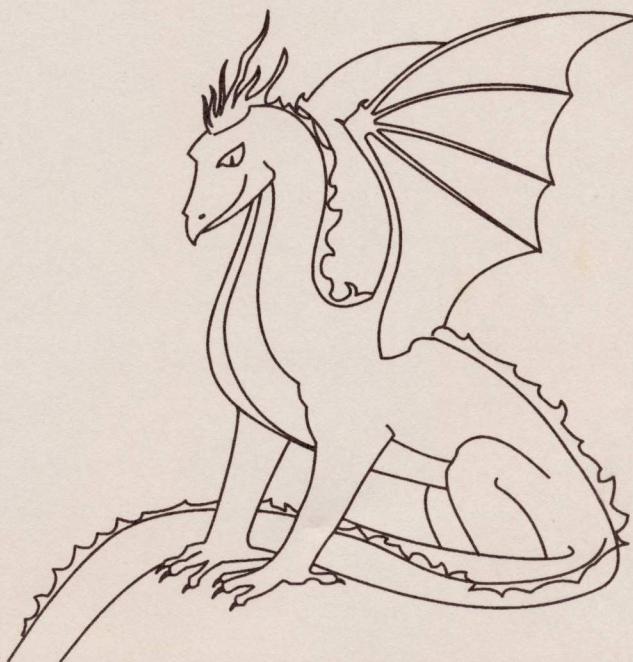


DarkCon 1999

June 25, 26, & 27 Sheraton San Marcos Resort
Chandler, Arizona.



From the Chair...

Greetings,

On behalf of The Dark Ones I would like to welcome you to this, our convention.

Great effort has been taken to make this event a memorable one for you. The names of many of those responsible are within these pages, and my thanks goes out to them. Much has been written by them to herald their undertakings. To their words I will only add,
Welcome to DarkCon.

Within these walls, Thou shalt find
Sanctuary,

Darkyr
of The Dark Ones

Who are The Dark Ones, Inc?

We have been supporting local conventions and fandom for 10 years thru various means. Our convention parties are our most public forum, but comprise only a small part of our overall activities. The Dark Ones family also has a Dinner Club (social discussion group) monthly, a sword fighting group the "Order of the Dragon", as many as 20 movie premiers (in our most active years), and 6-8 other party events outside of conventions. We also have helped people to move across town and have even been known to throw our own convention from time to time. If you have an interest in more on our group please contact us thru our web site at: www.darkones.org and once again, welcome to DarkCon 1999!



The Dark Ones, Inc. is a 501C10 Not for Profit, Fraternal-Sororal Organization.

DarkCon 1999

June 25, 26, & 27 Sheraton San Marcos Resort
Chandler, Arizona.



DarkCon Committee

Position - Dark Ones Name - Real Name	
Chair/Exchequer - Darkyr Malys	
Exchequer - Ivanhoe Barney Remington	
Historian - Yarrok - Jon Thompson	
Convention Services Coordinator - Shadowstalker - Jeff Jennings	
Hotel Liaison - Lady Jo - Jo Webber	
Ast - Mad Hatter - Harry "Smitty" Smith	
Logistics - Lief - Charles Ali	
Operations/Con Office - Sharan Hoyle	
Security - Deadeye - Dave Barney	
Information Booth - Ozzy - Janette Ali	
Archivist - Jim Cryer	
EMT - Eileen Phillips	
Arts & Entertainment Coordinator - Markus - Mark Boniece	
Art Show - Richard Bolinski	
Computer Room - Ashtar - Dave Thompson	
Dealer's Room - Zendar - Rich Robins	
Gaming - Vannah - Jamie Sobley	
Japanimation - Tom Perry	
Video Room - Markus - Mark Boniece	
Food Services Coordinator - Leigh - Stephanie Bannon	
Con Suite - Kalidasia - Diane Golla	
Staff Lounge - Lord Craig of the White Cliffs - Craig Dyer	
Functions Coordinator - Lea Farr	
Guest Liaison - Valor Wolf - Daryl F. Mallett	
Programming - Cinder Smith/Bruce Farr	
Green Room - Angel Hungerford	
Kids Programming - Candles - Nichole Besser	
Music Liaison - Thumper the Nymph - Patrique Siler	
Masquerade - Chameleon - Nola Yergen	
Special Projects - Teresa Kopaz	
Propaganda and Collections	
Coordinator - Arthur Dent - Lee Whiteside	
Business Liaison - The Procurer - Barry Bard	
Publicity - Bad Karma - Candida Robins	
Publications - Mordaryn - Wil MacDonald	
VIP/Group Coordinator - Mad Hatter - Harry "Smitty" Smith	
Registration - Nickoli - Dave Rood.	

Contents...

A Word from the Chair	Inside Cover
Who are the Dark Ones, inc?	Inside Cover
Guests of honor	2
George Clayton Johnson	2
William F. Nolan	2
Michelle Ellington	4
Larry Vela	5
The Garry Siler Band	6
David "Master Gannd" Foster	8
Convention Functions & Special Events	8
Security	8
Registration	8
Dealer's Room	9
Children's Program	9
Art Show	9
Computer Room	9
Gaming	10
Video Room	10
Filk	10
Japanimation	10
Information Booth & Volunteers	10
Masquerade Information	12
Convention Programming	13
The Phenomenon of Logan's Run	17
The Works of George Clayton Johnson	18
The Works of William F. Nolan	20
Logan Uncensored - The Missing Fragments	21
Autograph page	24
Hotel Map	Inside Back Cover
Special Thanks	Back Cover

Artist and image credits:

Michelle Ellington, Covers, pp. 1, 4, 6, 16 Larry Vela, pp. 5, 13, 23
 Wil MacDonald, pp. 2, 8, 9, 12, 14, 18, 20 Monique Smigiel, pg. 10
 Logan book covers and other images, courtesy of Vikki's City of
 Domes, <http://www.snowcrest.net/fox/Logan.html>
 Unless otherwise noted, all image © retained by the artist,
 "Dark Ones" "DarkCon" and The Dark Dude ®&© the Dark Ones,
 Inc., All rights reserved. Program Book Design & Layout by
 Gaia Graphics, <http://members.aol.com/gaiaagraphx>

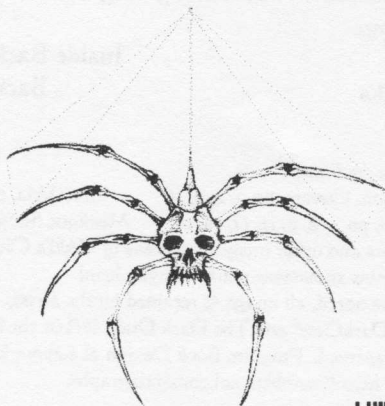
George Clayton Johnson.

George Clayton Johnson was born in a barn outside of Cheyenne, Wyoming in July 1929. He had a very rough childhood and was on his own by the time he was sixteen. After trying to make a living as a shoeshine boy, he enlisted in the army, where he learned drafting and was able to earn a living after being discharged. He moved to California, got married and had two kids but realized that he wanted to be a writer. He began to associate with Charles Beaumont and other writers. It took him five years to sell his first two stories, one of which, "All of Us are Dying", was adapted by Rod Serling into the Twilight Zone episode "The Four of Us Are Dying". When he sold "A Penny For Your Thoughts" to The Twilight Zone, he fought to be able to write the teleplay, which was received well by Serling and the producers and paved the way for additional scripts.

Two of his other Twilight Zone episodes, "Kick The Can" and "A Game of Pool", were remade later on, the first in the Twilight Zone movie and the second in the syndicated run of the revival series. Neither did justice to the originals and Johnson dislikes both of them.

Johnson summed up his approach to fantasy in Marc Scott Zicree's Twilight Zone Companion, "For me, fantasy must be about something, otherwise it's foolishness. If it's not about something then it's just oddballsville for oddballsville's sake. If anything is possible, then nothing is interesting. The game must be like a game of chess, it must have restrictions set on it. A man with one miraculous talent but not two. A man with one miraculous talent, however -- there are certain kinds of imposed rules on how that works and what it must be about, and ultimately it must be about human beings, it must be about the human condition, it must be another look at infinity, it must be another way of seeing the paradox of existence."

He co-authored the novels Oceans Eleven and Logan's Run. He wrote the premiere episode of Star Trek ("The Man Trap"), as well as segments of Route 66, Honey West, The Law and Mr. Jones, Mr. Novak, and Kung Fu. His short stories have appeared in 100 Great Fantasy Short Short Stories, Author's Choice Number 4, Masters of Darkness, and elsewhere. His new book is called "All of Us are Dying and Other Stories" from Subterranean Press.



||||

William F. Nolan

By Walter Newberry

Of course he's best-known for Logan's Run (with George Clayton Johnson), and for his solo Logan sequels, Logan's World and Logan's Search, and while he continues to be active in SF, William F. Nolan's writing career has ranged far beyond the genre of science fiction.

Perhaps the best printed description of this writer has been provided by Time Sinniger in a recent piece, "Collecting William F. Nolan," from Firsts Magazine:

I call him the Human Dynamo

He's one of the most versatile and productive talents of this century, and if you think that's hyperbole, just consider his credits as novelist, short story writer, poet, biographer, literary critic, speech writer, lecturer, essayist, technical writer, editor, bibliographer, columnist, film and television scriptwriter, actor, teacher and cartoonist/illustrator. The bare statistics of William F. Nolan's career give serious pause to any collector.

How do you collect a writer who's been printed in 650 magazines and newspapers under a dozen names around the world, whose works are represented in 270 anthologies and textbooks in over 400 editions, whose books in a variety of global editions from 81 publishers number more than 190, who has ghosted speeches and letters for everyone from former Los Angeles Mayor Tom Bradley to President Bill Clinton?

Nolan has distinguished himself in a dozen genres, including mystery/suspense, horror, fantasy, auto racing, aviation, show business, westerns and hard-boilers. He has also written for radio, the stage and for comic books (carrying on the adventures of Mickey Mouse for Walt Disney). What other modern author can match this stunning display of versatility?

William Francis Nolan spent the first nineteen years of his life in Kansas City, Missouri, where he worked as a cartoonist for Hallmark Cards and attended the Kansas City Art Institute.

When he moved to Southern California he operated his own art studio in San Diego's Balboa Park, painting outdoor murals.

But his art career was sidetracked when he sold a story to Playboy in 1956 and realized that words were his real passion.

(He'd been writing since the age of ten, had won an all-city award for his high school paper, and had contributed to fanzines throughout the 1940s.)

Nolan became a full-time professional in the summer of '56 and, to date, has over two thousand sales to his credit (all duly listed in the Borgo Press edition of The Work of William F. Nolan).

Twice winner of the Edgar Allan Poe Special Award Scroll from the Mystery Writers of America, and honored by the City of Los Angeles as an outstanding West Coast writer, Nolan has won numerous honors and awards in a distinguished four-decade career.

He lives with his wife, writer Cameron Nolan, five cats, two parakeets, and 20,000 books, in California's San Fernando valley.

He writes every day.

IMPERIAL OUTPOST GAMES



The Valley's
largest selection
of **Games Workshop!**

For all your needs
in in role-playing
and miniatures
gaming!

Check out all our
in-store events on our
webpage!
www.imperialoutpost.com

Bring in this ad
and recieve
20%off
any purchase!



