

LepreCon 22

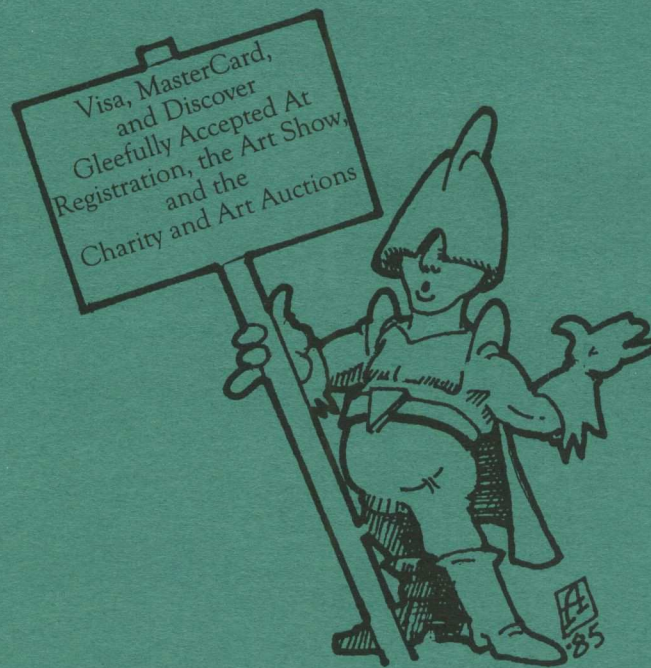


May 15-19, 1996
Francisco Grande Resort
Casa Grande, Arizona

LepreCon 22

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Art Credits: On the Cover: Bob Eggleton; Badges: Elizabeth Danforth; Inside Front Cover: Alan White; Page 2: Mel White; Page 3: Erin McKee; Page 4: Sherlock; Page 7: Lynn Goodwin; Page 19: Marian Crane; and Inside Back Cover: Alan White. This Program Book was done on a Pentium 100 using Publisher 95. The font on the front cover is Meath; the headings and signatures are Forte; and the body text is Goudy Old Style.

Special thanks to: Top Line Printing, without whom LepreCon publications would not have been possible this year; my net-pals on the B5 lists; Matt, Margie, Charles, and Dave R. for all scanners everywhere; the collating and stapling crew— you know who you are; Charles again for “Chick” Danforth, “Dude” Stackpole, and “Goombah” Vornholt, who brightened my day more than you hope they ever find out; Jay for his patience and persistence; Steve, Jeanne, and Kim for the Chaosphere; and of course Dave, who has to live with me.

Angel Trinkle

Greetings From the Chair

Welcome to LepreCon!

Thank you for taking the time to attend this year's LepreCon; we hope to make it the very best one ever! We have an extremely varied group of pros, fans, panels and demos for you to choose from and delight in. I would like to point out some of the highlights you might not want to miss, like: 1) The Art Show - our Guest of honor Bob Eggleton will have some of his Hugo award-winning art on display, as will Elizabeth Danforth, who I believe will join the ranks of the Hugo Award winners one day. 2) The Dealer's Room - there should be a lot of great things for sale here! 3) The Charity Auction/Raffle- I know there will be cool stuff up on the auction block. Casa Grande 2000 is a very good charity, please come by and bid, bid, bid. Anything not sold at the auction will be raffled off on Sunday! 4) The Masquerade - Prizes for the top 5 entries, cool!

There is much more work involved in putting on one of these cons than I ever envisioned, and I have some people to thank for their help and guidance. First; I want to thank all the people who attend cons, this one is for you. Next; to any and all committee and staff, muchas gracias for all your efforts and your patience. Special thanks to: Mike, Jean, Tom, Angel, Nick, Sherry, Hagar, Kim, Ray, Allen, Shahn, Dave, J.J.+ Marji, Cristi, Jeanne, Irv, Doug, Barry, Woody, Charles, Tom, Mark, Brian and especially Margie, who kept me from going way overboard. Big thanks go out to all the people and companies who donated to the charity auction. A great big thank you goes out to the whole C.A.S.F.S. organization, who helped, guided and gave me great ideas. The biggest thank you rightly belongs to my wife for putting up with me during these very crazy months and the last thanks goes out to Robert A. Heinlein, who got me hooked on science fiction at age ten; I've been lost ever since.

-- Jay

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An Appreciation of Bob Eggleton

I am honored to have been asked to write a few words about your Artist Guest of Honor, Bob Eggleton. I have a lot of friends and acquaintances around the country, but very few close friends. Bob is a truly close friend. He is a great artist and a terrific person.

I am quite a bit older than Bob, but we sort of grew up together in this business. Our first recollections of each other go back to before either of us had any decent art to show. We were showing what we had anyway, participating in the annual destruction of ego called the WorldCon Art Show.

When you aren't all that good yet, having to hang next to talents like Michael Whelan can provide a painful and humbling contrast. Many beginners drop by the wayside each year rather than face that. Bob, however, looked at things a little differently. Sure the failures hurt, but that was a secondary consideration. He put his ego aside. What really mattered was that each failure targeted something new to be learned. That was magical. That was exciting. And the wonderful works of the more experienced artists were a terrific road map to where he wanted to go. He was never jealous of the other artists; he admired them too much. Still does. In getting better, he didn't want to "beat" anyone else; he just longed to share their ability to create such wonderful images and bring fantasy to life.

That doesn't mean that Bob is not competitive. No one is more competitive or more brutal in competition. It does mean, however, that the only competition Bob recognizes is from Bob himself. Competition on that level defines Bob Eggleton and makes him great. He is always pushing, striving to be better. Always. And he usually makes it.

He has won just about every major award in the field of science-fiction and fantasy illustration. He has Chelsey Awards and art show awards galore, and in 1994 won the elusive Hugo Award for Best Artist, SF's top honor. Last year he came close to taking the Hugo again and was nominated for the World Fantasy Convention's coveted Howard Award for Best Artist. Pretty good for a guy New York art directors tried to typecast as an astronomical SF artist.

Bob's SF prints (available through Nova Graphics) are certainly wonderful, but if you think SF is all he's good

at, you need to buy a set of his collectable trading cards from FPG and see the full range of his works. That card set, by the way, was ranked as #6 in the nation by *Combo* magazine. It was so popular that FPG has asked Bob to do a second set, which he is currently preparing.

You also might want to get Bob's screen saver for your PC. It is fantastic and it is currently available from Second Nature Software. If I recall correctly, Bob's screen saver has been their top seller.

For those of you who just have to have something in book form, Bob is, again, ready to please. A long-awaited book of his favorite covers and paintings is available from Paper Tiger.

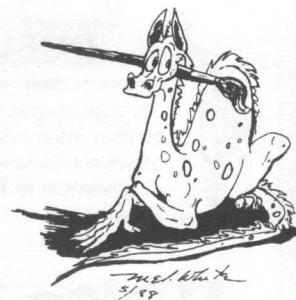
About the only place you won't see Bob's work lately is on the Goodyear blimp, but I wouldn't put it past him.

If you want great art, visit the art show and see what Bob has brought for display. If you want to meet a great person, look for Bob himself.

He's a good man, and wise beyond his years. He is also a lot of fun, with an enthusiasm that is infectious. Give yourself a treat and don't miss either.

David A. Cherry

Bob Eggleton, 35, is one of the hottest and most prolific artists on the scene today. Aside from the many other awards he has earned, Bob has been nominated for the Hugo award seven times, and was awarded with the prestigious Best Professional Artist Hugo in 1994. He is well-known not only for his finely detailed space art, but also for frequent artistic forays into science fiction, fantasy, and horror. He is often a guest of honor at science fiction conventions all over the world. Bob has done countless book covers for authors such as Gregory Benford, Greg Bear, Hal Clement, Arthur C. Clarke, and Isaac Asimov. His magazine credits include *Astronomy* and *Sky & Telescope*.



Bob's work is popular with publishers because of his dramatic and colorful compositions, and because he has the uncommon ability to meet a deadline. His technique is easily identifiable, featuring interesting angles and dazzling colors. He combines these elements to create a scene which is glowingly dreamlike, yet starkly realistic. He paints furiously with trance-like concentration, and seems to be able to paint anything imaginable.

"Space art to me is pure feeling," he says, "something anyone can understand. For much of science fiction art, you must read the story to appreciate the art".

Kim Poore

Tracy Hickman

Tracy Hickman and I met in 1983, when he was a game designer at TSR and I was hired on as book editor. One of my assignments was to work with the *Dragonlance* team to come up with a plot for the *Dragonlance* novels, which they were going to give to another author.

It was in the meeting of the DL design team that I first met Tracy and I first heard him tell the story of *Dragonlance*. I was enthralled. I was immediately captivated by this world and I was, as were so many, inspired by the vision of its creator. Eventually, when Tracy and I received permission to write the novels, we had something very special happening between us. More than friendship, it was a sharing of the vision and a determination to see our vision become reality.

