

Sou'Wester

Read Me

Welcome to Sou'Wester

Badges

Please wear your convention badge *visibly* at all times. Otherwise stewards will keep asking you if you are a member of the convention, and where your badge is, and so on, and everyone will become very tired of this game very quickly. If you lose your badge, please go to registration, or if this is shut to the ops room, where you will be provided with a replacement at a small charge.

Security

There have been thefts at previous conventions in the Adelphi, and while we have taken precautions to try and reduce the risk, we cannot guarantee a trouble-free time. Please keep your eyes open, therefore, and if you see anything suspicious, report it to the nearest steward or committee member.

Obviously, don't leave any bags or other possessions unattended. Apart from the danger of theft, you may find Tech Ops enthusiastically attempting to defuse your new books.

Food

The Hotel have asked that we should not bring food or drink in, due to Health & Safety complications. No food or drink may be taken into the Art Show or Dealers' Room at all, except for dealers (who get to risk their own stock).

The hotel is serving food in the at the following times:

Breakfast	8.00 - 11.30
Lunch	12.30 - 3.00
Supper	6.30 - 9.30

Hotel residents must show their key card to get breakfast, others must pay full price.

Filled rolls, tea and coffee are available from the bar, which is open from 11am until you stop drinking enough. Real Ale is £2.00 a pint. Other beer, soft drinks, fruit cup, etc. are £1.30 a pint at all convention bars. The American Bar, the Cocktail bar downstairs, is open to the public and may charge more.

Smoking Policy

Please be considerate about smoking at Sou'Wester, whether you are doing it or asking someone else to desist. No smoking areas will be clearly sign-posted, and will include one side of the Main Hall, the Sefton Room (where food is served) and the

Dealers' Room. Dealers can of course smoke on their stalls, as may be their wont.

Weapons Policy

You may not wear or wield any item that is, or could be taken to be, a weapon. The stewards reserve the right to test anything they think might be a weapon on the nearest available test range (i.e. you). If you are entering the Masquerade and your costume requires a weapon, please check with the Masquerade organiser.

Chandeliers

The hotel will keep any items they find in the chandeliers after the convention is over. They would appreciate paper aeroplanes made from ten pound notes and another inflatable parrot, please. Do not throw anything into the chandeliers that may damage them or anything else.

Posters

You may put up posters on any of the marble surfaces. Please do not affix posters to the wallpaper or any other surface that is liable to be marked.

Quiet Area

Floors 4 to 6 and certain rooms in the Adelphi have been allocated as quiet areas. Room parties, late night filking and any other noisy activities are prohibited in these areas. Please be considerate of the less energetic fans. If you do cause a disturbance you will have to explain yourself to a very angry Chris Bell.

Health Club

All Sou'Wester members can use the health club in the basement at the reduced rate of £2.00 per person per day. This is where the swimming pool is hidden.

Locations and Times

Registration: At the top of the steps into the lounge from hotel reception. You must have found it or you wouldn't be reading this.

Information Desk: Opposite Registration. Can be recognised by the vast pile of boxes for all the awards, raffles, workshops and surgeries at the convention.

Green Room: Up the stairs behind the Registration Desk. Programme participants please note.

Ops: Up the stairs from registration. Open from 10am until midnight.

Film & Video: The Derby Room, past the entrance to the Main Halls.

Art Show: The Empire room, open 10am-6pm Friday and Saturday, 10am-noon on Sunday.

Dealers Room: The Pearce Room to the left of the main lounge. It will be open 1pm-6pm Friday, 10am-6pm Saturday and Sunday, and 10am-2pm Monday.

Food Hall: The Sefton Room, to the right of the main lounge. Lunch and supper will be served here, breakfast will be in the main restaurant downstairs.

Newsletter: This lives in Room 269. Any volunteers or gossips should report there. Please feed the editors, but disturb them at your peril.

Games Room: Room 255, which despite all appearances is next to the Newsletter Room. This is being run by the Sto-Con-Trent ex-committee.

Workshop Rooms: Rooms 155 and 169, on the floor below, will be used for workshops, readings and cosy items.

Con Desks: In the Hypostyle, between the lounge and the Main Hall. Don't worry, they won't miss you.

Real Ale Bar: On the Terrace, past the entrance to the Main Halls.

Checkout

Hotel checkout time is 12.00 noon. The hotel has a secure store room for your luggage.

Quick Guide To Buying Artwork

Direct Sale: These pieces have a fixed price attached to them, if you want it, find the artist or Artshow Manager, fill in forms, hand over the dosh and its yours.

Auction: These pieces have a minimum bid. If you are interested, sign the bid form and enter your bid, which must be higher than the minimum bid and any previous bids. Any article that receives a bid will go into the auction, those without won't. So if you are interested, bid.

Some pieces may have a holdout price. This acts as a direct sale price if it is not reached in the auction.

Awards

There are four awards presented at the Eastercon, and as a member of the Eastercon you can vote in three of them. Ballot papers will be in your membership pack, and the ballot boxes will be at the information desk with spare forms. Voting closes at 12 noon on Sunday.