4212 W. Cactus Rd #1111 Phoenix Az
(602)862-9683

Michele Ellington,

Artist Guest of Honor

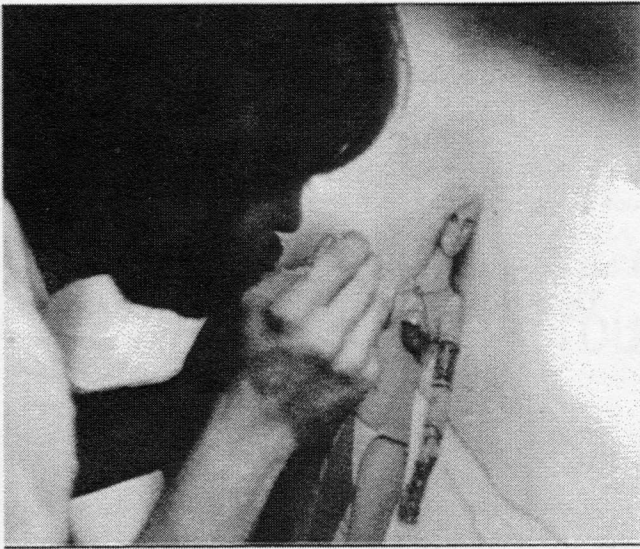
I share my home with Great Danes & rescued cats, Merlin, Voodoo, Gypsy & Harlequin.

My parents taught me a love for books; Heinlein & Asimov taught me a fascination with science fiction, which led to fantasy & horror.

I'm a reader, videophile, animaniac, gamer, costumer, medievalist, filker & artist. I haven't had much chance to study art, but I've always enjoyed creating order out of chaos, and vice versa.

I believe everyone has art in them; most people are just reluctant to let it out.





Larry Vela,

Local Artist Guest of Honor

Larry Vela is a specialty vehicle painter. Born in Arizona, Larry grew up with the space program and all of the Sci-Fi and fantasy shows of the sixties which would influence many projects that he would later paint.

While learning to paint cars during the day, Larry taught himself to airbrush at night. He has become best known for his airbrush work.

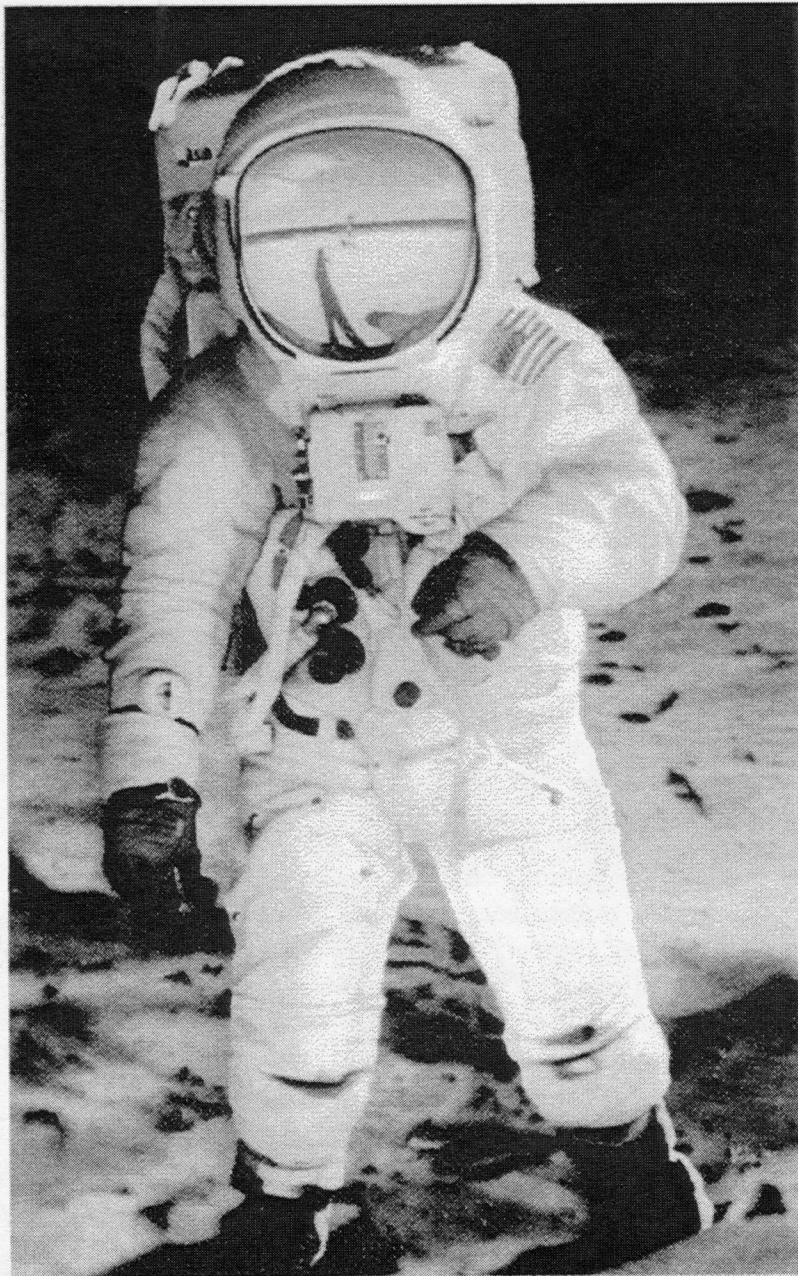
"Star Wars" was a major influence for Larry, and he painted many cars and vans with motifs from the film. Larry's interest in Science Fiction and Fantasy books and movies increased.

A week before "Return of the Jedi" came out, Larry became involved in costuming creating fiberglass helmets for a trio of characters which included Darth Vader.

Larry's first art show was CopperCon in 1985, where he displayed a beautiful (and memorable) Mel Gibson "Road Warrior."

Larry continues to display art at conventions, and often participates on program and in masquerades.

Recently, Larry finished an airplane with an H. R. Giger biomechanical-influenced paint job, which took 5 1/2 weeks to complete. Currently many creative projects are filling up Larry's time from flat artwork, to digital imaging, and when he can find the time, costuming.



The Garry Siler Band

Music Guest of Honor

The Garry Siler Band made their debut on February 8, 1997 in Phoenix, Arizona. Their own foot-stompin' classic style of rock provides the soul to the heartbeat for the creative lyrics of their songs. With powerful soulful vocals, surrounded by searing lead guitars, aggressive bass, rockin' rhythm drums and acoustic guitar, they create an exhilarating atmosphere.

Garry Siler, Bruce Loden, Tom Evans are the original band members. Guy Koplitz joined last year, as lead guitarist and currently participates in recording sessions and appears with the band on special occasions.

Their set list includes many of their originals and popular cover tunes.

During their first two years, The Garry Siler Band played many clubs and events throughout Arizona. They appeared at CopperCon, a science fiction event, The World Horror Convention, The Arizona State Fair, several events sponsored by Budweiser, and appeared on the Showcase television show.

AZRocks' and MTV featured their self-titled CD, "The Garry Siler Band" on their websites.

The Garry Siler Band consists of talented and professional musicians that provide a great rockin' sound that keeps pouring throughout Arizona.

Garry - Vocals/Acoustic
Guitar
Tom - Vocals/Drums
Bruce - Vocals/Bass
Guy - Lead Guitar
Gary Moss - Road
Manager
Jack Brassard - Sound &
Lighting Engineer



Garry Silar

Friday Night Music Festival.

Join Music Guests of Honor, The Garry Siler Band and a few of their friends for a never-to-be-forgotten night of music that'll bring the house down! Musical guests include Eye Level, an alternative rock band; singer-songwriter Nancy Freeman; singer-songwriter Joe Bethancourt; and, with lots of foot-stompin' classic rock, The Garry Siler Band. The show is scheduled to run from 9pm to 12 midnight.

Emcee - Daryl F. Mallett
Guest Vocalist - Vannah
Producer & Stage Manager - Thumper (Patrique Siler)

Eye Level - New to the Arizona Music Scene, their alternative rock music is the convergence of the rock spirit mixed with the intelligence of everybody unified by one voice.

Eye level is a "state of mind".

Jody - Singer / Guitar

Frank - Guitar

Jason - Bass

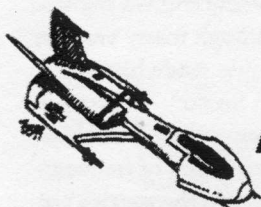
Skyler - Drums

Derek Owca - Road Manager

Nancy Freeman - "Singer, songwriter, unidentified musical phenomenon... I imagine Nancy Louise Freeman as the desert's answer to the Beat Generation." - AudioFile
"...a young Emily Dickinson with a guitar" - Acoustic Scene

Joe Bethancourt - a regular on the Emmy award-winning "Wallace and Ladmo Show" on KPHO-TV (Ch.5) in the 1980's, a recognized expert at old banjos, and is a walking reference library about the traditional music of America.

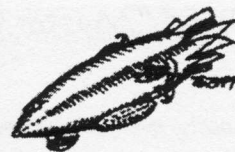




COPPERCON 19

September 10-12 1999

ANNUAL SCIENCE FICTION & FANTASY CONVENTION



Hotel: Holiday Inn Sunspree
7601 E. Indian Bend Road,
Scottsdale, AZ 85206
(602) 991-2400
Standard Room \$65 S/D/T/Q
Suite \$125 S/D/T/Q

For More Information, Write ...
COPPERCON 19, P.O. BOX 62613, PHOENIX,
AZ 85082 OR CALL (602)973-2341 EMAIL
TO: CUCON@CASFS.ORG or check out our
website: www.casfs.org/cucon

Memberships

\$30 until May 1, 1999
\$35 at the door
Kids 7-12 half price
Kids 6 and under - free!

CHECK IT OUT!!

In order to show our appreciation to our members who register at the hotel, we are pleased to announce that we are having a raffle. We will choose our winners from the names of those who register by **AUGUST 12, 1999**

Prizes will be:

1 free room night

Dinner for two Friday night with the GoHs

2 memberships to CopperCon 20

First name drawn will have first choice and so on.

Additional minor prizes will be announced in the next PR

MASQUERADE:

Plans for the physical layout of the CopperCon 19 Masquerade are complete. You can view a full information page with a scaled drawing of the stage and green room at <http://members.aol.com/cumask> Mail or call for a copy if you don't have net access. Prizes include a woolen cloak for best novice, a leathern mask for sportsmanship, and special award ribbons for best hall costumes. If you are a fannish artisan merchant, or promotional agent who would like to donate prizes, please contact the Masquerade director.

ART SHOW:

4x4 panels may be reserved for \$5 per panel. 3D artwork may be displayed on 72"x30" tables for \$5 per half table. The convention will take a 12% commission on all sales. We will feature a print shop for artists to sell multiple prints of more popular works, with a 15% commission. There is no fee to display in the print shop. For info, or to reserve space, contact Ray Gish at 2527 N. Silverado, Mesa AZ 85215, (602) 641-3997, or email RGASAS@aol.com

AUTHOR GOH: DAVID WEBER

We are pleased to have David Mark Weber as our GoH for CopperCon 19! David has over 20 books to his credit, most notably the popular Honor Harrington Saga. He was born in Cleveland, OH, and spent his college career studying history, political science, English, literature, comparative religion, and sociology. David currently lives in Greenville, SC, with various cats and dogs



Artwork © Brett Bass -
used with permission



ARTIST GOH: BRETT BASS

Born in November of '61, Brett spent his early years in Houston, TX, where he was introduced to the space program. As he was one to doodle extensively in his early years instead of doing schoolwork, it was only natural for him to start drawing spacecraft. From science fact it was only a short step to sci-fi fantasy, which took off in high school in the late '70s, when Brett picked up his first copy of *Heavy Metal*. Drawing and painting sci-fi/fantasy subjects for years with no audience was put to an end by a good friend and mentor, Robert "JR" Daniels. JR encouraged and introduced Brett to the sci-fi/fantasy world in the early '90s. Since then, Brett has been active in the Midwest sci-fi art scene. He is vice president of the Oklahoma Aviation Artists Association.