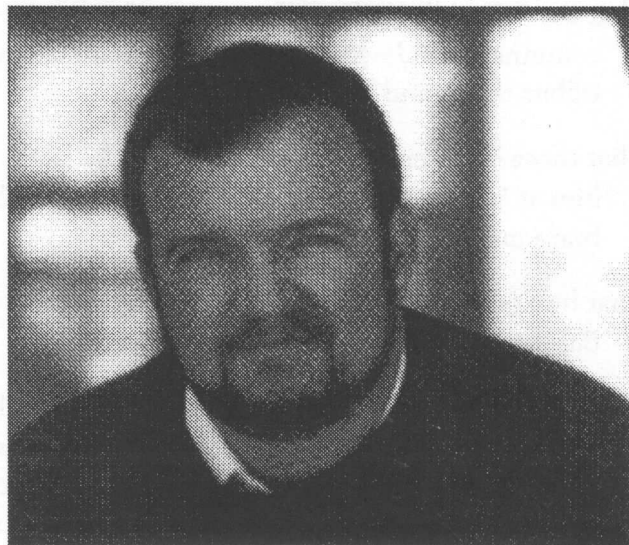
Tracy and I have been friends through the years as well as co-authors. When I am married in August, Tracy will be the minister performing the ceremony. He is lots of fun, very open and personable, and I urge you all to take this chance to talk to him.

I also highly recommend that you read his newest book, *The Immortals*.

Have a great con!

Margaret Weis

Tracy has written at least twenty-two fantasy novels with Margaret Weis, including the *Deathgate* novels and several forays into the *Dragonlance* universe. He is currently working on his first solo series, which is incidentally his first science fiction series. The first book, *Requiem of Stars*, is currently available. Tracy lives in Flagstaff.






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Adam "Mojo" Lebowitz

"Would you write something about Mojo for the program book?"

"Why me?"

Good question. It was assumed that I actually knew more about this character than provided by the few opportunities I had to meet him face-to-face. I know what everyone else knows, or should by now:

- that the "World's Kinkiest Toaster Guy" still writes columns for *Video Toaster User*. (Very interesting tidbits there, and lots of good advice.)
- that those brave enough to challenge his wit can reach him at VTU. (Not on a dare! I don't have the brain matter to spare.)
- that he's responsible for all the Elvis references in *Babylon 5*. (What? When?)
- that he throws a mean rave (and recruits adult children to play along with him until the wee hours of the morning. What I can't fathom is how Mojo manages to look completely alert and alive during the following daylight hours hiding behind those cool shades. A better sleepwalking technique has yet to be perfected! I need four days recovery.)
- that Elvis has probably been seen on *Babylon 5*. (but Mojo masterfully disguised him even from the people who watch the show frame by frame, and if he hasn't, he might still. You can see Kosh, but Elvis rules! or so I'm led to believe.)
- that Mojo is Elvis' biggest fan, and if anyone knows where he is or isn't, it's Mojo. (I believe he's been sworn to secrecy, and only Elvis can release him from his... yeah, right.)
- and I guess in all honesty, the most honest thing I can say about Mojo is that I don't know a thing, and I think that's part of his charm for me.

If you want to know anything about Mojo, introduce yourself. I've never seen him turn away people who want to talk about his favorite subjects. (No, I don't know what they are.) When you think you know something, add it to the pool of mystery and imagination that Mojo seems to exist in and help us all to know

more about him. Don't expect me to follow there, though. I sorta like not knowing, and enjoying those few opportunities when our paths cross. He's a whirlwind. Enjoy the ride!

Louise Klebal

Mojo is a Supervising Special Effects Animator at Foundation Imaging, the company responsible for the Emmy-award winning visual effects on *Babylon 5*. He began working on the series before the pilot began filming in 1992 and has helped Foundation spearhead the Computer Generated Imagery (CGI) revolution. The current season of *Babylon 5* features more visual effects than any television show in history, so don't be surprised if Mojo seems weary, dazed and open to suggestion.



In addition to a behind-the-scenes look at the FX of *Babylon 5*, Mojo will offer a glimpse into the world of *Hypernauts*, the Saturday morning series created at Foundation Imaging.

In addition to his tales from the front lines and relentless chatter, Mojo will be showing lots of cool slides and video that you won't want to miss, including FX footage that will never make it to TV! He'll also do his best to demystify the incredibly boring world of computer generated special effects and he guarantees that you'll either learn something or fall asleep trying.

And, if you're really lucky, he just might have a few exclusive goodies to auction off from both *Babylon 5* and *Hypernauts*...



Elizabeth T. Danforth

I met Liz Danforth at the 1985 Tucson World Fantasy convention. At that time all I knew was that she was an artist whose work I had never knowingly seen.

But then I happened to note that in some of the game books and modules I purchased (Iron Crown's *Rolemaster* stuff), there was Danforth's work. ("Hmm, quite splendid," says I to me.) Yet I am not the only one to look at the work and find it outstanding. Liz has received accolades whenever and wherever her work is shown (and I once carried from Ohio to Arizona some expertly painted figurines from a devoted fan of hers who had fallen in love with her work, especially the way Liz depicted J. R. R. Tolkien's elves).

When I was in the middle of writing "Caverns of Socrates," I had this "internal" vision of what the DemonQueen (one word) looked like. At the same time, I attended Wolfcon III in Starkville, Mississippi, where Liz had brought a picture which she had entitled "The War Queen," to be sold at a charity auction. When I saw it, I was stunned. There was my DemonQueen! Down to the very last detail! (Liz, do you have some kind of telepathic link with your friends?) Needless to say, I attended that auction, and her War Queen, my DemonQueen, now hangs on one of my walls.

Not only does Liz's work show up in various publications, she has also been active in painting scenes and characters for the wildly popular collectible card sets: Wizard of the Coast's *Magic: The Gathering* card set; Iron Crown Enterprise's *Lord of the Rings* card set (her Ringwraiths are splendid).

Liz not only paints, she also writes, having tales scattered across several anthologies.

And she games.

But mostly she creates.

I do not pretend to know all she has produced, nor where it can be found, for she is simply too prolific.

But you can ask her ...

--Dennis L. McKiernan
May, 1996

Liz is a wellknown artist, author, and game designer. She has done artwork for the wellknown card games *Magic: the Gathering* and *Middle Earth*, *Duelist* magazine, and a myriad of other games, magazines, and books. She is a member of SFWA, ASFA, AGAD, and is a charter member of AGC. She has a B.A. in Anthropology from Arizona State University.



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Michael A. Stackpole

Mike is one of those writers who can do it all, whether it's writing science fiction, fantasy, media tie-in books, game tie-in books, games, game books, what-damned-ever books. Not only that, but Mike also is a demon on the soccer field, shoots pistols at an expert level, is one of the "gamers from hell" (woe betide any game master who's not fast on his or her mental feet when one of the players is Mike), is in the Gaming Hall of Fame, is a leading light in the Phoenix Skeptics, is often called as an expert witness whenever some nut group decides gaming is Satanically inspired or is in some manner responsible for crime, cults, leading youth astray, and the underlying cause for world hunger, alien abductions, and communists.

I first met Mike at a World Fantasy Convention in Tucson, AZ, back in 1985. He was sitting on a couch and laughing like a loon as he read from an advertisement in TV Guide: For just one penny you can get twelve, count 'em, twelve records or tapes (your choice) from the Columbia House record/tape club. (So what the hell is this guy doing? sez I to me.) I sat down beside Mike, introduced myself, and asked "What's up?" Well Mike being Mike said he was trying to figure out which of these selections was Satanic. "Of course, Elvis, being the god-fearing good-ol'-boy he is can't possibly be eeevile, and so none of his stuff is Satanic," says Mike, "but this here David Bowie fellow, now his stuff-I mean, lookie here at this here title of his song~well, he's just got to be~"

"Hold on there, Mike," says I, in my best redneck voice, "enny kin uv Tennessee's verra own Jim Bowie, thuh heero uv thuh Alamo, enny kin uv Jim's is, ah dew vow, is just got tew be okay."

We both burst out in hysterical laughter, agreed that Jim Bowie's kith was all right with us, and continued reading from the Columbia House offering, separating the Satanists from God-Fearers by reading the titles of their songs. The entire lobby of folks watched as these two loons chortled and giggled throughout the evening by simply reading "an advertisement? in TV Guide?"

Mike and I have been fast friends ever since.

But to get back to serious business...

When you read a list of Mike's work, prepare for a long evening, for just the list is rather overwhelming.

But better yet, read this New York Times best-selling au-

thor's books. You'll never regret the decision to do so. I know I haven't.

--Dennis L. McKiernan
May, 1996

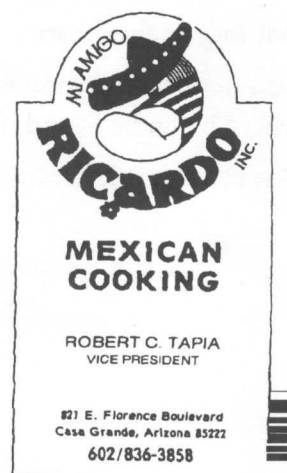
Mike is an award winning game and computer game designer. He is best known for his work on FASA's BattleTech line, including ten novels that have charted the course of the universe's future. (Malicious Intent, the 10th BattleTech book, was published in March by ROC.) Mike has most recently been working on a series of Star Wars X-Wing novels for Bantam Books, the first of which, Rogue Squadron, reached #12 on the New York Times Mass Market Paperback Bestseller list. His second Star Wars novel, Wedge's Gamble, was published earlier this month. Mike also did the story outlines for Dark Horse's best selling Star Wars X-Wing Rogue Squadron comic series.