The awards are: the Eastercon Awards, for works that have given you the most enjoyment; the BSFA Awards, for works of most merit; the Doc Weir Award, for the person you think most deserving, and the Ken McIntyre Award for the best artwork in a fan or con publication. Entries for the Ken McIntyre Award will be on show in the Art Room, and the competition will be judged on Sunday.

Writers Surgery

If you would like to book a Writers' Surgery session, please deposit your manuscript in the box provided at the Information Desk by 11am Saturday. Further information on when and where these one-on-one sessions for budding writers are will be on the desk. Don't confuse this with the Writers' Circle events, where manuscripts for group discussion should be handed in at the first programmed workshop.

Emergencies

If you have an emergency, contact the nearest steward, the ops room or the D.C.M. At night contact the Hotel reception, who can contact the D.C.M. The Duty Committee Member will be wearing a Sou'wester, unless he or she is in bed at the time.

Ramsey Campbell's Guided Tour of Liverpool's Restaurants

This is a list of restaurants that the family and I like. Those that do not appear we either haven't visited or don't recommend. There are none that we actively loath. We haven't much time for fast food, but we image Pizza Hut on Great Charlotte Road is a good bet.

Opposite the hotel, closest if you're staggering, is the Gardens. Decent Thai food, other nationalities too. Banquets are good value. Along Renshaw Street there are several of our favourites. The Master Chef is the most inexpensive Indian in town: simple and very good. It is the only unlicensed restaurant in my list, but you may take drink in. A few doors away the Indian Delight is reasonably appropriately named. Further along is the Elham, a middle eastern restaurant which Harry Harrison once declared to be the best of its nationality he had ever encountered. It's still as good. Almost next door is Zorba's, our favourite Greek restaurant. In both these last the meze (variously spelled) is excellent value, but plan to eat for hours.

Here you can turn left or carry straight on past the ruined church. Left takes you uphill across Rodney Street to the Valparaiso, a fine South American restaurant. If you are after Mexican, continue uphill and turn left along Hope Street to El Macho, one of a chain but not bad. If Chinese is your goal, follow Berry Street beyond Zorba's. The Far East impressed John Brunner with a banquet years ago and has kept its standards up, and I notice that the Orient, almost opposite, offers Shanghai cuisine. Beyond the traffic lights, a left turn brings you immediately to the excellent Yuet Ben for Peking food, while diagonally across the street in Nelson Street, is most of Chinatown. I doubt that you can go wrong there. We are especially fond of the Jung Wah, and mean to try the Hing Wah soon, where you can order a mongolian banquet.

Let us turn the other direction from the hotel. A Passage to India is the best of the

Indian restaurants in Bold Street; places there of other nationalities look potentially interesting. Victoria Street is a few minutes away through the pedestrian precinct, but it is worth it for the clump of restaurants around the junction with Stanley Street. On Stanley Street itself is the Villa Italian with good quick pizza and pasta, and above it its up-market operation, the Ristorante del Secola. On the junction itself the Cassa Bella, a splendid Italian restaurant which is only a pizzeria from two till five in the afternoon, and a few doors uphill is the Algarve, a volatile Portuguese. Next to the Casa Bella is Don Pepe's, a fine Spanish restaurant with a particularly good wine list, and opposite that on the corner of Temple court is Attic's, a Turkish restaurant we're fond of. Just along Temple Court is the Casa Italian, the mid-price aspect of the Villa, and good. We also often visit the Buca de Bacco, an Italian place in a cellar at the Lord Street end of North John Street.

Enough? French cuisine may be enjoyed in L'Oriel, down Water Street towards the Pier Head. Indonesian, more limited than was to be found in The Hague, is to be had in Bistro Bali in Albert dock, where What's Cooking is generous with a British notion of American food. But that's rather a long way to go from the convention for a meal. Good eating!

Film, beer and videotape

(or, what's on in the AV room)

Amongst the programme grids in this slim volume, you'll find a column showing what should be happening in the AV room over the con. We say should, because in our experience no con programme has ever survived contact with fandom. (Current theory on why this should be favours fractal improbability, over the more traditional sheer bloody-mindedness.)

Nevertheless, we shall endeavour to bring you a programme as close as possible to how we planned it. Updates, changes, and variations on the theme may be found outside the AV room, in Ops, and anywhere else we can place them without incurring the wrath of the committee or the hotel management. Similarly, a list of items with running times and classifications will be floating around.

We've gone back to basics on certification, as follows: Uc means an item is especially suitable for children (but we'll allow adults in if they say please!). A U item is suitable for all ages, but smaller children may not appreciate what's going on. An A means that children under 10 must be accompanied by a responsible adult; AA means that no children under 10 will be admitted and those between 11 and 16 must be accompanied by a responsible adult. (Sorry folks, we're talking parental

responsibility here; well nobody else in the Great Video Debate is). X means nobody under 18 is admitted, and we reserve the right to ask for proof of age. Where a higher rated item is shown after a lower one, there will be a short interval to allow those under age to leave. Clear? Good. Back to the fun stuff.