FILK GOH: TBA

There will also be a Filk Suite at CuCon 20. There will be NO SMOKING in the Filk Suite. Filkers may gather in the Filk Suite at any time during the day if they wish.

VOLUNTEERS: Come volunteer! Meet cool people, win lots of prizes! 12 hours gets a free membership to CuCon 20. Contact alyson.bishop@asu.edu for more info!

David "Master Gannd" Foster, Fan Guest of Honor

Mostly, everyone has seen Dave as a fixture at all of the Arizona conventions for the past twenty years. Here's a bit of background information.

David has used the name Gannd as a nickname since Tolkien's Lord of the Rings series was published. It was Tolkien's use of the name Gand and alf (for elf) from the icelandic eddas for Gandalf that the nickname was pulled. After six years in the navy at electronic schools and sea duty the fantasy theme found a welcome home.

Dave is a practicing druid in the celtic druid tradition. He has been a solitary practitioner with no congregation for the last twenty years. He is quite familiar with all of the local national and international groups. These have anagrams like ADF, OBOD, Keltria and the like. You may chance to see him in brilliant white robes wandering around at the conventions. He can perform a number of ceremonies when requested, the most common being wedding vows backed by the state of Arizona. Be careful who you say "I do" with when volunteering when he is within earshot. TusCon has used the title Wizard at Large for him because he helps with several areas within the committee positions on a continuing basis. Security has been a frequent posting (including the three hotel WesterColt convention) in years past. A favorite saying of his is that "frogs are small and green and wear no clothes". No one has taken up the challenge to confront him on this, possible for fear of actually seeing what he may mean. The enigmatic smile he always seems to wear may be backed by something after all. He has a penchant for helping Masquerade on a continuous basis. Recently several Jaeger daggers have been donated and claimed as grand prizes at past conventions. This DarkCon Convention and the upcoming Coppercon 19 appear to have been so blessed. Jaeger has a well known reputation for fine mirror polished daggers and swords. Something not lost on some of the druidic "hardware" that Gannd sometimes carries.

He is also an amateur magician and an accomplished leather-crafter. His leathercrafting exploits have earned him the highest arts awards in several of the medieval groups he associates with. The Society for Creative Anachronism is his longest active membership. This is also one reason why he uses the title of

Master in his name. Companions of Laurel (the SCA's highest arts award) have earned the rank through many years of performing and teaching their arts. The heralds made him select a more suitable medieval name "Davan inn Spaki". This translates to Davan (a base name for a David derivative) The Wise. The Wise portion may be claimed after many years of frequenting Arizona conventions and knowing where the parties are. (another benefit of performing Security tasks). His brewing and cordial making are well known, although not quite as prolific as one of his apprentices who also attends conventions.

Mundanelly Dave actually is a rocket scientist currently working for Raytheon in Tucson. His functional title is a 'Components Engineer', a job making sure 'Radio Shack'

parts do not get into deliverable missile hardware. Dave has worked in the aerospace industry since 1980 and also managed to play with them in the Navy. He actually has fired several missiles from the guided missile cruiser he was assigned to. They actually used a pistol grip trigger similar to some of the games in the computer room.

A man of many talents and a good friend to all, come talk to him at the convention.

He promises not to make many frogs for princesses to kiss...

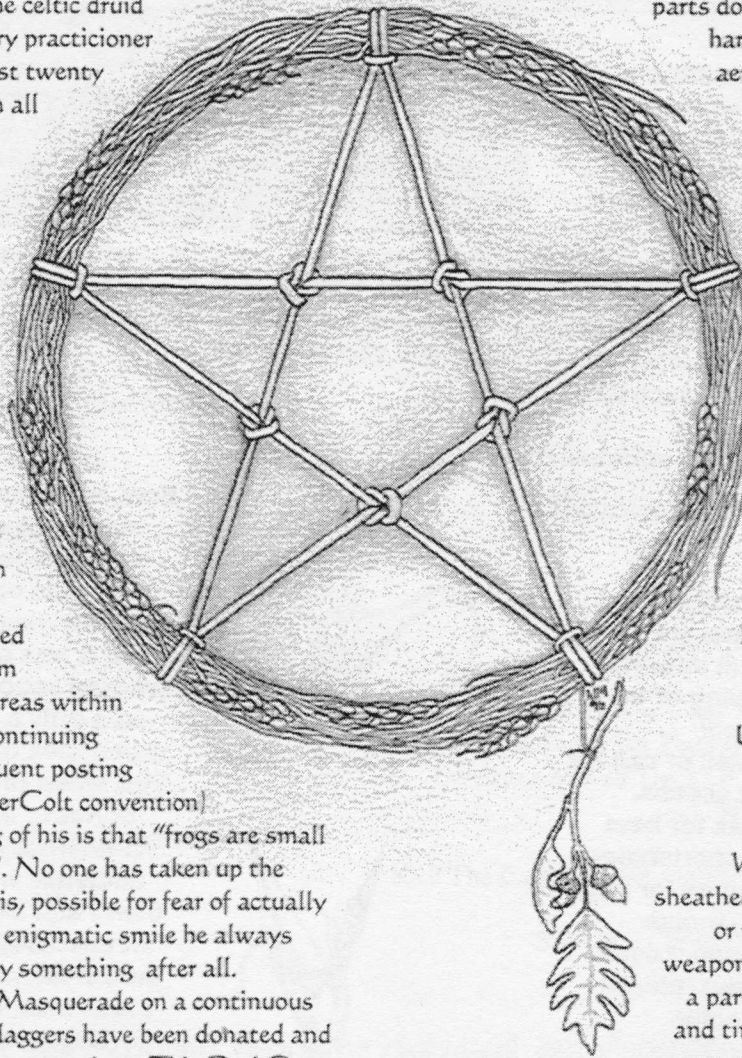
Unless they really want him to.

Security

Weapons can be worn if they are sheathed and peace-bonded, but no real or realistic firearms. No projectile weapons of any kind. If you are having a party, you need to register the date and time with con security, and if you are serving alcohol, you need to card individuals attending your party. Don't do stupid things. The badge remains the property of the convention, so if you do stupid things, you will lose it. The Convention Office/Security is located in the Grace Robinson room.

Registration

If you are reading this, you've likely already been to registration. We do ask that at the end of the convention, if you could drop off your badge clip, it can be recycled for the next convention.



Functions and Special Events

Dealer's Room:

The DarkCon Dealer's Room has an amazing array of merchants from many lands. You'll see great prices and knowledgeable merchants presenting their wares including blades, books, buttons, castles, collectable toys, comic books, games, garb, jewelry, tapes, tarot readings, T-shirts, and more. The experience has been enhanced with musical ambiance, and live belly-dancing exhibitions throughout the con. Dealers represented include: Imperial Outpost Games, Pop Culture Classics, Empire of Toys, Paul Kennedy Bookseller, the Space Above & Beyond Fan Club, Sloganeer, Master Gamer, Ann Babcock Bookseller, Tarot Readings by Morgan, Belle Relaford, Fantasy Past, Present & Future, Mystic Pyramid, and Creative Garb by Katrina.

Hours are:

Fri Noon- 6 pm

Sat 10 am 6 pm

Sun 10 am 2 pm

Dealer's Room Area:

DarkCon's Dealer's Room area will take on the flavor of a Middle Eastern bazaar, with dancers, jugglers, magicians, and fantasy balloon animals. On Saturday and Sunday, inside the Dealer's Room, a dance troupe will perform Middle Eastern dances and music for your shopping pleasure. (Check your pocket program for times.)

And, that's not all. Saturday, there will be a showcase performance in the foyer right outside the Dealer's Room. There'll be a lot of fun and surprises for all ages. First, "The Space Juggler From Hell" will amaze you with gravity-defying (and sometimes death-defying) feats. For those of you who want to learn how it's all done, he'll teach a special juggling workshop.

Festivities will continue with a performance by our Middle Eastern troupe of dancers and musicians. Adding that magical touch, "Sheamus, Bishop, and The Magic Man" will showcase classic slight-of-hand as well as new effects we're sure you won't want to miss.

And, whether you're a kid, or just young-at-heart, "Russ, The Balloonologist" will put a smile on your face as he creates fantastic balloon animals and swords just for you.

Children's Program:

Darkcon Children's Program activities will include Arts & Crafts, Science, Movies, and a special Live Action game -- just for kids! We'll have a special display area in the Art Show for work done in our Children's Program.

Arts & Crafts activities available will include everything from heraldry to food fun to costuming. Kids will be able to make their own paper bag masks and costumes; they can make

playdough and oobleck (green slime); and fabric art.

Science activities available will give kids the opportunity to make a working paper-mache volcano; or a working compass; or lift and identify fingerprints using common household items.

Kids can also make their own "portable planetariums", or do pressed flowers or leaf rubbings.

Children's Program will be open Friday evening, Saturday, and Sunday morning to early afternoon. Check your pocket program for schedule. Children's Program will provide light snacks, but will NOT provide meals and will shut down between 12-1 p.m.

For lunch, and 5-6 p.m. for dinner.

Art Show:

The DarkCon Art Show features special exhibitions by our artist guests Larry Vela and Michele Ellington, and we are welcoming back Bjo Trimble after a twenty year hiatus from the art world! 3D as well as conventional 2D art is represented with quality presentations from artists all over the Southwestern United States. Lithographic prints are available for some items in the exhibition. A majority of the items will be for sale in the

Art Auction taking place at 1:00 PM on Sunday.

12N to 7PM Friday

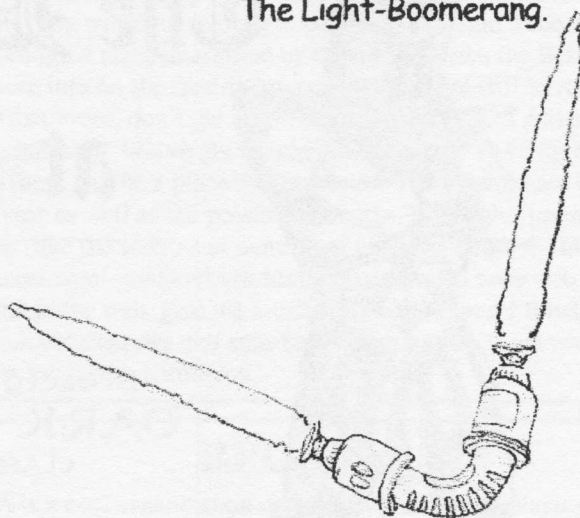
10:00 to 7PM sat

10:00 to 12N Sunday

Auction at 1PM

Less popular weapons of the Sith and Jedi:

The Light-Boomerang.



Computer Room:

Our Cyberspace Room features 10 stations that will be running all the latest interactive multi-user games including Mech Warrior 3, Quake II, Total Annihilation, Star Craft, Blood II, Falcon 4.0, and the fantastically popular Everquest. There are great prizes for tournament winners, like posters and T-shirts from the game manufacturers. You can play against your friends... or your enemies. Check schedules in the area for times.

Gaming:

The best in collectible card gaming, live and traditional role-playing, board gaming, miniatures, and video gaming is available in DarkCon's largest gaming area ever! With over 2400 square feet of 24 hour-a-day gaming, there is room for YOU and YOUR GAME there! There is a special "Logan's Run" LARP game in honor of our special guests. Please check the sign-up sheets and schedules in the gaming area, for all time and location information. There are lots of great prizes supplied by the local gaming stores. We want to give special thanks to Imperial Outpost Games for supplying prizes and support for our gaming area, and to RSI for bringing their popular Duel Master computer simulation game to the convention.

Video Room:

We have the best video room in DarkCon history inside the Hotel's theatre facility.