In his spare time, of which there is not much, Mike serves as the Executive Director of the Phoenix Skeptics. In that capacity he examines claims of the paranormal and works on finding prosaic explanations for them (X-Files amateur hour). He also plays indoor soccer and spends a certain amount of time in his garage, generating a lot of sawdust, though he terms it woodworking. The final activity in which he spends time is defending the gaming industry against claims of murder, suicide, mayhem and Satanism, including testifying in a murder trial in Savannah, GA.

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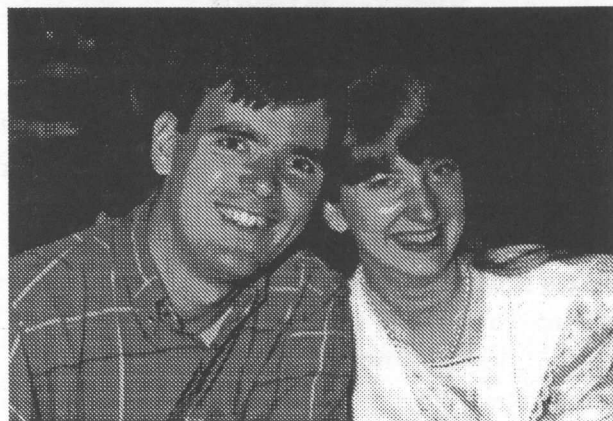


T.J. and Mitchell Burnside Clapp

With over 30 years of performing experience between them, T.J. and Mitchell Burnside Clapp are well-known figures in the filk community. Together (since their marriage in 1989) and singly they have appeared as guests at over a dozen filk and science fiction conventions. Both T.J. and Mitchell have multiply won the Ohio Valley Filk Festival Pegasus Award. T.J. collected a Best Performer Pegasus as a member of the popular group "Technical Difficulties" and has won for her individual compositions "Lullaby for a Weary World" and "Weekend-Only World" (the latter of which has been cited in a doctoral thesis, a Village Voice article, and at least one college SF course). Mitchell has won the Pegasus for Best Performer, and is noted for writing "Red Star, Rising," a stirring song of the Russian and American space programs. His most well-known work (embarrassingly enough) is probably the parody "Falling Down on New Jersey" which has gone on to inspire many other parodies (most notably the UK version "Falling Down on Milton Keynes" which even had a convention named after it)

T.J. started her filk career at Washington, D.C. area Star Trek conventions at the age of 14 and has been writing songs since she was 10, although persuading her to sing her early compositions requires getting her quite drunk. Mitchell arrived on the filk scene relatively late in life (he was dragged to a MarCon after graduating from M.I.T.) but quickly became popular with Midwestern audiences for his original material, engaging performing style, and the Australian accent that comes and goes depending on how much he's had to drink.

As well as speaking 8 languages, Mitchell holds multiple degrees in Physics, Aerospace Engineering, and Russian, and works as a rocket scientist (no, really!) specializing in reusable launch vehicles. T.J. is also a physicist by education, but earns her living as a software technical support specialist (a job which allows her to work from home in her stocking feet). In addition to many filk songs, the couple has also produced two adorable daughters (Jessie, 5, and Tory, 2) who they hope will be writing songs of their own pretty soon now.



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Capture The Clover A Contest

Welcome to LepreCon! (Yeah, you've heard it before, but not from me, so live with it.) I know everyone's been biting their nails with anticipation since they first heard about Capture the Clover. Everyone wants to know, "What is this Capture the Clover deal? Where did the idea come from? Are there actual prizes? Will I make it through the long summer without losing my mind? Will I pass my final exam? Does my car really need new brakes? How much sillier can *Voyager* get this season? What do the Shadows want, anyway?" Stuff like that.

I, in my infinite wisdom (hey, I know the answers, don't I?) will endeavor to answer all the questions I can.

- 1) Keep reading.
- 2) Ditto.
- 3) Yes!
- 4) Of course. What are you, a snowbird?
- 5) If you have to ask, you probably know the answer.
- 6) What do I look like, a mechanic?
- 7) You wouldn't believe me if I told you.
- 8) Never ask me that.

I was talking to someone who had just gotten back from Gallifrey One, and he was describing this contest they'd had. I said to myself, "Self, that sounds like a good idea." Yes, I stole it. But I changed it a little, to make it mine. (Mine, all mine.) If you like the idea, you can thank me for it. If you don't, I'll tell you his name and you can hold it against him. (Just kidding, Lee.)

I have observed that many people only go to a few events at conventions. To encourage both virgin and~er~ experienced attendees to try new things, we have concocted a list of events and panels that have been matched up with colors of the rainbow. Somewhere on your pocket program is the large outline of a clover. All you have to do is collect five of the six colors of the rainbow by attending corresponding panels or events. (Yes, six. I'm sorry, *indigo* is not a real color. It's something teachers made up because the English-speaking peoples of the world can't pronounce "Bv".) Sorry, only one mark per color is eligible. Once you have col-

lected five colors, take your clover to the Volunteers desk (located in the Convention Center lobby near the Dealers' Room) by 10:30 on Sunday morning. The helpful people there will be happy to examine your clover and reward you with a form to fill out. This form will be entered in a drawing, to be held after the raffle on Sunday. You must be present to win. One entry per person, per convention. See the Volunteers desk for a complete list of rules. Colors and their corresponding panels are noted in the program book and listed in full at the Volunteers desk.



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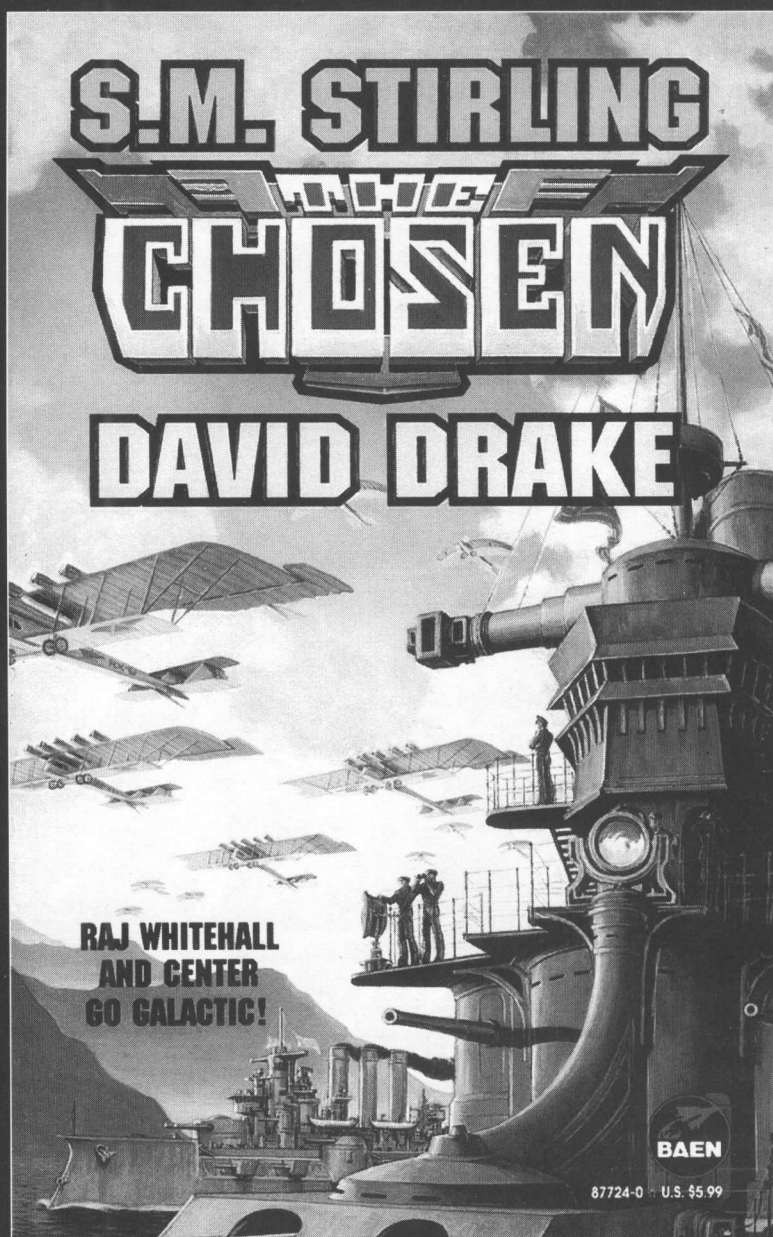
—Reading for Pleasure

*"...military science fiction near
its best....there's plenty of action
involved with complicated
battles....I, for one, look
forward to the next installment."*

—Stephen Sawicki, Midnight Zoo

*"The grandmasters of hardcore
space warfare [are] David Drake
and S.M. Stirling... Chock full
of rock 'em, sock 'em fight
scenes...as well as insightful
glimpses into the mindset
of Command. Good stuff here!"*

—Terry Callendrillo,
New York Harbor Watch



Picking up where their highly successful series **The General** leaves off, **The Chosen** follows the further adventures of Raj Whitehall and Battle Central—this time to the stars!