We've done our best to ensure that no one genre, whatever it may be, overshadows the rest. You'll find British, American, Italian, French – and yes, Japanese – looks at the weird and wonderful. Some may be familiar, others obscure, some you won't even have heard of. What do we recommend? In a word, everything. There is nothing in the programme which is there just to fill an empty space: all items have been carefully picked for their entertainment value. The list they were drawn from was nearly twice as long as that which remains, and the rejects may yet turn up at another con.

Our selections await your pleasure; all you have to do is turn up and enjoy them. We look forward to seeing you, but remember:

- We are not a creche, nor a crash room,
- If you want to eat, talk or smoke, please do it elsewhere,
- You can always ask if you're not sure about an item,
- Persons caught doing the Argentine Flyswatter in the cheap seats will be awarded marks out of 10!

Tim Broadribb – *FilmTech*

Harry Payne – *Videomeister*

Dave Row – *Kawaii, Inc*

The Thanks List

...is as usual enormous. Let us merely say that without the following people, this convention wouldn't have run half as smoothly: *David Barrett, Caroline Mullan, Omega, Kari, Richard the Rampant, John Harold, Sally Ann Melia, Lianne Norman, Chris and Pauline Morgan, Tim Broadribb, Harry Payne, Dave Langford, Paul Barnett, Tom Abba, Dave Clements, Kathy Westhead, Mark Plummer, Valerie Housden, Alice Lawson, Andrew Adams* and many more. Our thanks to all the programme participants for saying yes, to all the gophers and stewards for helping out, and most of all to our Guests of Honour *Diane Duane, Neil Gaiman, Barbara Hambly* and *Peter Morwood*. Thank you all very much.

Right, let's get on with the programme.

Friday

2pm Boardroom: Gopher Briefing A briefing session for people wanting to help out at the con. Attendance is not compulsory, but it will help you sort out what is where, and who to ask. Omega is in charge.

4pm Main1: Molten Glass and Liquid Helium: Astronomy in the '90s A well-tanned Dave Clements talks about Hubble's contact lens, the next generation of telescopes and just what modern astronomers are doing on their trips to Hawaii.

4pm Main2: Mini Dresses To Mini Guns: Female Characters in Film and TV They used to look pretty, scream and were useless. Clare Goodall, KIM Campbell and Malcolm Davies look for signs of improvement.

5pm Boardroom: We Didn't Mean To Go To Seacon! The Blue Peter approach to convention bidding. Alison Scott, Eddie Cochrane, John Richards and Chris O'Shea dissect the gentle art of the spoof bid, and what can go wrong.

5.20pm Main1: Opening Ceremony The Lord Mayor of Liverpool officially opens the convention, and the committee introduce the Guests of Honour. Please note that this programme item will contain an important message from First Tiger Hobbes.

6pm Main1: Panel Beating Is there an alternative to talking heads? Bernie Evans' head, Colin Harris' head, Michael Abbott's head, Steve Davies' head and John Dallman's head head discuss the shape of convention programming, what's wrong with it and where it ought to be heading.

6pm Main2: The Wincon Mixer Quiz Everyone who shows up gets to take part in this quiz. Programme item sponsored by the Wincon committee.

6pm Boardroom: Science Fiction and the Future Alan Mayne of Scientists For Global Responsibility looks at the effects of Science Fiction on developments in science and politics. What has happened, and where is it leading?

7pm Main1: Pathological Science Julian Headlong investigates some of the more extreme examples of science going off the rails. N-rays R Us.

7pm Main2: Writers' Taboos Maureen Speller grills a band of authors about what they will and won't put in their books. Iain Banks, Ramsey Campbell, Rob Holdstock, Tom Holt and Freda Warrington give their answers.

7pm Boardroom: Murder Mystery: Workshop 1 Whodunnit? Who done what, for that matter? Gary and Linda Stratmann reveal a little to those who want to investigate the crime.

7pm Workshop2: Role-Playing Games As An Adult Pursuit Bill Ray and Amanda Leeds explain why RPGs are not kid's stuff.

8pm Main2: Thog vs the Zeitgeist When are social and political concerns misapplied to Fantasy and SF? Medieval feminists and far-future killers with consciences are among the anomalies coming under fire from Kari, Paul Barnett, Kate Jeary, Paul Kincaid, Kate Solomon and John Clute.