A projection TV with a twelve-foot diagonal screen and a 1000-watt audio system guarantee a fantastic video experience as we view the best in cult movies and science fiction/fantasy productions. Our Guests of Honor will be presenting a screening of the special DVD version of "Logan's Run" for your enjoyment, with an opportunity afterward for questions and discussion. See schedules in the area for times and dates. You can bet we'll be doing the Time Warp!

Filk

The Herbert Hoover room will be available for Open Filking all night long, so stop by and join in the fun!

Japanimation:

The ubiquitous (but much appreciated) Tom Perry is at DarkCon with his extensive collection of the latest in Japanese Anime'. Tom travels to Japan frequently to secure the latest material for the Phoenix Japanimation Society. He has brought some ADULT Japanimation that will be presented in later hours.

Information Booth & Volunteers

Yes, DarkCon 1999 will have an information booth near registration. If you wish to become a sacrifice...uh... **volunteer**, this is where you start. If you want to know where the nearest restaurant is, this is where you find out. If you wish to know when that panel is that you are just dying to go to... Well, you get the idea, I hope. The booth will be open for most all of the convention (maybe not at 2 am, but then again, it depends). Come by and check it out!



The Dark Ones' Parties at DarkCon 1999

The Dark Ones Present:

in the SAN TAN BALLROOM
(SHORTLY AFTER THE MASQUERADE IN THE SAME ROOM)
DARK ONES' PARTY AND DANCE
CLASSIC DARK ONES, MUSIC, MICHELOB, DANCING

in the DARK ROOM
(THE HOTEL'S PRESIDENTIAL SUITE!)
THE SINGING SATYR - GARRY SILER

Saturday at 10 pm the bells will toll.

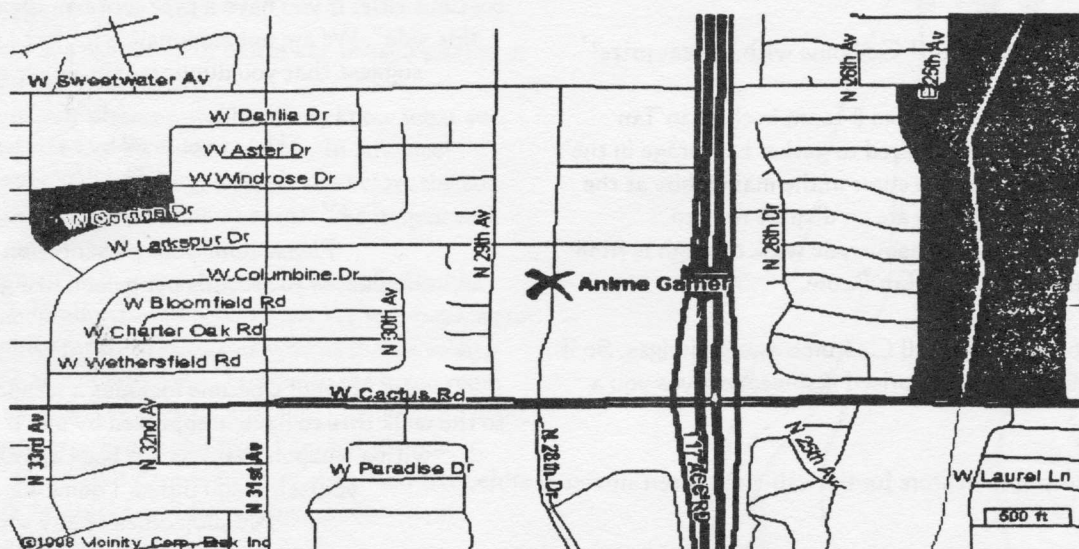
The Dark Ones, Inc. would like to welcome you to DarkCon 1999! www.darkones.org

ANIME GAMER

*Announcing Phoenix's Newest
Gaming & Japanese Anime Store*



*12436 N. 28th Dr.
Phoenix, AZ 85029
(602) 942-9745*



- ❖ *We Have Anime for Rent on VHS & Laser Disc*
- ❖ *We Have Anime for Sale on Video & CD's.*
- ❖ *We can do Special Orders*
- ❖ *We also have an Anime Viewing Room*
- ❖ *We also have a selection of Gaming Supplies*
- ❖ *Gaming Tables for Groups & Individuals*
- ❖ *We also have a large selection of Video Games for Rent
(Sega, Nintendo, Sony Play Station & More)*
- ❖ *Internet-based Ordering coming soon.*
- ❖ *All Major Credit Cards accepted.*

DarkCon 1999 Masquerade

Your are cordially invited to enter the DarkCon 1999 Masquerade!

Prizes this year are, in my humble yet correct opinion, are the best you will find at any convention. Grand Prize is a Jaeger Dagger donated by our Fan Guest of Honor, Master Gannd. Second Prize is a lovely handcrafted Sterling Silver Necklace donated by Talmoor. Third Prize is a working Jelly Belly Machine (complete with Jelly Bellies) donated by Shadowstalker of the Dark Ones.

Best Novice will receive a Basket Full of Sewing Goodies donated by Chameleon's Costumes.

Grand prize in the Children's Division is an M&M's Machine (with a supply of M&M's) Donated by Shadowstalker of the Dark Ones. Children's Runner's up will receive an M&M's Mug with M&Ms or other great prizes! Children must be 12 years old or under.

Come out and strut your stuff! Go home with a great prize!

The Masquerade will be held from 8-10pm in the San Tan Ballroom. Entrants will be required to gather backstage in the same room at 7pm. Register to enter in the main lobby at the Information Booth. The prizes are on display next to Masquerade Registration. Masquerade walk through is from 1-2pm on Saturday in the San Tan Room.

There will also be roaming Hall Costume Award judges. So if you are in costume don't be surprised if someone gives you a ribbon!

We have some surprises in store for the half-time entertainment. Don't miss it!

A special Thank-You to our Judges; Larry Vela, Michelle Ellington, LL Goble and Laura "Scanner" Draper, also to our Master of Ceremonies; Shadowstalker of the Dark Ones, to Markus, Dark Ones Associate, for providing the sound, to Patrique, for allowing us to use the Garry Siler Band's lighting system, as well as our half-time entertainment, the "catchers" and "den parents" and to everyone else who helped to ensure a smooth running Masquerade.

Contestant Information:

The DarkCon 1999 Masquerade will take place in the San Tan Ballroom on Saturday June 26th 1999 at 8 pm. Contestants check in time at 7 pm. Check in backstage in the San Tan Ballroom.

Rehearsal/ Orientation:

We will have a walk thru from 1-2 Saturday afternoon in the San Tan Ballroom. (Time and location subject to change.)

Registration:

You may register in the main lobby of the Sheraton San Marcos at the Information Booth on Friday afternoon and Saturday morning of the Convention. Registration for the Masquerade ends at 12 noon Saturday.

Music:

You may bring your own music. It can be in the form of a CD or a cassette tape cued to your song. Please label both the outside cover and tape or CD with your name and the costume title. If you have a tape write on the correct side "play this side". We are not responsible for lost tapes or CDs. We suggest that you duplicate the music onto a blank tape.

The Stage:

The stage is 16' by 24'. The ceiling is 12' tall. The doors are 7' tall by 6' wide.

Time Limits:

Please limit your presentation to 60 seconds for an individual or 30 seconds per person in a group. Believe me, 60 seconds is a long time.

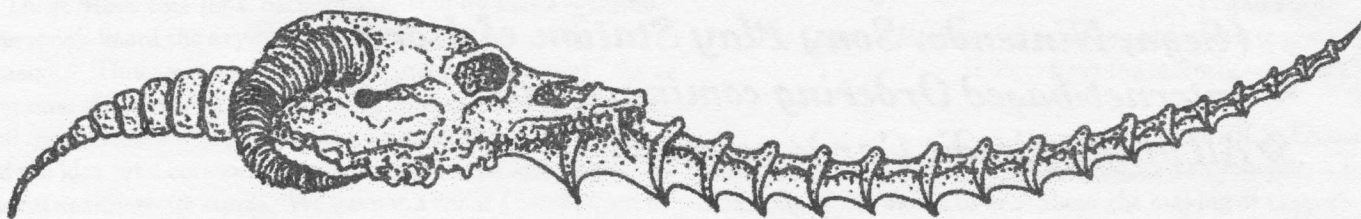
Weapons:

If your costume includes a weapon, please bring it to the walk thru to have it approved by me. If you just show up with a weapon that has not been approved you may find yourself disqualified. I don't want that to happen. No projectiles of any sort will be allowed.

Classes:

- Junior: or Young Fan, for children 12 years old or younger.
- Novice: those who have not competed in a Masquerade before or who have not won 3 awards at previous competitions or who have not won a best in show (i.e: one best in show = 3 lesser awards).
- Experienced: Those who have won a best in show or 3 awards or are professional costumers.

You may enter above your class, but not below it.



DarkCon 1999 Masquerade Rules:

1. No fire or flame allowed onstage.
2. Purchased or rented costumes may not be shown in competition. (They may be displayed). You can use a few purchased pieces, but the overall costume must be fan-made. The Designer and/or builder of the costume does not, however, have to be the same person who models the costume.
3. No messy substances (wet, dry or oily) that might damage the costume of another contestant will be allowed backstage or onstage. Thou shalt not slime thy neighbor.
4. This masquerade is rated PG-13. No flagrant nudity. There will be children in the audience. No costume is no costume.
5. No flash Photography while participants are on stage.
6. All weapons must be cleared by the masquerade director.
7. The masquerade director has full authority to eliminate anyone from the competition on the basis of bad taste, danger to the contestants or audience, or for violation of the above rules or any other reason deemed sufficient. There will be no appeal. This rule is to protect you and the convention and will not be invoked frivolously.

Notes and other Advice:

- If your costume is a recreation or historical, bring a picture of the original for the judges to see.
- Let the Masquerade director, and her crew, know what you need for your presentation to run smoothly. In advance!
- Don't forget to EAT something a few hours before the competition. I don't want you to faint on stage. The judges will not be swayed by sympathy.
- Check in on time! That is at 7:00 pm Saturday before the competition. Children may come in at 7:30. We will have water and some munchies for contestants as well as places to sit.
- Parents: Please accompany your children to the green room and wait with them before they go onstage. I really don't want to deal with stage frightened children. I am not good at it.
- Stick around for the awards. I remember one time I left before the awards were presented and I won something. Oh my! That was embarrassing!
- Rehearse! Rehearse! Rehearse! This is a costume show, not a talent show, but don't bore the audience either.
- Have Fun!



DarkCon Programming

Friday 4 pm to 6 pm Ballroom Foyer

You Don't Know Jack - hosted by Smoke and Robin (2 hours)
Are you HOT at Trivial Pursuit? Do you kick butt on the National Trivia Network? Do you answer Jeopardy questions before the contestants? Guess what?

YOU DON'T KNOW JACK!

We are going to host a tournament for the most irreverent Trivia game ever, and you are all invited. Play, have fun, and maybe win some great prizes!
See Pocket Program for location of game machines available throughout the convention to play.

Friday Evening Program:
Toastmaster - Daryl F. Mallett
6:30 pm - 7:00 pm Opening Ceremonies
The Convention Chair and Guests of Honor officially welcome all attending to the convention! The Opening Ceremonies feature short talks by the Guests of Honor.
7:00 pm - 8:30 pm Banquet
Open to those who purchased banquet tickets, except for the opening speeches, which will be open to all.
Short speeches by Convention Chair, Official Guests, followed by food!
8:30 pm - 9:00 pm Meet the Pros
Your chance to meet and mingle with the famous and near-famous!
9:00 pm - 12:00 pm Music Festival
Friday Night Concert With Music Guest of Honor
The Garry Siler Band and Friends.