Planted by interstellar probes on hundreds of human-occupied worlds,

the downloaded personalities of Raj Whitehall and the ancient battle computer known as Center work together for planetary unity. Their goal is to prepare those worlds for membership in the Second Federation of Man. But on one planet they do the opposite: on Visigar they

work to prevent unity. For on Visigar a nation-state of vicious militarists is about to start the final war to unite their world—once that is accomplished and their technology has matured they will turn outward, bringing their fatal racist infection to the stars.

**Charity Auction:
Casa Grande 2000**

LepreCon 22 presents the charity auction to benefit Casa Grande 2000! A segment of the Casa Grande 2000 charter follows. Please familiarize yourself with the goals and accomplishments of the organization; it is a great cause.

Casa Grande 2000 is a community-based alliance of school administrators, teachers, businesses, and other community members working together to improve the educational environment of Casa Grande by pursuing the National Education Goals for the year 2000.

Casa Grande 2000 is a non-profit organization, the primary activity of which will be to develop the proper educational environment for the children in our community. The additional purpose of this organization is to develop programs that will enhance the parent, student, teacher relationship with the goal of educating our youth.

Goals

- All children will start school ready to learn.
- The high school graduation rate will increase to at least 90 percent.
- Casa Grande students will leave grades four, eight, and twelve having demonstrated competency in all core subjects.
- Casa Grande students will be first in Arizona in math and science.
- Every adult in our community will be literate and able to compete in the work force.
- Every school in Casa Grande will be free of harmful substances and violence and will offer a disciplined environment conducive to learning.

Accomplishments

- Established a Pregnant and Parenting Teen Program.
- Conducted youth town halls for high school and junior high students.
- Conducted a parent health fair.
- Installed Drug Free Zone signs at all schools.
- Established Teen Court.
- Held parenting skills workshops.
- Sponsored family math/science programs.

- Sponsored a TV Night Out/reading celebration.
- Conducted job skills workshops.
- Supported drug- and alcohol-free graduation/promotion events.
- Offered Arizona Student Assessment Program testing incentives.
- Conducted a public rally on education.

This year, we are currently working on the development of a survey dealing with substance abuse and violence in the schools. In addition, we are currently investigating the establishment of a mentoring program that would involve high school students serving as mentors for elementary aged students.

Funds are used in such areas as: advertising upcoming events, workshop presenters, promotional items, goal group projects such as the Parent Math/Science Program, stationary, mailing costs, and brochures. Our operating costs vary from year to year, depending on the type of projects we are undertaking. Unfortunately, due to a lack of funding sources in past years, larger projects were not developed. Our average operating cost in past years has been approximately \$2,000.

So come one, come all, and help a worthy cause! We will have beverages available in the auction area. All proceeds from the auction will be donated to Casa Grande 2000. LepreCon Inc. is accepting no commission on auction sales. If some of you have any precious objects (or a service) languishing about that you would wish to contribute as an item in the benefit auction, please submit all such by 10:00 p.m. on Friday night; items need to be brought to the Ops/Security room for storage. The auction will start at 4:00 p.m. on Saturday, scheduling and space is tight, so please be on time! All bidders must be members of the convention, possess a valid convention badge, and fill out a control sheet and obtain a bidder's number card available at the auction location. All bidders paying by check must present 2 forms of ID. Bidding will proceed in \$1.00 increments. All accounts must be settled at the end of the auction. All sales are final. All items are sold as-is, with no representation as to functionality or condition. The auctioneers reserve the right to impose minimum bids on items where deemed appropriate. Any items that remain after the auction, and a few other special items will be available in Sunday's raffle.

Mark Bonica

Registration

Hi, all! It's that time of year again, registration. For those of you who don't know, Redbeard (a.k.a. Irvn Holt) and his crew are running reg this year.

The usual disclaimer applies, to wit: "The membership badge remains the property of LepreCon 22 until the end of the convention. This can and will be revoked (badge removed and membership revoked) for just cause." That means be cool and have fun= no trouble.

One more item. If you lose your badge, you *re*pay full at the door convention price. (This also applies to forgetting your badge at home.)

We are located in the hotel lobby instead of the "greenhouse window." Please know your correct postal zip code.

Visa, Mastercard, and Discover accepted.

Redbeard, AKA Irvn

Security

Greetings and welcome to LepreCon 22. Well, now that the pleasantries are over, on to my job. In case you have not heard, here are the new and improved weapons policies: Weapons worn in public shall be peacebonded; edged and/or pointed weapons shall be protected by a hard sheath; ABSOLUTELY no real or realistic projectile weapons; simulated projectile weapons shall be approved by myself or one of my three staff members (only) before wearing in the convention; drawing of a weapon from its means of containment in a public area may result in extreme reaction by convention personnel.

Other policies which need to be heeded: unruly and/or lack of common sense behavior may result in an extreme reaction by convention personnel: Parties MUST be registered with the Hotel AND Convention Operations a *minimum* of six (6) hours prior to the party. Parties serving or allowing alcohol MUST card individuals prior to serving or allowing.

I apologize for the harshness, but these are things that (unfortunately) need to be said. We all come to conventions to enjoy ourselves, and there always seem to be a few individuals out there determined to ruin it for all of us. It is my responsibility, and those that are working for me, to try to keep it fun for now, and future conventions.

Thank you - - James Darkstar

Art Show

Once again, LepreCon will offer fans the best of science fiction and fantasy art. We will be in the foyer of the convention center.

We are looking forward to the return of lots of old friends like: Alan Gutierrez, Mary Hanson Roberts, Elisa Mitchell, Liz Danforth, and Nancy Strowager.

This year, in addition to the art show itself, we will be featuring a print shop~ an area for artists to sell multiple prints of some of their more popular works.

Opening time on Friday will be noon, and we will stay open until 9 p.m. that night. Hours on Saturday will be 10 a.m. to 6 p.m. and on Sunday 10 a.m. to 11:30 a.m. for any last-minute bidders.

If you've never bid on art at a convention before and would like more information, just stop by the desk in the Art Show and ask. We'll be happy to explain everything. The Art Auction will be held at 1 p.m. on Sunday~ check your Pocket Program for the location.

Pieces with two or more bids will go to auction and buyer pick-up will be after the auction on Sunday. Thanks to a special arrangement with Discover Card, we will accept Visa, Mastercard, and Discover as well as cash and checks.

Come in early and often to feast your eyes on all the wonderful work presented by our super artists. We're looking forward to seeing you there.

Ray Gish and Alan Huskey

Dealers' Room

As usual, we will have a selection of merchandise from around the galaxy for your purchasing pleasure. Current dealers include: Fang Master, Pat Connors, Marty Massoglia, Rakish Blade, Waterloo Games, Joe Christ, Thomas Books, Barry Bard, Ygor's Books, Phoenix Filk Circle, Bent Cover Books, Nighthawk Studios, Karen Kuykendall, Tomes and Treasures, Helga's Stuff, M.R. Hildebrand, and Carla Langille. Come one, come all, and spend, spend, spend!

Dave Hiatt

Hours

Friday 2 p.m.-7 p.m.
Saturday 10 a.m.-6 p.m.
Sunday 10 a.m.-3 p.m.

ConSuite

There will be munchies, (chips, dips, crackers, etc.) fresh fruit, and vegetables in the ConSuite this year. We will have Pepsi products along with the ubiquitous juices and tea. The ConSuite will be closed Saturday evening after the Masquerade for a bid party. There is only one rule: "Treat others as you would wish to be treated."

Hours

Friday: Noon-1 a.m.
Saturday: 9 a.m.-6 p.m.
Sunday 9 a.m.-5 p.m.
Dead dog: 6 p.m.-??

Japanese Animation

As usual, we will be showing lots of Japanese animation. We have a large screen projection system with full surround sound... It's almost as good as being there! We plan to run 24 hours a day throughout the con, just as long as we have an audience.

This year is a bit of a landmark in Japanese animation. It marks the conclusion of Toriyama's run of *Dragonball*/*Dragonball Z* episodes - over 300 TV episodes that successfully mixed great humor and martial arts action. To commemorate this event, we will be emphasizing animation which features martial arts in the *Dragonball* vein. And, of course, we'll have plenty of *Dragonball* episodes and movies.

We're also going to feature some of the new TV series in Japan with episodes from *Gundam W* and *Sorcerer Hunters*. And as always, we'll include some of the old classics for those of you who need to catch up on what's happening in anime. So be sure and drop by.

Tom Perry

Video Room

The Video Room will fire up early Friday afternoon and run continuously through the end of the convention. We will have an eclectic menu of video delights for your enjoyment. We have compiled a broad menu of movies, television shows and video shorts. Our focus this year is "Movies as Art" and we have quite a selection for you (including many obscure and hard to get shows). So, drop in, sample our wares and eat some FREE popcorn.