Friday

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

North (Main1)	North East (Main2)	West (Boardroom)	South (Workshop1)	South East (Workshop2)	East (Video)	North West (Lounge)
					Dirty Pair: the movie (A)	
					Horizon: Terraforming Mars (U)	
					seaQuest DSV: extended pilot (U)	
		Gopher Briefing			Domino Toppling (U)	
					Mystery Media Show (U)	In Green Room: Green Room Briefing
Molten Glass and Liquid Helium	Mini Dresses To Mini Guns				Beautiful Dreamer (U)	
Opening Ceremony		We Didn't Mean To Go To Season!			The Laughing Prisoner (U)	
Panel Beating	The Wincon Mixer Quiz	SF and the Future			Special Bulletin (A)	
Pathological Science	Writer's Taboos	Murder Mystery: Workshop 1		Role-Playing Games As An Adult Pursuit		Pan Launch Party
	Thog vs the Zeitgeist	Debate: Fandom is a Two-Tier System	Writer's Circle: Instant Writing		Film: Phantom Of The Paradise (AA)	
Savourna Stevenson Trio		Rant: Advertising				
		Evolution Party		Readings: Barbara Hambly and Ramsey Campbell	Film: I Bought A Vampire Motorcycle (X)	
Filk Concert			Storytelling			

Early videos: 8am: Ace of Wands (Uc), 8.30: A Matter of Life and Death (U), 10am: TazMania (Uc), 10.30: Dirty Pair the movie (A)

Late videos: Midnight: Terminator 2 special edition (X), 2.30: The Holy Virgin vs The Evil Dead (X), 4am: Mamono Hunter Yokho (X), 5am: Volere Volare

Saturday

	North (Main1)	North East (Main2)	West (Boardroom)	South (Workshop1)	South East (Workshop2)	East (Video)	North West (Lounge)
11am	Second Foundation	The Future of Astronomy	Masquerade Meeting		DIY Colonisation	Film (cont): The Seventh Voyage Of Sinbad (U)	
noon	GoH: Barbara Hamby		H.P. Lovecraft From Fact To Filk			Equinox: Space Shuttle Discovery (U)	
1pm	How Books Get Sold	Book Auction	The Inconceivable Egg Race			Luna Varga (A)	
2pm	Marital Arts in SF and Fantasy		BSFA AGM	Chaos Costuming	An Introduction to Continuing	Superman (U)	
3pm	GoH: Neil Gaiman		Pandora: The Next Generation			Bubble Gum Crisis (A)	
4pm			Writers' Panel: Plotting		Elementary Sexuality Workshop	In Memory Alone (A)	Foundation Party
5pm	Genre Splicing	CyberGamesMaze	Drawing For Comics	Readings: Freda Warrington and Stephen Baxter		UFO: Survival (U)	
6pm			Talking About UK Worldcons		War of the Worlds	The Abyss: special edition (AA)	Gollancz Launch Party
7pm							
8pm			Per Archia Ex Slush Pile	Gene Wolfe Ping			
9pm	Masquerade					Film: Bram Stoker's Dracula (X)	
10pm			Intersection Party		Readings: Paul McAuley and Tom Holt		
11pm	Bad Influence		Late Night Filk			Film: No Blade Of Grass (X)	

Early videos: 8am: Ace of Wands (Uc), 8.30: The Worst Witch (Uc), 9.30: Batman - Grey Ghost (Uc), 10am: Film: The Seventh Voyage Of Sinbad (U)
Late videos: Midnight: Cast a Deadly Spell (X), 1.30: Icer-One(X), 3am: Mermald Forest(X), 4am: The Haunting (AA)

Sunday

11am

noon

1pm

2pm

3pm

4pm

5pm

6pm

7pm

8pm

9pm

10pm

11pm

North (Main1)	North East (Main2)	West (Boardroom)	South (Workshop1)	South East (Workshop2)	East (Video)	North West (Lounge)
Young Blood	Wobblers On The Moon	Fannish Inquisition	Writers' Circle: Discussion		Film (cont): Asterix and Cleopatra (Uc)	
GoH: Peter Morwood and Diane Duane		TAFF Auction		Forgotten Futures	Equinox: ET Phone Earth (U)	
Art Auction	Sex, Complex and Multiplex	Serial Killers	Cabaret Workshop		Time Masters (U)	
	Alien Artifacts	Book Auction Overflow		DIY Colonisation	Ah! Megamisama! (U)	
Bidding Session	Transport Planning as Science Fiction	The Fanzine Panel	T-shirt Painting		ST:ING (U)	
Rant: Censorship	God On The Eighth Day	Art Auction Overflow	Readings: Diane Duane and Peter Morwood		The Flipside of Dominic Hyde (A)	
Remembering Science Fiction	The Use of Science by Mainstream Authors	Murder Mystery: Workshop 2		Travel for the Geographically Challenged	Kiki's Delivery Service (U)	
Cabaret Run-Through		Have I Got Moose For You	Readings: John Brunner and Richard Christian Matheson		GLC: The Movie (A)	
Awards Ceremony		Great Escapes (From Connuming)			Film:	
Cabaret		Writers' Panel: Beginnings		Readings: Neil Gaiman and Iain Banks	Gasssi! (AA)	
		With Great Pleasure			Film:	
Ceilidh		Folk and Fiction			Erik the Viking (AA)	

Early videos: 8am: Ace of Wands (Uc), 8.30: Comet Quest (Uc), 10am: Film: Asterix and Cleopatra (Uc)

Late videos: Midnight: Dragon Half (AA), 1am: Sundown (AA), 2.30: Call Me Tonight (X), 3am: Applesseed (AA), 4am: Brainstorm (AA)