Programming - Saturday

Saturday 10 am, Clark Gable Room

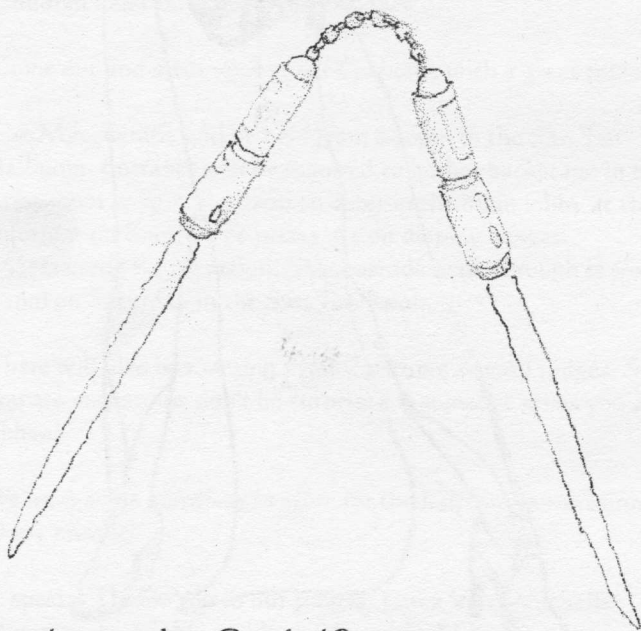
Sex on the Other Side - panel discussion

A lot of strange (well, to some of us, anyway) things are going on out there. Discussion of what's happening nowadays and what's not, from people involved in things outside of the "main stream."

Saturday 10 am, Joan Crawford Room

Competitive Costuming with Michelle Ellington and Larry Vela. What is the difference between garb, hall and stage costumes? What are the differences between small and large stage competition? What works and what doesn't? What are some of the keys to winning? Why do we spend so much of our precious convention time meeting and preparing for two minutes on stage?

Less popular weapons of the Sith and Jedi: Light-Chaku



Saturday 11 am, Joan Crawford Room

I Want to Learn That! - Getting Started on New Art Forms with Michelle Ellington and Larry Vela. Many people would like to try different art forms, but don't know where to begin. Tried and true ways to experiment without getting burned... much.

Saturday 11 am to 11:30 am, meet in Clark Gable Room,
Tour 11:30 am to 1 pm continues to 4 thrift stores around downtown Chandler.

Thrift Store Tour for Costuming; hosted by Laura Modine. Everyone's heard the saying "one man's trash is another man's treasure." This saying is particularly true for costumers. As a long time aficionado of every passing yard sale and hole-in-the-wall thrift store, I was like-minded valley costumers when we had the idea for a convention panel based on the idea of trips to several nearby thrift stores. We gave it a try at CorsairCon 6 and had a lot of fun. (Well, I call a pair of leather pants for six dollars a lot of fun, anyway!)

Four thrift stores within a short drive of the hotel in downtown

Chandler made DarkCon an obvious choice to do this panel again. All costumers, and those who want to learn, or start on a quick 'down and dirty' scale are invited to join us and participate in this panel. We'll meet in the Clark Gable Room at 11:30 and carpool from there. At the stores, we'll collaborate in helping one another work our costumes from the available purchases. If you own a large car, an SUV, or a van and would be willing to drive, please contact Pagan through the Dark Suite (The Presidential Suite) \$20.00 is suggested as spending money.

The tour will follow the route noted in the pocket program.

Saturday noon, Dealers Room

Book Signing in Dealer's Room with William Nolan, George Clayton Johnson

Saturday noon, Joan Crawford Room

Better Life through Science! - panel discussion
...Or is it? Has science made our lives easier, really? How is life different today versus 1899? What might we see in science advances in the NEXT 100 years?

Saturday noon, Clark Gable Room

Logan's Run & Millenium Jeopardy - hosted by Randall Whitlock Test your knowledge of Logan's Run, Y2K, Y1K (the first one!), 1999, and other 99's type trivia. Run in the style of jeopardy! Prizes!!

Saturday 1 pm, Video Room

Barry Bard Hosts "Upcoming Films"

Barry is THE hot source locally for what's coming out in the next few months. Come by and see what's up! He'll also have buttons and other freebies to be passed out to those attending.

Saturday 1 pm, Clark Gable Room

Masquerade Pre-Meeting. If you intend to compete in the masquerade, you must attend this meeting.

Saturday 1 pm, Joan Crawford Room

Love On Line - Divorce Off Line. Panel discussion.
Dating in the new millennium. What with cyber sex, dating and marrying from on-line contacts... where is everything headed?

Saturday 2 pm, Clark Gable Room

Hair Braiding Demo by Sharon Hoyle

Saturday 2 pm to 6 pm, Video Room

Logan's Run DVD

The Logan's Run movie, a making of featurette and original trailers from the recently released DVD.

Logan's Run Discussion

Join William F. Nolan and George Clayton Johnson, after the screening of the movie to hear about the making of Logan's Run, the differences between the novel and the movie, and the new Logan's Run movie in the works with Silver Pictures.

HEXA CON 9

Arizona's Gaming Convention

July 9 - 11, 1999 Sunspree Resort, Scottsdale

Hotel Information
Holiday Inn Sunspree
7601 E Indian Bend Rd
Scottsdale, AZ
(602) 991-2400
Room: \$59 S/D
Suite: \$98 S/D

Sanctioned
Tournaments

Memberships Rates
\$15 until 5/31/99
\$20 at the door

Tournament Space
Limited
Register Early

Memberships & Information:
HexaCon 9
PO Box 62613
Phoenix, AZ 85082
email: boniece@aol.com
Website:
<http://members.aol.com/boniece/index.html>

Board Gaming

Dealer's Room

Miniatures

Full Consuite

GoH: Derek Percy
Author of In Nomine

Miniatures
Painting Contest

CCG Tournaments

For the Sanctioned Magic Tournaments, we should be running an Urza's Saga Sealed Deck on Saturday, a Type 2 Standard Tournament on Sunday, and up to 20 Booster Draft tournaments over the course of the weekend. There should also be a Highlander Tournament either Saturday or Sunday, and Great Dalmuti will be running all weekend. We haven't got any other tournaments set up yet, but hopefully we will have an Legends of the 5 rings tournament, as well as a Star Wars card game tournament.

SPACE IS LIMITED FOR THE MAGIC TOURNAMENTS, PRE-REGISTER BY MAY 31, 1999 For more info contact Russ Stanley at Russ_St Stanley@worldnet.att.net

RSI

LARP

Game
Auction

Video
Room

BotBash

Its time for the 1999 BotBash everybody! So break out your R/C cars and strap on the chainsaws! This year we are adding something new to the mix. BotBash in conjunction with PAREX (Phoenix Area Robotics eXperimenters) is proud to announce the Autonomous maze competition. You will have to design, build and program a robot to navigate through a maze unassisted by the operator (see the BotBash page for more info on the fascinating contest). We are still having the robotic combat event, don't get me wrong, but this is for a person how like a real challenge. We've got weight classes from 5 to 23 kg for combat, so there will be a place for everybody. The trophies are back again this year as well as the possibility of other prizes. For more information (like the rules) and pictures of past events, go to "<http://www.primenet.com/~johnkit/bash.html>" on the world wide web. If you can't get to the web, give me a call at 334-3234, and I'll help you out. So check out the rules and start brainstorming, we'll see you in the arena in July! John Kittelsrud.

US Chess Federation
Sanctioned Tournament

Chess Grand Master Exhibition

Computer Gaming

For our Computer Gaming Room, RCM Enterprises in Scottsdale is supplying 16 gaming machines for use at the convention, which will be for sale at the end. One machine will be given away in a drawing at the end of the convention. For more information on our computer room contact Tannon at mrcomputr@asu.edu

RPGA

The RPGA is a cool organization devoted to getting role playing gamers like you together with other gamers (possibly not like you) for great role playing. We run role playing games at conventions, in stores, on the world wide web, and one-day game days every weekend all around the country. There's always a high-quality game within reach if you're a member. Come play our games at HexaCon 9 and join the RPGA.

LIVING CITY MODULES: Legends; Good Evening Ladies and Gentlemen; The Gathering;

LIVING JUNGLE MODULE: Mantu's Sacrifice.

LIVING DEATH MODULE: Murder In the Ozarks.

PREGENERATED GAMES: Task of the Red Death; Musketeers For The Queen For info contact Brandon at KavanaghB@aol.com

Saturday 3 pm to 5 pm, Clark Gable Room

Massage Demo and Workshop - hosted by Malcolm,
2 hours. Complimentary massages courtesy of Malcolm.
"Standard" light massage, or more robust "Swedish" if
requested.

Saturday 4 pm to 6 pm, Clark Gable Room

Face / Body Painting as a Form of Costuming - hosted by
Larry Vela (2 hours) Demonstration with volunteers from the
audience. Using the human body as a canvas - applying an
animal or mechanical overlay using airbrush painting.

Saturday 4 pm to 6 pm

Water Gun Fight - hosted by Pete Manly
Bring your own waterguns, or we will have a supply of our own
available (first come, first served). Water balloons are fair, too!
Meet for event first in foyer outside of dealer's room; event to
be held in lawn area just beyond the large tent near the tennis
courts.



Programming - Sunday

Sunday 10 am, Clark Gable Room

Worst of the Worst Horror - hosted by Bruce Farr
Review of the worst Horror film and discussion with film
clips to illustrate.

Sunday 11 am, Clark Gable Room

Science Fiction and Fantasy Art in the Real World slide show
by Larry Vela. The placement of science fiction and fantasy

art is not limited to paintings and sculpture. It's also among us
in the world. Slides illustrating the spillover into the outside
world.

Sunday 11 am, Joan Crawford Room

Goth Control versus Gun Control - panel discussion
Goths don't kill people, guns kill people... no, that's not it...

Sunday Noon to 4 pm, San Tan Room

You Don't Know Jack - hosted by Smoke & Robin.
Playoffs and final round.

Sunday Noon, Clark Gable Room

Problems of Adaptations in Hollywood with George
Clayton Johnson and William Nolan. Demolished Man,
Puppet Masters, television and film adaptations of books.

Sunday noon, Joan Crawford Room

Sausage Wench vs. Saucy Wench Hosted by Frances Burns
Costumer Frances Burns illustrates how TO and NOT TO
wear a corset. Ladies, make sure your bustier boosts your best
assets!!

Sunday 1 pm, Clark Gable Room

Mehndi Demonstration - hosted by Draven
Ancient art of temporary tattooing using henna products.
Class will feature history and traditions of mehndi as well as
modern day applications and an opportunity for hands-on
work! \$2.00 class fee to help with cost of material.

Sunday 1 pm, Joan Crawford Room

Star Wars Panel Discussion
What's happening with Star Wars series in literature and film?
What are the plans for the next two movies? Our panel of
experts will discuss the latest.

Sunday 2 pm to 4 pm, Clark Gable Room
Art Auction

Sunday 2 pm, Joan Crawford Room

Herbal, Holistic, and Alternative Medicine
Alternatives to traditional medicine. So you want to live
forever? Or at least live healthier than you other wise might...
Come by and find out how!

Sunday 3 pm, Fountain Courtyard

Paper Airplane Contest - open to all!
Meet for event first in foyer outside of dealer's room; event to
be held in lawn area just beyond large tent near tennis courts.
We provide the paper, you provide the skill!