Woody and Alice Harper

Masquerade

Weather permitting, masquerade will be on the lawn between the patio rooms on Saturday early evening. Weather not permitting, it will be in the Eagles' Nest, same time slot. (Please pray to the deity of your choice for good weather!) Registration for masquerade will close Saturday at high noon! This year, we have a fine (and large!) assortment of prizes from various generous merchants in Casa Grande, Tucson, and Phoenix. (Everyone, please consult your program booklet for a list of the supporters, and if you frequent them, please be sure and THANK THEM for their support of the convention and the masquerade!)

Marge Kosky

Volunteers

Do you like Free Stuff? Well, even if you don't, LepreCon 22 wants YOU as a volunteer! And we're willing to bribe you! Aside from the warm-fuzzy feeling of knowing you've helped out an undeniably good cause, committee members will be wandering around handing out cool prizes to diligent volunteers! We're talking T-shirts, posters, dinners for two- all kinds of keen stuff. Not only that, but every four hours you give to the convention entitles you to a free home-cooked meal in the Staff Lounge, where you can sit, eat, relax, and shoot the bull with other volunteers, staff, and committee. The Volunteers desk will be located in the Convention Center lobby, near the Dealers' Room; or just look for the May I Help You? buttons. So volunteer for the con. Your Good Deed for the Day, plus Free Stuff! What more do you want?

Brian Korn and Lynn Tobin

Programming

The Programming & Scheduling staff of this year's LepreCon welcomes you to Casa Grande and the Francisco Grande Resort! Utilizing their wonderful facilities we hope to offer you the best schedule of events that you've ever experienced. If you spend most of your convention time enjoying the panels, demos and learning opportunities, then please read on.

This year's program brings you quite a collection of participants, events and program items to entertain and educate you for the weekend. Besides the guests that you already know about, our confirmed participants as of press time include:

B.D. Arthurs, Peter Atkins, Barry Bard, Glenn Battis, Elaine Bergstrom, Earl Billick, Kevin Birnbaum, Ed Bryant, Elizabeth Burnham, Frances Burns, Diana Challis, Joe Christ, Nancy Collins, Pat Connors, John Davis, Deb Dedon, Emily Devenport, Maryeileen Flanagan, Sam Gottlieb, Brian & Frances Gross, Simon Hawke, Prof. Jeff Hester, Ernest Hogan, R.J. Kimmel, T. Jackson King, Marj Kosky, Daryl Mallett, Pete Manly, Alice Massoglia, Stephanie Maynard, P.K. McAllister, Michael McCollum, Dennis McKiernan, Adam Niswander, Uncle River, Jennifer Roberson, Susan Sackett, Dan Smith, Ken St. Andre, R.J. Stewart, G. Harry Stine, John Theisen, Tammy Townsend, Henry Vanderbilt, Larry Vela, Mike Volckmann, John Vornholt, Jim & Doreen Webbert, Lee Whiteside, Randall Whitlock, Cathy Yankovich

Currently we have the following events planned:

Friday

Participant Reception/Meet-The-Pros 7:00 p.m.,
Eagle's Nest
Art Show Walkthru with our Art GoHs Bob & Liz
8:30 p.m., Art Show
Regency Dancing 10:00 p.m., Eagle's Nest

Saturday

Paper Airplane Contest 10:00 a.m., Tower 8th Floor
Patio
Fencing Demonstration 10:00 a.m., Patio Lawn
Live Steel Demonstration 11:00 a.m., Patio Lawn
Martial Arts Demonstration 12:00n, Patio Lawn
Filk GoHs Concert 2:30 p.m., Eagle's Nest
Charity Benefit Auction 4:00 p.m., Cottonwood
Masquerade Contest 7:00 p.m., Patio Lawn (weather
permitting)
English Country Dance 10:00 p.m., Eagle's Nest

Sunday

Charity Benefit Raffle 11:30 a.m., Cottonwood/
Mesquite
Art Show Auction 1:00 p.m., Cottonwood/Mesquite
Convention Critique & Leprecon Board Meeting
4:00 p.m., Cottonwood
Dead Dog Party 6:00 p.m., ConSuite

Obviously we have much more planned but not scheduled as of press time. The items selected with highest priority or suggested by our participants are as follows:
(Please check your Pocket Program for additional details)

Art

Demos:

Acrylics Airbrush Cartoons
Clouds & Backgrounds Colored Pencil Drawing
Comics Graphite
Inking Comics Knotted Beads
Pen & Ink Portfolio Design
Scratchboard Technical Illustration
Wax For Casting

Workshop: Fabric Dyeing, General Black & White

Marketing Yourself: How To Make Your Art
Known To Others

I Married An Artist From Outer Space: Spouses
Dealing With Creative Partners (This panel delves into
the inner workings of everyday life.)

Alienatomy: Complexities Of Rendering
Extraterrestrials

A Study In Light And Dark: Humor And
Emotional Content In Your Artwork

Creative Junkie: So You Want To Be An Art
Collector?

Erotica: Presentation And Guidelines

Cover Up: Book & Magazine Cover Art

Fill 'Er Up: Illustrating Interiors

Computers

CyberFandom: Computers, Cyberspace And Fans

Wired For SF: BBSes, Online Services And The
Internet

VRML: Virtually Unlimited

SF On The Web: What's Out There?

Costuming

Costume Design: Simple, Maintainable, Affordable

Now Presenting: Ways To Stage Success

Club Costume: Different Organizations Oriented
Towards Costuming

Busting Out All Over: How To Look Like A Saucy
(Not Sausage) Wench

Adopting Commercial Patterns For *Babylon 5*
Costumes

Forget The Corsets: Costuming For *Babylon 5*
(Presented by the Southwest Costumer's Guild)

Fandom

Pros And Cons: How To Run A Convention

Surviving Your First Con: Safe Facts

Pun Contest: To Wit The Where-Wit-All

Brain Trust Contest: Test Your Organic RAM

ConEtiquette: A State Of Mind

Fan Tribes: The SCA

Accommodating Hotels: Design The Perfect
Con Hotel

Filking / Music

Old Musicians Never Die: How To Write
Musical Scores

Filkus Virginus: Starting Out In Filk

Writing Lyrics: Words For The Melody

Gaming

Game Writing 101: Where To Begin

Guest Presentations

Bob Eggleton

✍ Slide Show Presentation (Art)

Tracy Hickman

☠ Killer Breakfast (Gaming)

🎬 60 Minutes to Make Your Own SF Movie
(Visual Arts)

Peter Atkins

🎬 Screening of *The Forbidden*, a 1978 film
involving Peter, Clive Barker, and Doug Bradley
(Visual Arts)

Mojo

🎬 Special Effects of *Babylon 5* and *Hypernauts*
(Visual Arts)

Joe Christ

🎬 Special Screenings (Visual Arts)

Literature & Writing

Creative Elements: Conscious / Subconscious
Elements Of The Creative Process

Ethno-Consistency: Constructing A Consistent
Ethnography

Dark Fantasy vs Horror: Same Thought,
Different Language

Professional Writing: Is It Worth It?

Literary Gardening: Plot Development And
Nurturing

Seriously Funny: When To Include Humor In
Your Work

Where In The World: Researching Your
Project

Writing/Researching Convincing Swordplay:
Getting To The Point.

Romancing The Words: Incorporating
Romantic Elements In Your Fiction

Lights, Camera, Action: Writing For TV &
Movies

How Did You Manage That?: Creative Writing
Schedules

Young And Restless: Writing For Young
Adults

Agents And Editors: Necessity Or Convenience?

My Favorite Fiction: What are Your Favorites
for 1995-1996 ?

Bite Your Tongue: Linguistics In Literature

It's a Mystery to Me: Why the Crossover
Between SF, Fantasy, Horror and Mystery?

It's A Jungle Out There: Using Animals In
Your Work

Revamping: How To Write Successful Horror

Ethnic Eccentricity: Choosing Characters'
Ethnic Backgrounds

Writing SF/F/H: Similarities And Differences

Writers Groups: Benefit Or Burden?

Midnight Vampire Discussion

Firing Line: Rapid Responses For Quick
Questions

The State of the SF Industry

Miscellaneous

Autographing Sessions

Readings

Discussion Groups: Small Groups With A
Group Leader

UFOs And X-Files: Paranormal Phenomenon
Or Dramatic Reality?

Alternate Histories: Appealing Or Boring?

Xenophobia: Aliens Within

Bookkeeping, Taxes And Record Keeping:
Mundane, But Necessary

Science & Technology

Hubble Hubbub: What Are The Latest
Discoveries From The Space Telescope?

Techno-Speak: How Our Language Changes

Evolutionary Creationism: Religious Harmony
And Science

Commercial Space Available: Latest In Space
Commercialization

SSTO Update: Where Are We Now?

Space Access Society: A Presentation

SF Prediction: Past & Future

More Power To Ya: Future Technology And
Individual Power

Planetary Geology: Facing Up To Your
Celestial Neighbors

Extraterrestrial Procreation & Recreation:
Playing With The Future

Military Conflict: The Future

Spatial Shield: Protecting Earth From Deadly
Impacts

The Hubble Story: From an Insider's
Perspective

Future Societies: A Speculation

Seeing Through the Eyes of an Astronomer

Get Science Right: Believable SF

Nebular Microbiology With the Hubble Space
Telescope

A Shot In The Dark: Nighttime And Dark Sky
Photography

The Sky Is Falling: Extinction Of Life From
Celestial Impact

How To Spot A Meteorite: What To Look For

The Next 50 Years: What Can We Expect?