Monday

	North (Main1)	North East (Main2)	West (Boardroom)	South (Workshop1)	South East (Workshop2)	East (Video)	North West (Lounge)
11am	The Failure of the Future	Hang On, Isn't That Me?	Samples From The BBC Book Mountain			Film (cont): Journey to the Centre of the Earth (Uc)	
noon	Feedback Session	Magnetic Fusion Preparing Comic Scripts	National Finnish Stereotypes The Knights Templar	Juggling Workshop		SFX	
1pm					DIY Colonisation	Ramma ½ (U)	
2pm	War In 2094	Small and Juicy or Big and Better?		Belly Dancing Workshop		Video requests	
3pm	The Klingon Diplomatic Corps	Deities and Diatribes	Russian Roulette				
4pm	Art Techniques and Composition	Who Are You Calling A Pervert?					
5pm	Closing Ceremony						
6pm							
7pm							
8pm							
9pm							
10pm							
11pm							Dead Dog Party

Early videos: 8am: Ace of Wands (Uc), 8.30: Batman – Heart of Steel (Uc), 9.30: Star Trek Animation (Uc), 10am: Film: Journey To The Centre Of The Earth

8pm Boardroom: Debate: Fandom is a Two-Tier System A formal debate on the nature of Fandom, chaired by Mic Rogers. Are we a divided society? Proposed by Dave Lermitt, opposed by Steve Davies.

8pm Workshop1: Writers' Circle: Instant Writing Sally Ann Melia invites budding writers to join in; please bring some trinket to inspire you for this workshop.

9pm Main: Savourna Stevenson Trio Concert A trio led by celtic harpist Savourna Stevenson presents an evening concert for all.

9.30pm Boardroom: Rant: Advertising Michael Abbott vents his spleen about advertising and its subtler effects on society.

10pm Main: Filk Concert Friday night is filking night, as guitars are tuned and voices readied for the fray. Gytha North is your Mistress of Ceremonies.

10pm Boardroom: Evolution Party The Evolution Bid Committee invite you to come and enjoy yourselves, and will ply you with alcohol in an attempt to get your vote on Sunday. Well, it's worth a try.

10pm Workshop2: Readings Barbara Hambly and Ramsey Campbell read from their works.

11pm Workshop1: Storytelling The second oldest hobby known to man. Huw Walters invites you to sit around in comfort and share stories.

Saturday

11am Main1: Second Foundation The Science Fiction Foundation has been in Liverpool for a year now. What do they think about their new premises? And what of the degree in SF being offered by the University?

11am Main2: The Future of Astronomy Amanda Baker talks about the Edison IR satellite, and the effects that it will have on astronomical research.

11am Boardroom: Masquerade Meeting Please can everyone wishing to participate in the masquerade come to this meeting, so that running order and staging requirements can be sorted out.

11am Workshop2: DIY Colonisation How do you colonise an alien planet? You take the part of the colony committee, while Jo and Ken Walton throw troubles into your way. Continued on Sunday and Monday.

12 noon Main1: GoH: Barbara Hambly Barbara Hambly talks about where her ideas come from and answers your questions.

12 noon Boardroom: H.P. Lovecraft from Fact to Filk Linda Stratmann investigates the maddeningly tentacular and eldritch world of Howard Phillips Lovecraft, assisted by Gary Stratmann and Mike Whitaker.

1pm Main1: How Books Get Sold A discussion of the realities of bookselling, and how to cope with what the bookshops are trying to foist off on you. Giulia de Cesare talks to Marion van der Voort, Rog Peyton, Neil Gaiman and John Jarrold.

1pm Main2: Book Auction Brian Ameringen and Roger Robinson invite you to

bring your wallets for a delve into the ancestral book piles.

1pm Boardroom: The Inconceivable Egg Race The Inconceivable team (the one with the convention, not the one with the spoof) challenge teams to build a device to carry an egg across the Terrace of the Adelphi.

1pm Workshop1: Chaos Costuming Teddy shows you how to put together a little something out of bits and pieces lying around, for the Masquerade or for fun.

2pm Main1: Martial Arts in Science Fiction and Fantasy Gary Stratmann discusses the use and abuse of fighting skills of all varieties with Peter Morwood, Barbara Hambly and Barbara Mascetti. Fictional uses, that is.

2pm Boardroom: BSFA AGM Open to BSFA members only. If you are interested in joining the British Science Fiction Association, look for the BSFA desk in the Dealers Room.

2pm Workshop2: An Introduction To Conrunning Have you ever wondered how conventions run? Or how to put together one of your own? Helen Ryder explains how Octocon got started, and what makes it tick.

3pm Main1: GoH: Neil Gaiman Neil Gaiman talks to John Clute about life, the universe and pretty much everything.

3pm Boardroom: Fandom: The Next Generation A discussion about successive waves of fandom, and how all those obnoxious neos suddenly find themselves running things. With Helen Steele, Chris Tregenza, Kathy Westhead and James White.

4pm Main1: Genre Splicing How does fiction survive crossing media boundaries? KIM Campbell (moderator), Diane Duane, Richard Christian Matheson, Stephen Jones and Tom Holt examine what is involved in the transitions between book, comic, film and television.