Sunday 3 pm, Joan Crawford Room

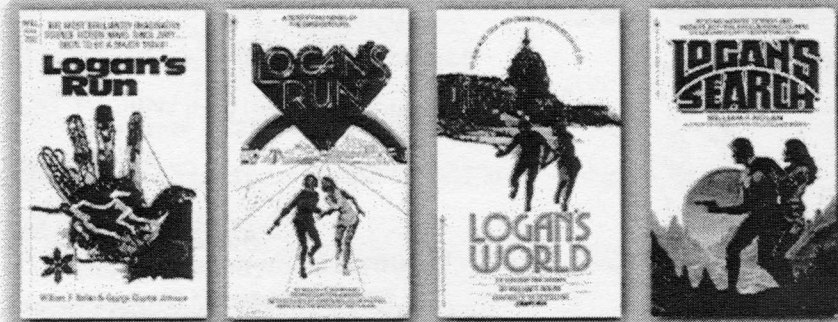
21st Century Predictions - panel hosted by Cinder Smith
What will the next century be like? Could anyone in 1899
have predicted life in 1999? Using a variety of methods from
scientific reasoning to astrology, we will attempt to look into
the crystal ball.

The Phenomenon of Logan's Run

By James Hopkins

"... portrait of the indomitable nature of the human spirit that has become both a science fiction classic and an indelible symbol for our times."

Before Star Wars ... before Star Trek: The Motion Picture ... before Alien... before dune .. before Terminator ... Logan's run burst across the big screens of the world leading the way into a new era of high-budget science fiction spectacles. Based on the best-selling novel by William F. Nolan and George Clayton Johnson (a million copies alone from Bantam and Dell, plus editions from France, Germany, Japan, Italy, England, Spain, the Netherlands, etc.), Logan's Run garnered instant mass-audience popularity and has demonstrated incredible staying power. In one form or another, Logan has never been out of the public eye in well over two decades, having attained the status of a timeless classic, a genuine world icon. Literally everyone has heard of Logan's Run.



This kind of mass recognition is extremely rare; it cannot be bought or generated by mass media. No amount of promotional hype can create a popular phenomenon if the audience is not responsive. In the case of Logan's Run, people in the multi-millions have responded, enthusiastically and emotionally, to this now-legendary character and concept.

Winner of an Academy Award "Oscar" for Special Effects, Logan's Run was also selected as Best Science Fiction Film of the Year by the Academy of SF and Fantasy. The novel itself had already received all-out raves as "frighteningly alive and compelling" (Library Journal) ... "a dazzling, breathless, spectacular, future-world phantasmagoria" (Robert Silverberg) ... "a novel that sears the mind and gives fresh perspective to reality" (Berkeley Gazette) ... "a deadly dose of strong medicine" (Baltimore Sun) "daring and different, told with taut, bold strokes of imagination" (The Journal of the Producers Guild), while the London Sunday Times summed up Logan's Run as the ultimate in "suspense, ingenuity, surprise, conviction, and literary effrontery."

A Letter from Michael York (Logan, from Logan's Run)

Dear Daryl,

Thank you for your letter and for the invitation to The Logan's Run Convention. Unfortunately I am not free to attend, but I appreciate the trouble you have gone to in inviting me. Please thank the organizers and wish them every success for the event.

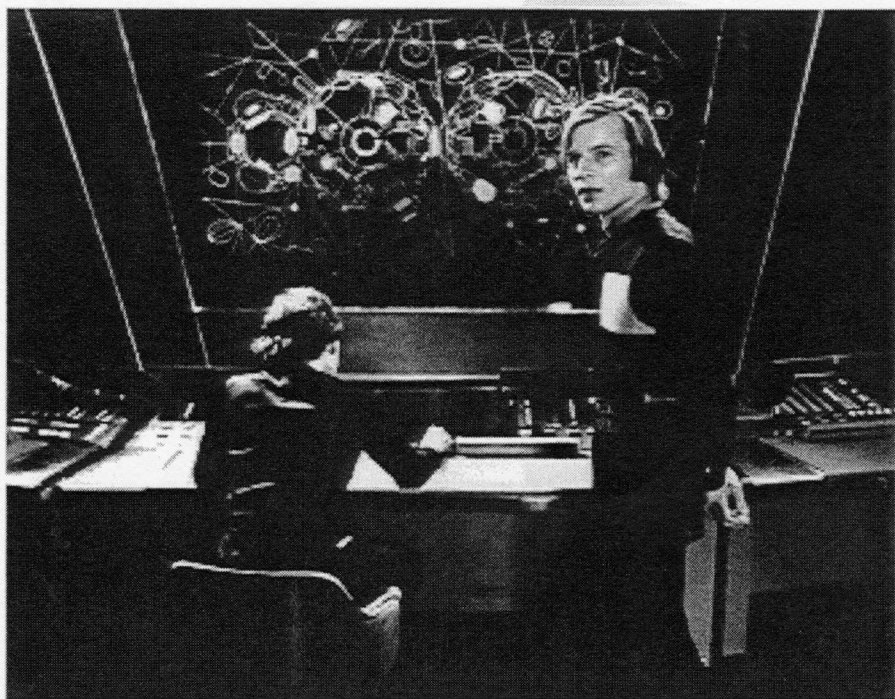
It is good to hear that Logan's Run is still popular; I certainly have affectionate feelings for it! Thank you again for your kind invitation.

Yours sincerely,
Michael

The MGM film launched Logan on an incredible run that has taken him through a CBS television series, numerous foreign-language book editions, a 16-printing best seller from Bantam Books, a 7-issue adaptation from Marvel Comics, a 12-issue series from Malibu Graphics, two sequel novels, and LP recording, a host of Logan websites on the Internet, a special-edition laser disc from Image Entertainment, a new MGM DVD, countless newspaper and magazine articles, a Dove Books on Tape audio cassette, tutorial material used in education, and national Logan fan clubs plus elaborate, fully-costumed Sandman / Runner events at SF conventions. Additionally, there have been Logan games, buttons, key rings, cards, flame guns, posters, photos, T-shirts, sandman tunics, bumper stickers, jigsaw puzzles, and several Logan-based amateur journals. In 1976, when MGM produced the original film, the studio was on the verge of financial collapse. The outstanding success of Logan's Run, the big hit of that summer, literally put them back in the picture business.

Since Ted Turner acquired the MGM film library some years ago, the various Turner cable channels have featured showings of Logan's Run on almost a weekly basis. Thus, in addition to its regular network outings throughout the world, Logan's Run has become one of cable television's most popular offerings, reaching millions of viewers each month. Because of this, interest in Logan continues to grow. Every year a new





generation of fans come on line, massively adding to the numbers of existing Logan enthusiasts, and these will multiply vastly when the new Warner Bros. version of Logan's Run is released.

When William F. Nolan and George Clayton Johnson completed their draft of Logan's Run in a furious three-week writing stint back in the summer of 1965, they had no idea of the tremendous ripple-effect that this novel would create, and they certainly didn't expect Logan to be running more strongly than ever in the year 2000.

Run, Logan, run!

May your saga continue forever.

Works by George Clayton Johnson

Awards: Balrog Award: [1983] Short Fiction for "All of Us are Dying"

Non-Fiction

George Clayton Johnson Twilight Zone Scripts & Stories (1996)

Short Fiction

Devlin's Dream (1977)

Drum Dancer (1981)

Sea Change (1981)

All of Us Are Dying (1982)

An Afterword (1983)

Nothing in the Dark (1989) - Teleplay; broadcast January 5, 1992.

Your Three Minutes Are Up (1989)

The Ring of Truth (1992)

Essays/Articles

Writing for 'The Twilight Zone' (1981)

Introduction to 'Fair Lady' (1988)

Novels Logan's Run (1967) with William F. Nolan

Books - All of Us Are Dying and Other Stories by George Clayton Johnson
- Subterranean Press 1999

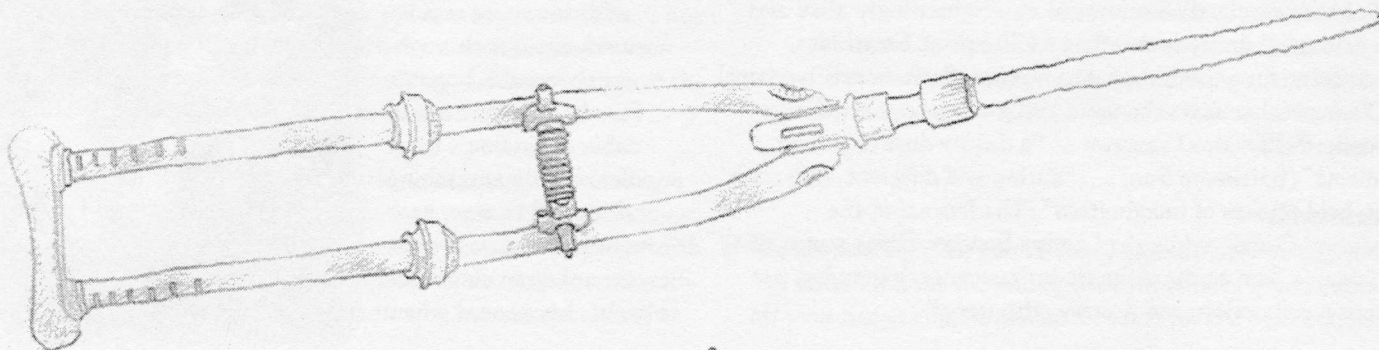
For the original Twilight Zone television series

Written by: Kick The Can, A Game Of Pool, Nothing In The Dark, Penny For Your Thoughts, Based on a Story By: The Prime Mover, The 4 Of Us Are Dying, Ninety Years Without Slumbering, Execution

Kick The Can was also adapted for the Twilight Zone movie.

Star Trek : The Original series - The Man Trap

Less popular weapons of the Sith and Jedi: The diabolical, but ill-conceived Light-Crutch.



CALIFORNIA SORCERY

DUE: mid-August 1999

A Group Celebration

edited by William F. Nolan & William Schafer

Featuring Original Stories by:

RAY BRADBURY
CHARLES BEAUMONT
RAY RUSSELL
CHARLES FRITCH

RICHARD MATHESON
WILLIAM F. NOLAN
JOHN TOMERLIN
JERRY SOHL

GEORGE CLAYTON JOHNSON

Classic Reprints by:

HARLAN ELLISON

ROBERT BLOCH

CHAD OLIVER

In the 1950s and 60s they sometimes shared a geography, but their imaginative territories knew no bounds. Their members were responsible for such classics as *I Am Legend*, *The October Country*, *Deathbird Stories*, and *Logan's Run*; plus they wrote some of the most memorable episodes of *The Twilight Zone* and *Star Trek*.