Visual Arts

Special Topics

☐☐ Babylon 5 ☐☐ Highlander ☐☐ Hypernauts
☐☐ X-Files ☐☐ Star Trek (The Original Series)
☐☐ Star Trek: The Next Generation

Cult Films: What Is The Appeal?

Animation Nation: SF/F/H In Cartoons And
Movies

SF Tube Talk

Movie Monsters: Attraction or Repulsion?

Paranoia Of X-Files & Nowhere Man: The
Government Is Out To Get You!

Sattelite Feed Theatre

Movie Previews

Behind The Scenes: Your Favorite SF TV
Shows

Special Effects: How They're Used In TV/
Movies

How To Create SF TV Shows: What Is
Necessary To Get One Going?

We hope that you have a wonderful time and please
stop by our Convention Critique at the end on Sunday
to let us know how we did. You can always email us or
send us a letter after the con. Heck, we even have a
phone! But remember, if you don't tell us how we did,
we won't know how to improve things next year. We
look forward to your input and opinions, but have fun
first and enjoy the con!

Jean Goddin & Mike Willmoth
Program Directors
LepraCon 22

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Gaming Schedule				
Table	Time	Game	Notes	GM
FRIDAY				
TABLE 1	7-11 p.m.	Call of Cthulu	4-6 players, beginners and up	Todd Windman
TABLE 3	8-12 p.m.	Stellar Power	4-6 players	Richard Knowles
TABLE 5	5-7 p.m.	Warhammer Quest	2-4 players	Gregg Harrison
TABLE 6	6-8 p.m.	Warhammer 40000	2-6 players; no experience necessary; introductory game	Jeff Smith
	5-6 p.m.	Magic: The Gathering	Tournament Check-In	
TABLES 9-12	6-11 p.m.	Magic: The Gathering	Single Elimination Type II Tournament	
SATURDAY				
TABLE 1	12-5 p.m.	Warhammer Fantasy Role-playing	2-6 players	Gregg Harrison
TABLE 2	1-5 p.m.	Cyberpunk	2-6 players	Darren Johnson
TABLE 3	10 a.m.- 2 p.m.	Champions	4-6 players	Richard Knowles
TABLE 4	5-9 p.m.	Warhammer Fantasy Role-playing	4-6 players	Bill Scott
TABLE 5	10 a.m.-2 p.m.	Warhammer Fantasy Battles	2-6 players; no experience necessary; introductory game	Jeff Smith
TABLE 5	3-7 p.m.	Warhammer 40000	2-6 players; introductory game	Jeff Smith
TABLES 6-7	10 a.m.-5 p.m.	Space Hulk	MEGA GAME	Duston Hamilton
	12-1 p.m.	Magic: The Gathering	Tournament Check-In	
TABLES 9-12	1-6 p.m.	Magic: The Gathering	Single Elimination Type I Tournament	
SUNDAY				
TABLE 5	9 a.m.-12 p.m.	Space Hulk	introductory game	Jeff Smith
TABLE 7	11 a.m.-1 p.m.	Blood Bowl		Gregg Harrison
	11 a.m.-12 p.m.	Magic: The Gathering	Tournament Check-In	
TABLES 9-12	12-5 p.m.	Magic: The Gathering	Six-Round Type II Tournament	
Games subject to change based on player interest. The gaming area (a large lighted tent) will be open twenty-four hours a day. Players are responsible for making sure they don't starve themselves to death or collapse from sleep deprivation. Everything subject to change based on Acts of Gods and other unpredictable events.				

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Participant Biographies

Peter Atkins

Peter is a novelist and screenwriter, best known for writing the popular *Helraiser* movies. He is currently developing a TV show with Oliver Stone based on the classic pulp magazine *Weird Tales*. He is driving in from Los Angeles for the convention, so please make him feel welcome.

Glen Battis

Glenn lives in Albuquerque, NM and works at Intel's Fab 11 wafer fabrication facilities. He is a Science Fiction Conference Moderator on the BIX Information Exchange and a casual Net Surfer. Strong interests in high-speed simulations and VR occupy what's left of a busy schedule. A science fiction addict since his first *Tom Swift* at age eight, the addiction has moved more into the visual media in recent years. You can find him on the net at gbattis@bix.com.

Elaine Bergstrom

Elaine Bergstrom is a novelist specializing in horror, suspense and fantasy novels and feminist SF short stories. She began writing fiction in 1985, and with the reissue of her first four novels and the publication of *Mina*, she will have seven novels in print. A 1970 graduate of the College of Journalism at Marquette University in Milwaukee, she has worked as a journalism teacher for Milwaukee Area Technical College; a lecturer for Alverno College's Great Lakes Writer's Workshop, and more recently Redbird Studios' The Best Writer's Workshop. She currently teaches an ongoing novel writer's workshop for Redbird Studios.

Earl Billick

This Tucson, AZ native showed great art potential early in school, much to the chagrin of his social studies teacher who graded him poorly on his doodles. He was first exposed to conventions by some friends in the early eighties, where he met fellow artist Deb Dedon. She encouraged him to take his art and fandom more seriously, and some years later they were married at a TusCon Masquerade. With prompting from his better half, he eventually went on to run the TusCon art show for five years. Earl uses pen & ink, pencil, colored pencil and acrylics. He is also an accomplished leather craftsman, woodworker and metal worker. His real job is as the operations manager of a security, audio and home technology company and he is a knight in the Society for Creative Anachronism.

Kevin Birnbaum

Kevin has written SF and fantasy for the screen for twenty years, and describes the whole thing as "sort of a hobby." He has just finished writing a new TV series, *Space Angels*, with Simon Hawke, and is doing a line of aerospace T-shirts.

Diana Challis

Diana is a planetary geology student working on her MS at Arizona State University. She enjoys fantasy novels, *Babylon 5*, gaming, and filk.

Joe Christ

Filmmaker/artist Joe Christ has been making short movies since 1988. Joe debuted his latest creation, the documentary "Sex Blood and Mutilation," at last year's World Horror Convention, and has spent the past year touring the US with it. The movie focuses on the extremes of body modification, including piercings, cuttings, and voluntary amputations. He has recently started work on his latest projects "Sex Blood and Mutilation 2" and "Satan's Whore," which uses the short story "Rant" by his wife Nancy A. Collins as its narration. In addition, Joe has released a CD entitled, *Hail Satan, Dude (Music From My Goddamn Movies and More)* containing songs from earlier movies, as well as the entire soundtrack to "Satan's Whore." When not shooting movies or touring the country with them, Christ keeps busy with his collage art, recording the music which ends up in his movies, and terrorizing the club scenes of several major cities.



Nancy A. Collins

Nancy was born in rural Arkansas in 1959. She is the author of several dark fantasy/horror novels, including the award-winning *Sunglasses After Dark*. A prolific short story writer, her work has appeared in over 40 magazines and anthologies to date. She is also highly active in the comics industry, having worked for both of the major houses and several of the smaller alternative publishers as well. In recent years, she has made forays into editing, screenwriting, and record producing. She is a recipient of the Horror Writers of America's Bram Stoker Award for First Novel and the British Fantasy Society's Icarus Award. She is also the founder of the International Horror Critics Guild. When not writing, she spins plates and juggles chainsaws with her husband, filmmaker Joe Christ, and their Boston terrier, Scrapple.



Pat Connors

Pat has been involved with several Arizona SF conventions over the years and has a long time interest in special effects. He works part time in SF as an artist, drawing cartoons and weird buttons. His body of work includes: *The Travels of Thorgar*, an ongoing comic book; and he is a contributor to *Oracle Unleashed*, a how-to book on the Oracle database and tools. He is also a performer at the Arizona Renaissance Festival each year.

Emily Davenport

Emily has sold five SF novels, including *The Kronos Condition*, and seven short stories. She enjoys neurology, mythology, history, classical music, and all around weird stuff.

John Davis

John has been involved with SF conventions recently. He's been a fan for fifty years and now helps run programming locally. Originally, John was an Engineering major in college, but later changed to music and wrote a symphony for his Ph.D. He enjoys anything having to do with music and the arts. Besides teaching music for high school, he enjoys reading voraciously and punning with other fens at cons.