4pm Boardroom: Writers' Panel: Plotting Rob Holdstock chairs a discussion circle on how to control your plot, assisted by Graham Joyce, Diana Wynne Jones and Ramsey Campbell

4pm Workshop2: Elementary Sensuality Workshop Following on from the highly successful Backrubs Workshop at Helicon, Bobby MacLaughlin offers this more advanced course. All welcome.

4.30pm Main2: CyberGamesMaze David Wake puts all-comers through a variety of computer games that have escaped into the real world. Anyone for Live-Action Lemmings?

5pm Boardroom: Drawing for Comics Artists discuss the peculiarities of the comic strip as an artistic medium. With Suzanna Raymond (moderator), Bryan Talbot, Graham Higgins and SMS.

5pm Workshop1: Readings Freda Warrington and Stephen Baxter read from their works.

6pm Boardroom: Talking About UK Worldcons An informal debate on whether or not having a worldcon on this side of the Atlantic is a good idea or not. John

Richards presides, while Mike Molloy and Martin Easterbrook lead the argument.

6pm Workshop2: War Of The Worlds: A Project For Intersection Martin Gordon-Kerr talks about his plans to put on a production of Jeff Wayne's War of the Worlds at Intersection, and what you can do to help.

7pm Workshop1: Gene Wolfe Ping Pronounced "thing." A group discussion on the works of Gene Wolfe, run by Helen Steele.

8pm Main: Masquerade The biggest costume extravaganza since the last one. Please go to the Masquerade Meeting at 11am if you would like to enter, so that your requirements can be sorted out. Presented by KIM Campbell.

8pm Boardroom: Per Ardua E Slush Pile What makes a submission interesting to publishers and editors? Mike Moir, himself a small press publisher, leads the discussion with an expert panel.

9pm Boardroom: Intersection Party A chance to enjoy yourselves at the expense of the 1995 British Worldcon. Intersection welcomes careless drinkers.

10pm Main: Bad Influence Fresh from their triumph at Novacon, Bad Influence present live rock and R&B for your enjoyment.

10pm Workshop2: Readings Paul McAuley and Tom Holt read from their new books.

11pm Boardroom: Late Night Filking The boardroom is open into the small hours for filk singing. Have fun!

Sunday

11am Main1: Young Blood Some of the new writers in SF and Fantasy are quizzed about their experiences by Chris Morgan. With Eric Brown, Peter Hamilton, Simon Harding and Lisanne Norman.

11am Main2: Wobblies On The Moon: The Radio Play The famous turkey fights back. Be there or face Fiona Clarke's wrath.

11am Boardroom: Fannish Inquisition No one expects... an opportunity to ask awkward questions of up-and-coming conventions. That's exactly what you've got, though. David Cooper keeps control.

11am Workshop1: Writers' Circle: Discussion Sally Ann Melia chairs the follow-up discussion to Friday's workshop.

12 noon Main1: GoH: Peter Morwood and Diane Duane Peter and Diane play and discuss the discs that they would take if they were stranded on that infamous desert island.

12 noon Boardroom: TAFF Auction Abigail Frost flogs off a variety of interesting and bizarre items in aid of the Transatlantic Fan Fund.

12 noon Workshop2: Forgotten Futures Marcus Rowland talks about the latest additions to his shareware roleplaying system based on predictions of old SF.

1pm Boardroom: Serial Killers Should TV series be cut off too soon, or should

they be allowed to decline into senility? Dave Lally, Chris O'Shea and Clare Goodall discuss cases such as Blake's 7 and The Prisoner.

1pm Workshop1: Cabaret Workshop A brief practice session for those thinking of taking part in this evening's cabaret, and who have an incomplete turn or nothing at all. Andrew Adams will be in charge, and has a few spare ideas.

1.30pm Main1: Art Auction Exhibits from the Art Show come up for auction. Rog Peyton is in charge of separating you from your money.

1.30pm Main2: Sex, Complex and Multiplex Jack Cohen investigates some of the odd sexual arrangements in SF.

2.30pm Main2: Alien Artifacts An archeological dig has turned up a number of fascinating items of alien origin. Can the panellists determine their purpose? Bridget Wilkinson presides, while Barbara Hambly, Caroline Mullan and Malcolm Davies investigate.

2pm Boardroom: Book Auction Overflow Another round of book buying with Roger Robinson and Brian Ameringen.

2pm Workshop2: DIY Colonisation Ken and Jo Walton moderate this follow-up to Saturday's workshop item. More problems arise for the colony, and you must provide the solutions.

3.30pm Main1: 1996 Eastercon Bidding Session In which it is decided which (un)lucky committee will run the 1996 Eastercon. Democracy inaction, sorry, in action.

3pm Workshop1: T-Shirt Painting So what did you do to your Sou'Wester T-Shirt? Lissa Allcock shows how to make a work of art to wear. Children under the age of 12 should have adults with them.

3.30pm Main1: 1996 Eastercon Bidding Session In which it is decided which (un)lucky committee will run the 1996 Eastercon. Democracy inaction, sorry, in action.

