 hours.

This innovative game system, simulating triphibious operations as no other system has done before, can be played in 4 different scenarios. As an additional bonus, rules are included to link *Aegean Strike* with its predecessor, *Gulf Strike*, to play a massive, dramatic scenario.

THE KOREAN WAR

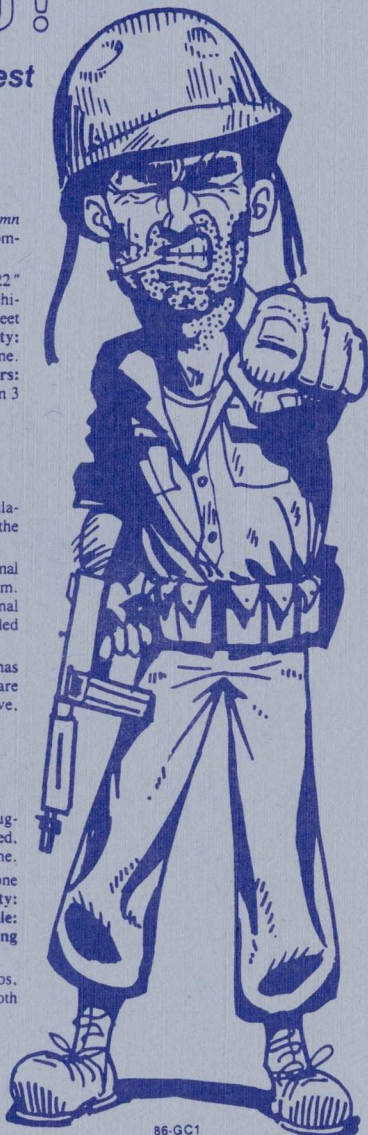
From Initial Invasion through Chinese Intervention

\$24.00. Packed 6. #30017

Was the Korean War the first war ever lost by the United States? Or was the struggle the first US triumph over Communism? History's verdict has not yet been reached, but you can decide for yourself with this comprehensive operational level game.

Components: Rules Booklet, two 22"×32" Mapsheets, 520 Playing Pieces, one 8"×11" Player Aid Card, one 10-Sided Die, Counter Storage Tray. **Complexity:** Medium. **Solitaire Suitability:** High. **Time Scale:** One month per turn. **Map Scale:** 7.5 miles per hex. **Unit Scale:** Division, regiment, brigade. **Players:** Two. **Playing Time:** From 1 to 15 hours, depending on the scenario.

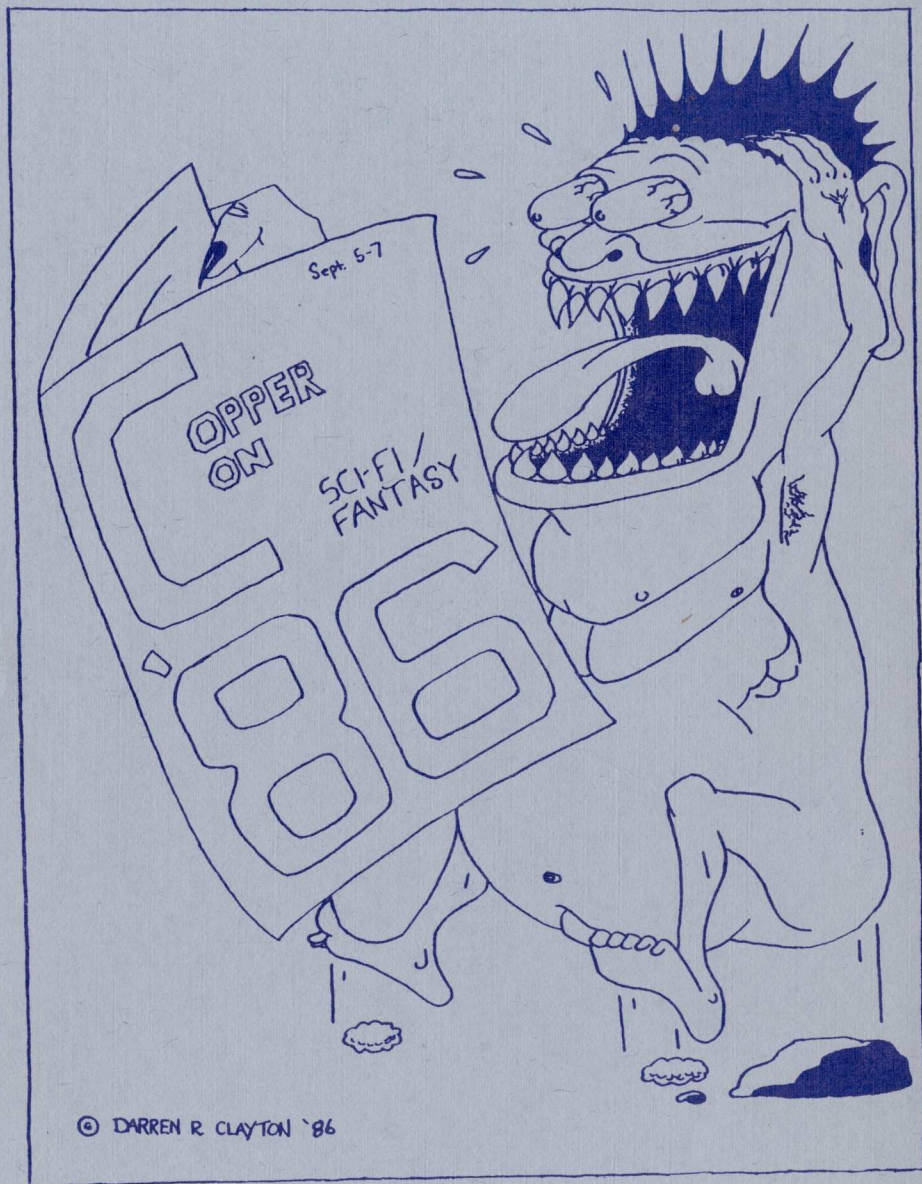
The definitive simulation of the Korean War includes five introductory scenarios, each playable on a single mapsheet, and an Advanced Game scenario entailing both map sheets, spanning all of war-torn Korea.



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