Cemetery Dance Publications is proud to announce an anthology celebrating the "West Coast School of Writers" in two special editions:

Deluxe Limited Edition: Only 1,500 copies. Signed by the editors, bound in full-cloth, Smyth-sewn binding, featuring full-color and b&w artwork by Mark Nelson, a new historical Introduction by Chris Conlon, individual Story Notes, plus a special Photo Section printed on glossy stock. **Only \$40**

Special Lettered Edition: Only 26 copies. A unique volume, featuring completely different materials – binding, endpapers, headbands, etc. – than the Limited edition. Other features include a hand-crafted traycase and satin ribbon page marker. The *only* signed edition – autographed by Ray Bradbury, Richard Matheson, Harlan Ellison, Jerry Sohl, William F. Nolan, George Clayton Johnson, and others. Each author is signing on an individual autograph page, which is adorned with special artwork by Charles Beaumont! Last but certainly not least, accompanying each Lettered Edition will be a double-matted and framed, full-color print (done exclusively for this edition; only 26 copies!) by Mark Nelson! **Price: \$500**



CEMETERY DANCE PUBLICATIONS
P.O. Box 943
Abingdon, MD 21009

(410) 569-5683
Visa/Mastercard Accepted

The Works of William F. Nolan

Science Fiction

Ray Bradbury Review (anthology, illustrated by Nolan) 1952
Impact 20 (collection) 1963
The Pseudo-People (anthology) 1965
Man Against Tomorrow (anthology) 1965
Logan's Run (novel) 1967
3 to the Highest Power (anthology) 1968
A wilderness of Stars (anthology) 1969
A Sea of Space (anthology) 1970
The Future is Now (anthology) 1970
The Human equation (anthology) 1971
Space For Hire (novel) 1971
Alien Horizons (collection) 1974
The Ray Bradbury Companion (bio/biblio) 1975
Wonderworlds (collection) 1977
Logan's World (novel) 1977
Logan's Search (novel) 1980
Science Fiction Origins (anthology) 1980
Look Out For Space (novel) 1985
The Work of Charles beaumont (bio/biblio) 1986
Logan: A Trilogy (all 3 Logan novels, illustrated by Nolan) 1986
The Bradbury Chronicles (anthology) 1991
3 for Space (collection) 1992
California Sorcery (anthology) 1999

Horror

The Fiend in You (anthology) 1962
Things Beyond Midnight (collection) 1984
Dark Encounters (verse) 1986
Urban Horrors (anthology) 1990
How to Write Horror Fiction (instructional) 1990
Blood Sky (novelette, illustrated by Nolan) 1991
Heltracks (novel) 1991
Night Shapes (collection) 1995
The Winchester Horror (novella) 1998

Mystery

Death is for Losers (novel) 1968
The White Cad Cross-Up (novel) 1969
Dashiell Hammett: A Casebook (bio/biblio) 1969
Hammett: A Life at the Edge (bio) 1983
The Black Mask Boys (anthology) 1985
Helle on Wheels (novelette) 1992
The Black Mask Murders (novel) 1994
The Marble Orchard (novel) 1996
The Brothers Challis (collection) 1996
Sharks Never Sleep (novel) 1998

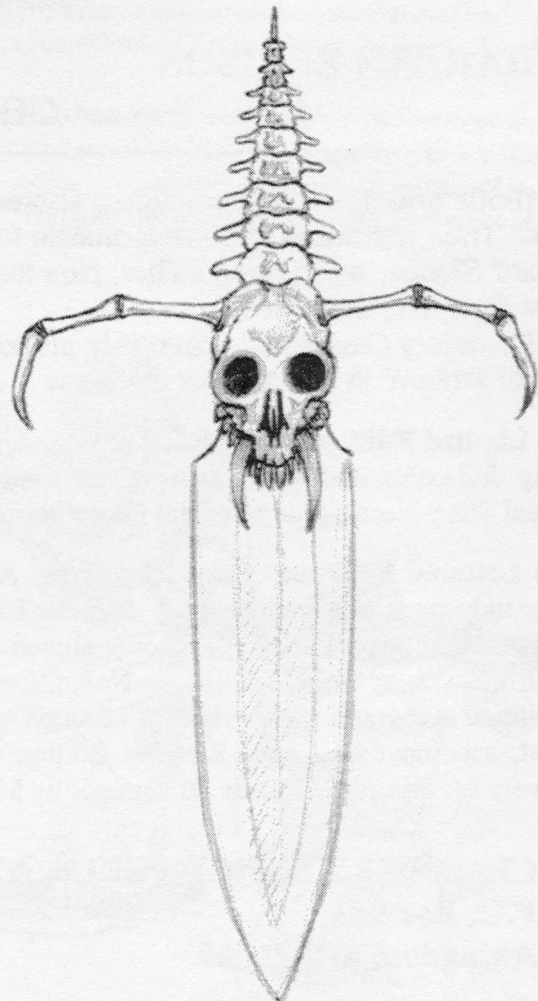
Nolan has also had some two dozen other books published, including biographies of Ernest hemingway, John Huston, Steve McQueen, Max Brand, Phil Hill and Barney Oldfield.

His popular "Black Mask" novels, featuring Dashiell Hammett, Raymond Chandler and Erle Stanley Gardner as amateur crime solvers in Hollywood during the 1930's, have solidly established Nolan in the series-mystery genre, and his horror-suspense fiction has been rightly praised by Peter Straub, Stephen King, Ray Bradbury, Graham Masterton, Dennis Etchison, Robert Bloch, Charles Grant, Peter Haining, and Richard Matheson while Joe Lansdale has dubbed Nolan "one of the greats of the horror-fantasy field."

Special Nolan-themed issues of *Weird tales*, *Cemetery Dance*, *The Horror Show* and *Deathrealm* have highlighted his work and his current projects encompass a two-act play, a biopic of actor Steve McQueen, more novels (including one in collaboration with his wife), a collection of his short mystery fiction, and the first hardcover edition of his horror novel, *Heltracks* (due in '99 from CD Publications with a new introduction by Richard Matheson).

Helmed by producer Joel Silver (the *Die Hard* and *Lethal Weapon* series, *Matrix*, etc), Warner Bros. is now in the process of developing a high-budget, high-tech remake of *Logan's Run* for release "beyond 2000."

Which gives us all something to look forward to with keen anticipation in the new millennium



**LOGAN UNCENSORED:
The Missing Fragments.**

When Dial Press published LOGAN'S RUN in 1967, some vital cuts had been made. The following "fragments" were not included in the published novel. Here, then, as a special treat for all Logan buffs, Nolan & Johnson present what *wasn't* included in the final manuscript.

Enjoy!

LIFT...

Logan sat down in a blue chair, keeping his eyes closed for a full minute, allowing the LF to work itself into his blood. Then he relaxed, opened his eyes, and smiled.

He felt wonderful. Content with himself and his world. He could smell sounds, hear colors, see the air.

Peace was here.

Love was here.

Happiness was here.

He looked at the miracle of his right hand. The red flower was dazzling, a mile deep. A man could swim in that crimson lake. He could fall into it and be lost forever, and if his fingers closed, the darkness would hide him.

Logan became aware of a blue table in the exact center of the room. He stood up and walked over to the table, staring down at it.

The table was absolutely extraordinary. It was made of shimmering maple and he could trace each breathing wooden pore. Logan studied the table for twenty-five minutes without moving.

Then he sat down on the blue floor, and the floor said to him: "That is a truly extraordinary table, is it not?"

"Yes," said Logan. "It is. You could spend a lifetime studying that table and not really see all of it."

The floor was a blue catfish who regarded Logan unblinkingly.

"My whiskers are like that," said the catfish. "I've watched the ends of them all my life and I have not really seen those whiskers."

Logan studied the long blue whiskers. Finally, he nodded. "I couldn't agree with you more," he said. "I really could not."

"I nose the river mud, but I never lose sight of my whiskers," said the fish. "They are the important thing."

"Absolutely," said Logan. The catfish was brilliant.

Rob was standing above him. Logan was startled to see his friend.

"I died in Oregon, you know."

"Yes, I know that, Rob," said Logan. "And—I've missed you. God, how I've missed you!"

"The water was cold in Oregon when I drowned. Cold."

"Rob, I made it! I made DS—for both of us."

"Cold," said Rob. "Deep and black and cold."

Logan lowered his head. He suddenly hated Rob for coming back. Once you die, you don't come back. For one thing, it isn't fair.

"So much to see, boy," said Tedman, looking at Logan with explorer's eyes. "So much out there—and so little time to see it. I could show you."

Logan was angry. He got up and lit the catfish, the way one lights a forbidden cigar, and puffed on the catfish. The rules be damned! But the whiskers tickled, so Logan put out the fish in a bowl of empty shells.

He leaned over to study the bowl. Gun shells. Flash-grimed.

One of them was watching him.

"I'm yours. I belong to you," said the shell.

Logan didn't have to listen. He swam away from the bowl in the deep crimson water, keeping his head up for breathing. Stuff gets down your throat, it kills you. Lungs fill up and you're gone.

"In Oregon," said Rob. "Remember, Logan? Remember the cold?"

Logan got out of the water on the other side of the room and the girl was there. Dressed in memory, and very young and beautiful. JoAnn. Odd that he hadn't recognized her.

"I'd like to kiss you," he said.

"No."

"Why?"

"You're a hunter."

"It's my job, my life."

"If I kissed you, I'd die. And I don't want that."

Logan pulled her to him, crushing her breasts against his chest, kissing the cold skin of her face. Her lips withered under his, flaked away, and he was on the Nevada desert, trying to get some juice out of the cactus.

"Don't hurt me," said the cactus.

"You're not alive to be hurt."

"Oh, that's true. Then you can go ahead. I'll be all right."

Logan squeezed the cactus, which remained silent.

The juice was very sour and he didn't like to listen to it.

"I'm the judge, and I'm the jury, and the Gun is filled with fury," it sang. He hated listening.

Logan drank it, but it still sang, inside him.

Logan arose and decided he would remove his right hand, but he couldn't seem to get it off. The red flower pulsed in its palm. The hand seemed pleased with itself.

Well, I'll take it off later and stow it somewhere. There's no hurry.

Albert 6 was under the table, glaring at Logan. His tiny fleshface was twisted in hate.

"Here, Alb! C'mon, Alb!"

The puppet didn't move.

"It's been a long time, Albert," said Logan, smiling and nodding.

"I never had any use for you Loge," rasped the puppet in a sharp, vindictive voice. "I always *hated* you!"

Logan threw the puppet against the far wall and Albert burst, shredding into black smoke.

Nothing was going right.

This was a bad lift.

RE-LIVE . . .

and . . .

He was two, and the vibroball was bouncing merrily past him and around him and over him and he blinked, a little frightened of it. But the ball wouldn't hurt him, would it? No. It was a nice, nice ball and fun to watch. Nice, nice ball . . .

and . . .

He was four, and sat in a pool of sunlight that shot-colored the high windows of the Cribroom. He looked, in childish fascination, at his open hand. At the flower there, like a tiny yellow sun in his palm. Glowing. Yellow. Yellow. And Mother loved him. And he was happy . . .

and . . .

He was five, and wondered about the world outside . . .

and . . .

He was seven, and his palmflower was a sky blue, an ocean blue, and around him the firegalleries burned and sparkled and crashed . . .

and . . .

He was eight, and the Vending Slot was asking him to place his order.

"Three Apple Delights, a Grenadine Glow, a Cream Cut, and a Watermelon Ice."

"The menu which you have selected lacks basic nutritional values," said the Slot. "Instead, might I recommend—"

"No!" protested Logan. "I can have what I want, and I told you what I want. Give it to me!"

And the Vending Slot gave him three Apple Delights, hot and odorous, a Grenadine Glow, still steaming pinkly, a Cream Cut, frosted with sugar crystals, and a cold Watermelon Ice . . .

and . . .

He was nine, and the road followed the soft green

Michigan hills toward the lake. Rob was walking next to him, carrying a long bamboo pole and Logan was saying, "Sure hope we catch something today."

"Bet we don't. The lake's all fished out."

"Then we'll take a Mazecar to Oregon. I know a great place to fish in Oregon."

"Yeah, Oregon . . . We'll go to Oregon," said Rob . . .

and . . .

He was ten. The Leon River smoothed down a lush tunnel of whispering trees through fog and cricket country. Texas. The delta lands. Deep in the swirling water were fat blue catfish whiskering the mud and alligator gars with faces like the beginning of time.

Tedman sat forward in the long canoe, looking ahead, expertly guiding the bark as he had done for the last three days. Into the San Gabriel and along the Brazos. Tedman grew more expectant with each passing hour. The trip was his idea, and a vision possessed him. Logan sensed this, with excitement. They had talked of Marco Polo and Columbus—and then Tedman was silent, tense, as they rounded a final bend in the river. His eyes turned to fire, and he smiled and wordlessly presented Logan with his gift.

And Logan saw it for the first time.

The seal

The great, wide, unending sea . . .

and . . .

He was eleven, and watching young Hemingway talk to young Fitzgerald. It was Paris in the early days, and the two were discussing literature.