4pm Main2: Transport Planning as Science Fiction Professor John Adams shows how national transport policies have been ludicrously mishandled over the years.

4pm Boardroom: The Fanzine Panel Pam Wells discusses fanzine fandom, where it is and what it isn't, with Simon Ounsley, Alasdair

4pm Workshop2: Divination Workshop Lena Sarah leads a discussion on divination.

5pm Main2: God On The Eighth Day If there is a god, why is the world the way it is? Where do death, pain, evolution and human nature fit in? An exercise in theoretical theology, with Michael Abbott and Neil Gaiman.

5pm Boardroom: Art Auction Overflow Another round of piccie buying with Rog Peyton.

5pm Workshop1: Readings Peter Morwood and Diane Duane read from their works.

5.30pm Main1: Rant: Censorship John Richards holds forth on film censorship

and the ignorance involved in artistic criticism today.

6pm Main1: Remembering Science Fiction At the end of a century of SF, and as the genre enters some very strange new worlds, it's time to work out what we should be remembering; and how, technically to archive our group history. A talk by John Clute.

6pm Main2: The Use of Science by Mainstream Authors Mainstream literature has almost entirely ignored the role of science and technology in creating our modern world. Paul Cray, Stephen Baxter, John Bray, Jack Cohen, and Paul McAuley ask why, and discuss how well mainstream authors succeed when they try.

6pm Boardroom: Murder Mystery: Workshop 2 In which the guilty are uncovered and the innocent freed. We hope. Gary and Linda Stratmann wind up the weekend's investigations.

6pm Workshop2: Travel For The Geographically Challenged Rhodri James explains why North West is South West and other important matters of fannish geography.

7pm Main: Cabaret Run-Through Participants only.

7pm Boardroom: Have I Got Moose For You? A light-hearted quiz from the Confabulation team. Alison Scott will not be plugging the convention at all.

7pm Workshop1: Readings John Brunner and Richard Christian Matheson read from their works.

8pm Main: Awards Ceremony Presentations of the Eastercon and BSFA Awards, and a host of other prizes.

8pm Boardroom: Great Escapes (From Conrunning) Join Peter Wareham, Michael Abbott, Joan Paterson and Square Bear as, taking it in turns to vault over a wooden horse, they reminisce about cons they somehow never quite ran. With absentee chairman Malcolm Edwards.

9pm Main: Cabaret Come to listen or come to perform, come anyway and enjoy yourselves. Performers should sign up at the Information Desk by 2pm, or face the wrath of compere Sue Mason.

9pm Boardroom: Writers' Panel: Beginnings What do you put in your first chapter? Andrew Stephenson and his expert panel talk this through with the audience in the second of our "Writers' Workshop" panels.

9pm Workshop2: Readings Neil Gaiman and Iain Banks read from their works.

10pm Boardroom: With Great Pleasure Peter Wareham and Steve Davies choose some of their favourite passages of SF and Fantasy, and explain to moderator Valerie Housden just why they like them. Readings by Caroline Mullan and KIM Campbell.

10.30pm Main: Ceilidh Gaelic dance music organised by Intersection, for those who didn't go to the band last night. And for those who did, too.

11pm Boardroom: Filk and Fiction Dragonflight and Dumas: listen to songs and the stories that inspired them. Phil Allcock leads you gently into the night's filking.

Monday

11am Main1: The Failure Of The Future Peter Weston, Caroline Mullan, John Clute, Jim Burns and Malcolm Davies examine why things aren't what they were going to be.

11am Main2: Hang On, Isn't That Me? Gytha North, herself much stolen, discusses the practise of basing fictional characters on real people with guilty parties Peter Morwood, Barbara Hambly, John Brunner and Smitty.

11am Boardroom: Samples From The EEC Book Mountain The best of the worst, read out for your... er... delight? Bring money to start up or shut up the worst of the best of the worst, with all profits going to charity. Run by Peter Garrett.

12 noon Main1: Feedback Session Do you have any grievances, complaints or comments about Sou'Wester? Tell us what we did wrong, or right, and we'll make suitable promises.

12 noon Main2: Magnetic Fusion Joanne Ashall of AEA Technology's Culham Laboratory gives this presentation on the role of fusion power in our society, and looks forward to future developments.

12 noon Boardroom: National Fannish Stereotypes A variety of fans from around the world describe how they see each others' fandoms. Silly impressions and unreasoned bigotry from Ben Yalow, Ellen Andresen and Larry van der Putte, probably encouraged by Martin Hoare.

12 noon Workshop1: Juggling Workshop Ever thought of learning how to juggle? Want to compare notes with other jugglers? Andrew Adams keeps things in the air.

12 noon Video: SFX Andy Croft talks to Richard Christian Matheson, Martin Easterbrook and Harry Payne about the uses and abuses of special effects in SF and Fantasy visual media.

1pm Main2: Preparing Comic Scripts We've heard from the artists, now how do the writers cope with comics? Tom Abba talks to Neil Gaiman, Diane Duane, and Graham Higgins.