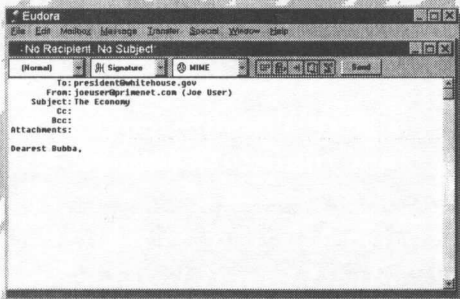
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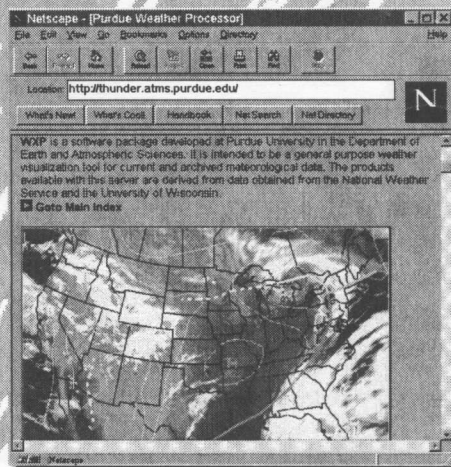
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Deb Dedon

Deb established her artistic credentials early with fireplace soot on the parlor walls. Years later, she was published in *Amazing* magazine and sold her work through conventions. In 1985 she was named Regional Director for the Association of Science Fiction Artists (ASFA). Around 1990 she realized she'd rather do art than organize it and returned to the drawing board, where she remains to this day. Deb's specialties include illustration, cartoons, and parodies; she recently began producing new-age themed pastel drawings. Deb works in pen and ink, acrylic, oil, pastel, pencil and watercolor. She is also a jewelry designer, silversmith and bead fanatic; most recently she has developed a thing for stained glass. She has a husband (Earl Billick), 3 lazy cats, an ancient goldfish, and jillions of plants.

Maryeileen Flanagan

Maryeileen has had a presence at Phoenix conventions for many years, both as ConCom and as Participant. Until eWorld closed last month, she was the publisher of the SF, Fantasy and Horror Forum. She is also an English teacher and is the president of "Once Upon a Time," a costumed, mostly mounted parade group. She breeds and raises both Appaloosa and Walkaloosa horses. (Hey, there are a LOT of horses in the fantasy genre!) She's been known to run programming for local and not-so-local cons. The biggest undertaking to date was to handle pre-con programming for the 1991 Tucson World Fantasy Con.

Dr. Jeff Hester

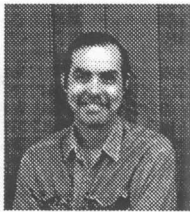
Dr. Jeff Hester is a professor at Arizona State University in the Department of Physics and Astronomy. He works with the Hubble Space Telescope and the Space Telescope Science Institute. He enjoys science fiction, but only gets to attend conventions occasionally.

Ernest Hogan

Ernest has sold two SF novels and numerous short stories, articles, essays, cartoons, and illustrations. He enjoys "the same stuff as Emily Davenport," plus jazz, astronomy, art history, and dopey movies.

T. Jackson King

T. Jackson King is a writer and archaeologist who lives in the Arizona mountains with his wife and fellow author, Paula E. Downing. He is the author of the SF novels *Retread Shop* and the upcoming *Ancestor's World*, a collaborative novel with A.C. Crispin set in her *Starbridge* universe. Tom has sold fifteen short stories and over fifty articles in numerous magazines. He is a member of The Authors Guild, SFWA and AAAS, and he writes hard SF, social SF, contemporary fantasy, and mainstream fiction. Tom enjoys hiking, camping, overseas travel, fine wines, reading, the desert west, and meeting new people.



Daryl Mallett

Daryl is a technical writer, editor and freelance author. His first two fiction pieces appeared in 1995 in *Other Worlds Magazine* and *Star Wars: Tales From Jabba's Palace*. Along with two other collaborators he sold a high concept idea to *Star Trek: The Next Generation*

which became part of the episode "Birthright."

Peter Manly

Pete has been helping out at conventions in Phoenix for a number of years as occasional volunteer and usually as participant. He is a full time SF/F author as well as a writer in aviation and astronomy. He has published *Unusual Telescopes*; "Dragon Three Two Niner" first as a short story in MZB's *Fantasy Magazine* and now as a novel; plus 185 other titles in SF, aviation history, astronomy, computer technology and spoof science in various periodicals.

Stephanie Maynard

Stephanie writes science fiction, fantasy and historical romance. She attended Clarion and has a published novel, *Lord Of Misrule*. She is active in the SCA.

P.K. McAllister

P.K. McAllister (Paula E. Downing) has sold eight SF novels, including her recent hard SF trilogy, *The Cloudships of Orion*. The third book of the Cloudship trilogy, *Orion's Dagger*, was published in March 1996, and she is currently working on the next Cloudship trilogy and other projects. Last November, she and her husband T. Jackson King moved from Oregon to Arizona, where Paula is working full-time as managing attorney for White Mountain Apache Legal Aid. From 1987-1991, Paula wrote a column for the *Science Fiction & Fantasy Workshop*. She has also sold several articles about writing SF, and edited for *Pandora*, a small-press SF magazine, for two years. Paula enjoys computers, reading, guitar, needlework, and pretending to garden.



Michael McCollum

Michael is an engineer for a local engineering firm and a SF author. He is a past Guest-of-Honor at CopperCon 11 in Phoenix and LibertyCon in Chattanooga, TN. His most recent research involves total extinction of life on Earth due to celestial impacts.

Dennis L. McKiernan

Dennis began writing novels in 1977 while recuperating from a close encounter of the crunch kind with a 1967 red and black Plymouth Fury. His next novel is entitled *The Dragonstone* and is scheduled for publication in November, 1996. Never one to sit too long idle, Dennis has also written several short stories and novellas which have appeared in various anthologies. He is presently at work on his next opus, tentatively entitled *Hel's Crucible*.

Adam Niswander

Adam works full time as a writer. He's also a long time fan, former President of the Central Arizona Speculative Fiction Society (CASFS) and currently serves on the CASFS Board. Adam heads a writers group and collects books. He is the author of *The Shaman Cycle* and more recently *The Sand Dwellers*, scheduled for August 1997 release.

Jennifer Roberson

Jennifer has published 12 fantasy novels and two mainstream historicals. She's also written other books in another genre and approximately 30 short stories in f/sf. She edited *Return To Avalon*, a

fantasy anthology tribute to MZB. Upcoming books include *The Golden Key*, a fantasy collaboration with Melanie Rawn and Kate Elliott (9/96), and *Highlander: Scotland The Brave* (9/96); plus two more Sword-Dancer books (*Sword-Born*, and *Sword-Sworn*), and a sequel to *Lady Of The Forest*; as editor, *Highwaymen: Robbers And Rogues*, f/sf anthology.

Susan Sackett

In 1974, Susan became Gene Roddenberry's personal executive assistant, retaining this position until his death in 1991. She was involved in the first six *Trek* movies, and was Gene's production assistant on *Star Trek: the Next Generation*. She has co-written several TNG stories, including "Ménage à Troi" and "The Game." She has also written nine books, four of them *Star Trek*-related. Upcoming is the revised edition of *The Hollywood Reporter Book of Box Office Hits*.

Dan Smith

Dan has been involved with many Phoenix conventions over the years. He's done extensive reading of SF and worked way too hard on conventions and explaining away technical "errors" on our favorite SF shows and movies. Dan has BS and MS degrees in nuclear engineering, has been a computer game designer and programmer, and is a budding UNIX wizard.

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Ken St. Andre

Ken is a fantasy role-playing game designer and writer. He is a member of the SFFWA, and original member of Phoenix fandom—he chaired LepreCon in 1979. He collects comics, sword and sorcery fiction, and SF trading cards. When he's not fanning, he is a librarian at the City of Phoenix Cholla branch.

Rory Jameson Stewart

Rory is an author and poet, who helped engineer the 1984 World Fantasy Convention in Ottawa. Of himself, Rory says, "I'm a lot older than I look, I hate bigots, and I've used so many pseudonyms it's a bloody wonder I know who I am."

G. Harry Stine

Since his first publication in 1951, G. Harry has written more than 55 books, numerous scientific and technical papers, and hundreds of magazine articles. After graduating from the Colorado College with a B.A. in Physics, he worked at the White Sands Missile Range, managed an industrial research lab, and served as a science advisor to CBS News during the Apollo Program. An advocate of the commercial possibilities of space, he has been a consultant for NASA, has testified before Congress four times, and currently is on the Arizona Space Commission. In 1957, he single-handedly invented the hobby of model rocketry. He has received numerous awards for his space and rocketry work. His latest non-fiction book, *Halfway to Anywhere*, which concerns the history, present status, and future potential of the reusable SSTO spaceship, will be released in August 1996. He lives in Phoenix "in the midst of high

technology" with his wife, two Golden Retrievers, and a cat.

John Theisen

John has been involved in Phoenix fandom for many years. He has produced numerous poems and role-playing projects. He enjoys poetry, psychology, futurism, fandom, and other alliterative activities.

Henry Vanderbilt

Henry reads slush for pocket change, but tries to get off this planet for a living. He reads history, technology, science, and science fiction for entertainment. He also builds futures for a hobby. Henry runs the Space Access Society headquartered here in Phoenix and has written many Space Access Update newsletters and other space-related news articles and policy papers. He sponsors the annual Space Access convention at which other space activists, aerospace engineers, and other interested parties discuss the politics involved and progress made towards escaping Earth in favor of space.

Jim Webbert

Jim has been a long time fan of science fiction and started going to conventions back in the 50's. He's been Auctioneer, Hotel Liaison, Treasurer, Security and Attendee. Both he and his wife, Doreen, have been Fan Guests-of-Honor at Kubla Khan in Nashville and ConFusion in San Diego. Although Jim's profession is chemistry, his most recent career path has taken him to state government, where he checks label content on agricultural products. Jim's hobbies include reading, computer games and collecting (artwork, weapons of mass destruction and large dogs to control postal workers).