"Stendhal," said Hemingway. "That son of a bitch could write. Ever read him, Scotty?"

"I favor Ibsen," said Fitzgerald. "Take the devastating blast of light that comes with a reading of his *Doll's House*. Ibsen had what I would term 'cosmic magnitude,' a kind of dark majesty to his work."

Hemingway leaned forward. "Bullshit," he said.

Logan switched off the Tri-Dim . . .

and . . .

He was twelve, and the dorm in Florida was quiet. He'd come in from Nassau, and spearfishing, and he could feel the hot sunburn on his shoulders and legs. The fellows in the dorm had accepted him readily when he'd checked past the roboclerk—and he'd played disc-dice with them until 2 a.m. Now, sleeping, he felt himself shaken gently.

"There aren't any other beds," said the thin boy with the pink-scarred cheek. "Can I stay with you?"

The boy was lying; there were always spare beds in a dorm, but it didn't matter, so Logan rolled over and the boy slid in beside him, and he felt the boy's breath on his cheek . . .

and ...

He was thirteen, and the girl was kissing and kissing him, her tongue in his mouth and her name was JoAnn and she was kissing him on the face and neck and her lips were terribly soft and he felt her young breasts through her thin summer dress ...

and ...

He was sixteen, and DS training was completed. The Thinker had typed his blood and recorded his pore pattern and stored these away in its metal interior. This was the day, so long awaited. Excitement roared in him.

Francis, his mentor, led him down the gray hallway to the Wall. Logan could hardly breathe.

The Wall slid back.

And at last he held it.

The Gun!

And Francis was the finest man in the world and Logan would die for him.

And the Gun was a shining glory in his hand ...

and ...

He was seventeen, and had Gunned a runner named Catton 4 near the Ashford Steel Compound in Santa Barbara. The man was sprawled on his back with his dead eyes looking at the sky, his nerve system burned out. The fool, Logan was thinking. He could have lost me before reaching the Compound, bought himself another ten minutes of his precious, miserable life. But Catton 4 had blundered straight through the dispensary into the central square with no cover. Into open ground to be Gunned down.

This assignment had been dull, colorless and disappointing. The runner had behaved stupidly, with no sense of drama, of what constitutes a proper chase and ultimate kill. Catton 4 had been a fool, running in panic.

Fool! ...

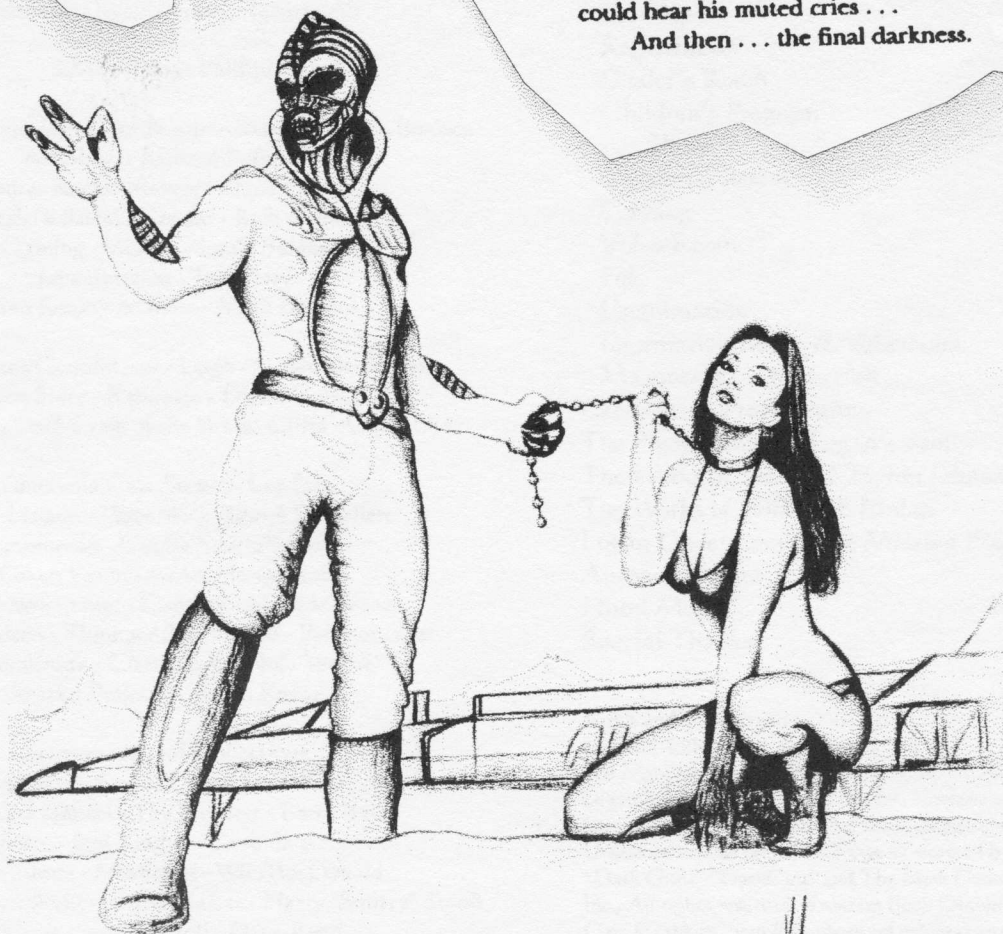
and ...

He was twenty, and dreaming of Sleep.

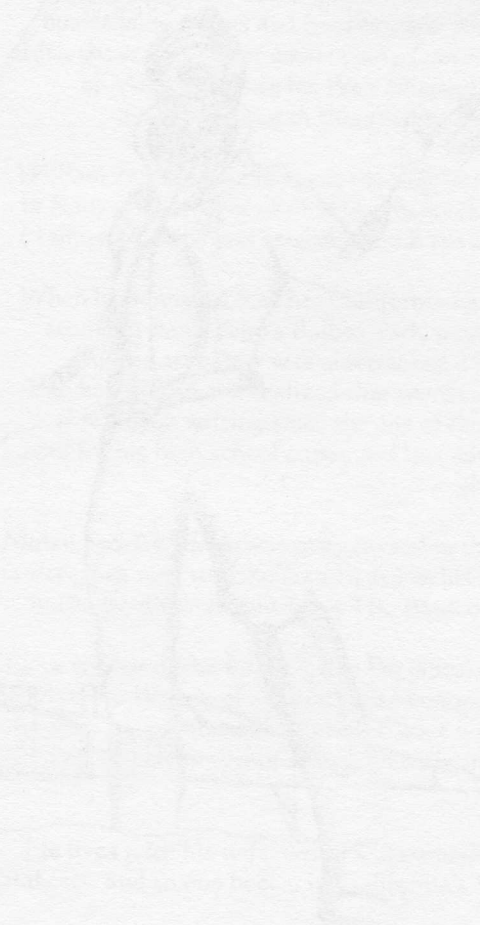
They took him into the graveroom, although his flower had not blackened. A mistake had been made. He was still too young to die. He was due twelve more months, another year of life. He fought them, struggled fitfully, but it was useless.

Logan was placed in the long gray-steel canister stamped with his name and number where no one could hear his muted cries ...

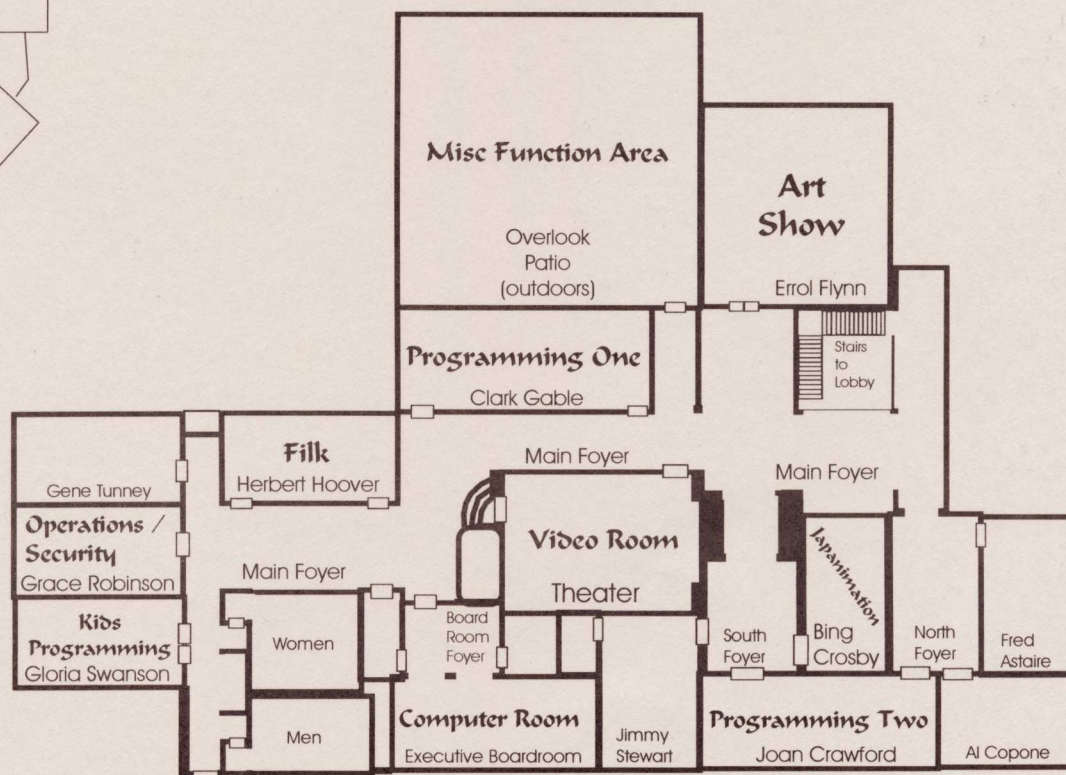
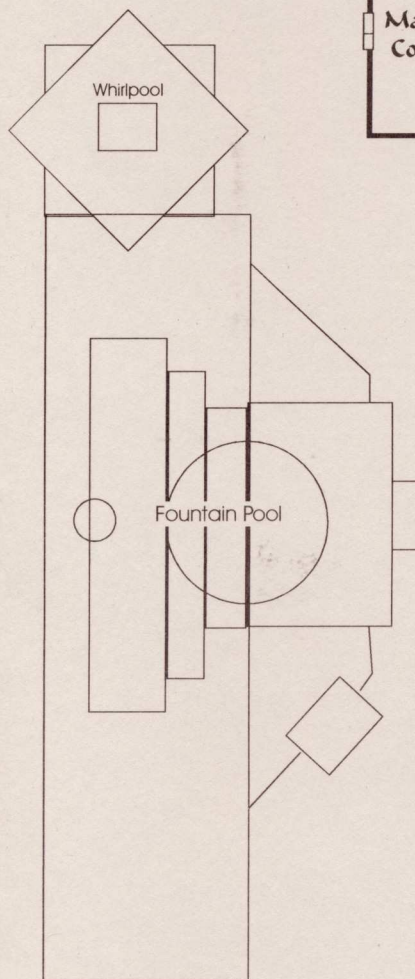
And then ... the final darkness.



~Autographs, Notes, & Secret Writings~



Green
Room /
Staff
Lounge
Room 115



Fountain Courtyard

eees no VdrB

troasf xorralt nae notvate TS & .as .as anuE
.anoirB ,relonad

This program book was made
possible by our advertisers,
and by a special grant
from Imperial Outpost Games

Without this grant, this
Souvenir Program Book
would not have been possible.

We also wish to thank Rainbo Bread,
for their generous donation for
Con Suite and Staff Lounge,
And Xyan Printing for their work
on this program book and
convention materials.

Finally, thanks also to all of our advertisers,
Our Participants,
and of course You, our Honored Guests.