1pm Boardroom: The Knights Templar Who were the historical Knights Templar, and why have so many conspiracy theories grown up around them? Zygmund Lozinski attempts to illuminate us.

1pm Workshop2: DIY Colonisation Ken and Jo Walton host the final attempts to colonise an alien planet, finishing the work from Saturday and Sunday.

2pm Main1: War In 2094 Our expert panel contemplates what bigger, better bangs will be made a century from now. Chaired by Simon Bisson, with Iain Banks, Hugh Mascetti and Peter Morwood.

2pm Main2: Small and Juicy or Big and Better? Are small cons better than large ones? Is the Eastercon too big? Does anything interesting ever happen at a small con? Ian Sorenson puts the questions to his small but perfectly formed panel, Tim

Illingworth, Dave Lermitt, Pam Wells and Paul Dormer.

2pm Workshop1: Belly-Dancing Workshop Ever wondered how belly-dancers do it? Gail Courtney reveals... some.

3pm Main1: The Klingon Diplomatic Corps Induction Speech The speech traditionally given to new recruits, with universal translator facilities. With Gary and Linda Stratmann.

3pm Main2: Deities and Diatribes What makes a convincing religion in novels and games? Phil Nanson keeps order as Rhodri James and Pat Silver discuss their own beliefs and what prevails in fiction.

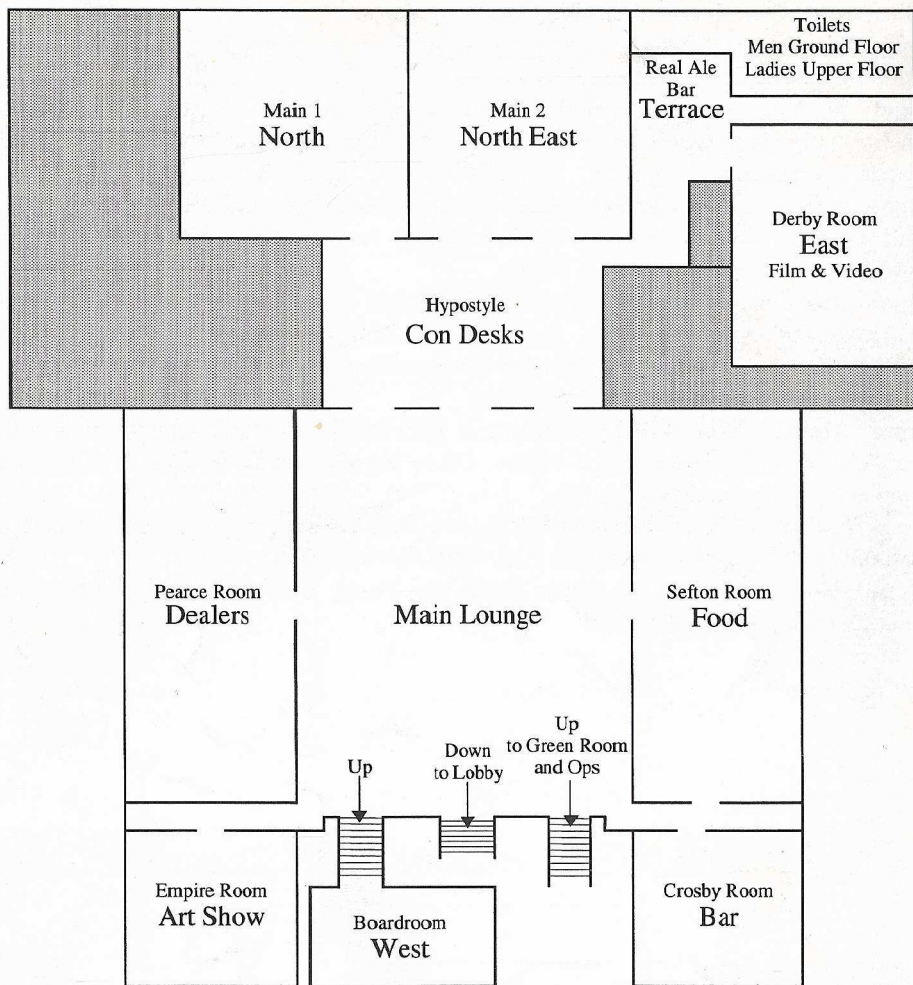
3pm Boardroom: Russian Roulette We asked Yuri Savchenko to run a typical Russian programme item for us. Enjoy this slice of foreign fandom.

4pm Main1: Art Techniques and Composition Jim Burns discusses what a professional SF artist does, with examples.

4pm Main2: Who Are You Calling A Pervert? Do people exploit fandom to publicly air their fetishes? Sue Mason, Diane Duane, Giulia de Cesare and Brian Ameringen may let something slip.

5pm Main1: Closing Ceremony A quick goodbye from the committee and guests, and the last of the prizes and thank yous of the convention.

8pm onwards, all over the place: Dead Dog Party The con is over, the bars are open, what are you waiting for?



Newsletter	269
Games	255
Workshop 1	169
Workshop 2	155