Doreen Webbert

Doreen has been a long time fan of science fiction and started going to conventions back in the 60's. She usually helps out at cons by running programming, being Hotel Liaison, and has even co-chaired the 1994 World Horror Convention held in Phoenix. She has done artwork in various media from jewelry to fabric painting to beadwork. Doreen's hobbies include reading, computer games and collecting (artwork, frogs and stray fen who wander too close).

Randall Whitlock

Randall is a frequent participant in convention masquerades and has written costume, science, and humor articles for numerous magazines and newsletters. His academic background is in environmental geology and meteorites. Randall has been convicted of compulsive punning which has grown from an affliction to a career. He operates MoiRandall's, a mail order costume business, is currently employed as an environmental geologist and occasionally as a community college teacher.

Larry Vela

Larry has been airbrushing anything stationary or motorized for the past twenty years. He graduated Magna cum Laude from the School of Hard Knocks. Some of his most popular works can be found on cars, vans, motorcycles, boats and buses; and has been recognized in many prestigious publications. Within recent years, Larry's art has won many awards at various local and international

conventions. Born and raised in Arizona, Larry resides in Scottsdale.

John Vornholt

After spending 20 years as a freelance writer (writing mostly nonfiction), John turned to book publishing in 1989. He wrote *Masks*, the first numbered *Star Trek: The Next Generation* novel to make the *New York Times* bestseller list. Although John has only been writing books seriously for seven years, he has written and sold 23 books, for both adults and children, and he's currently writing his first game-related book, *The Chosen*, based upon the video arcade game, *Primal Rage*. Early in his career, John flirted with playwriting, which resulted in six published plays and several productions in the Los Angeles area. That proved satisfying but not very lucrative, and, with a partner, he turned to screenwriting in the 1980s, which was lucrative but not very satisfying. John has enjoyed writing books ever since. He currently lives with his wife and two children in Tucson.



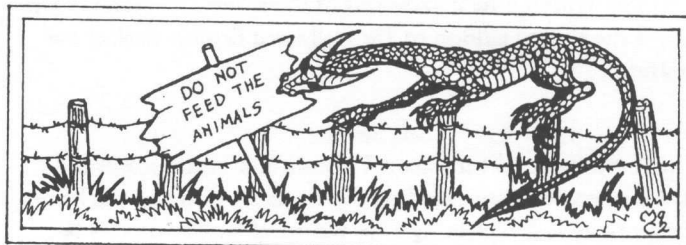
Lee Whiteside

Lee has been active in Phoenix fandom for a number of years, usually taking care of the Video Room or running media-oriented programming. He is a SysOp on CompuServe in the SF Media forums. He's also chair of CopperCon 16, which will be held this September in Scottsdale. Besides being active in CASFS, he's also

an active member of TARDIS (*Dr. Who*) and UFP (*Star Trek*). Lee has been instrumental in bringing media guests to some of Phoenix's cons, including our own Media Guest of Honor, Adam "Mojo" Lebowitz.

Cathie Yankovich

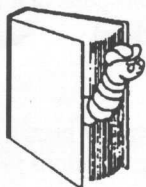
Cathie is a member of ASFA and IAAA. She has art published in *Analog Magazine*. Her art shows include *Visions Of Space*, a celebration of space (solo), IAAA International Exhibition. Cathie is an avid reader and collects space collectible items. Her work includes illustrations for "Unfinished Symphony" (*Analog*), *Fancy Meeting You Here!* and *To Touch The Hand Of God* (both for *Ad Astra*).



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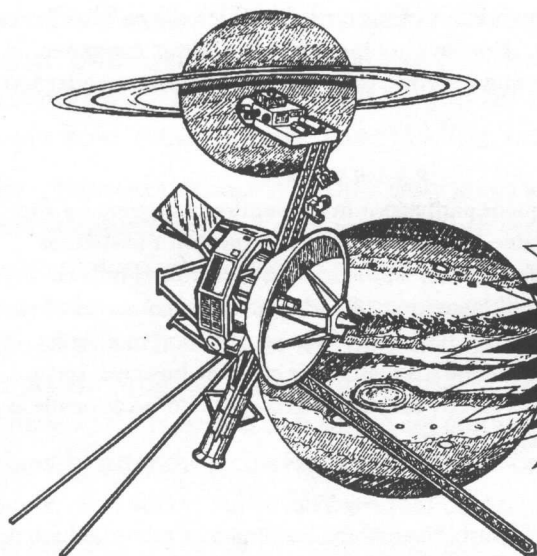
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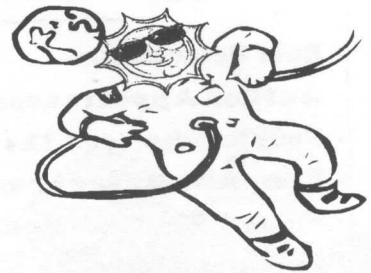
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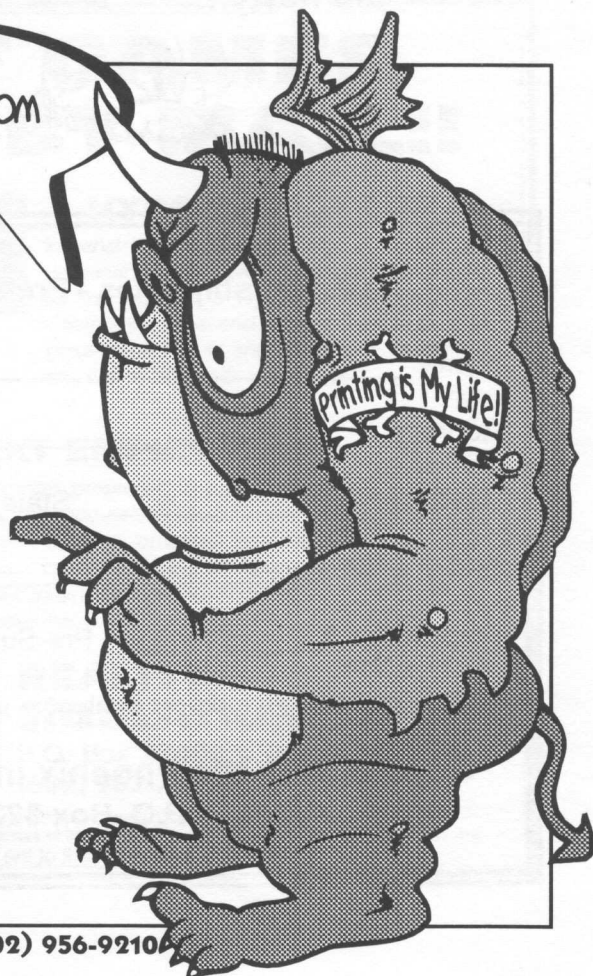
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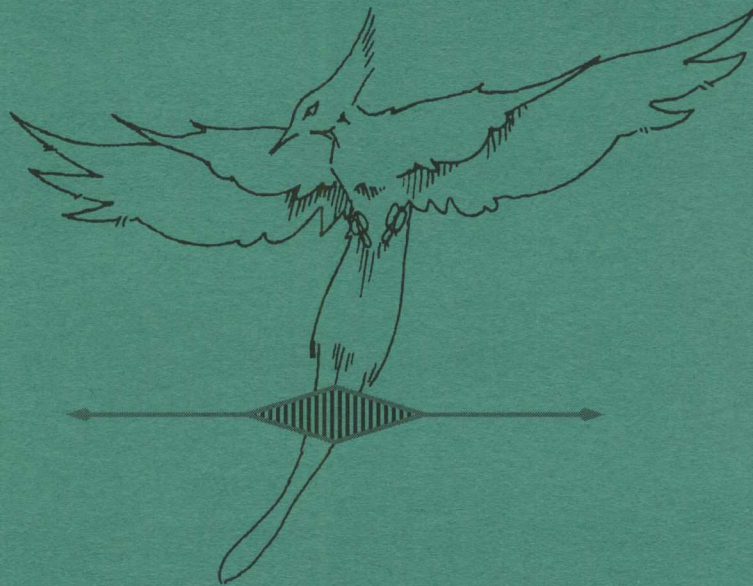
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- To all the people who have donated supplies, especially Eileen Phillips, John Theisen, Kim Martin, Space Access, Henry Vanderbilt, Craig Dyer, Stephanie Bannon, Lea Farr, and Jan Ali. Without their exceptional generosity Staff Lounge would not have been possible.
- To the Committee and Staff, who put in so many hours to ensure this convention happened and was a success, especially Jay Patton and Margaret Grady. Jay, we cannot express how impressed we are with the job you've done. We're proud to have worked with you.
- To the Volunteers, whose presence and hard work make it possible for the Committee and Staff to do things like sleep and eat.
- To all of the businesses and individuals that donated so freely to the masquerade, auction and the raffle. Please help us express our appreciation with your patronage.
- To our guests of honor and participants, for giving up your valuable time to hang out with us. We truly appreciate it.
- To the Francisco Grande Resort, for putting up with the insanity for three conventions so far.
- And, of course, to LepreCon Inc. for giving us the opportunity to have this con. Let's do it again next year.



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