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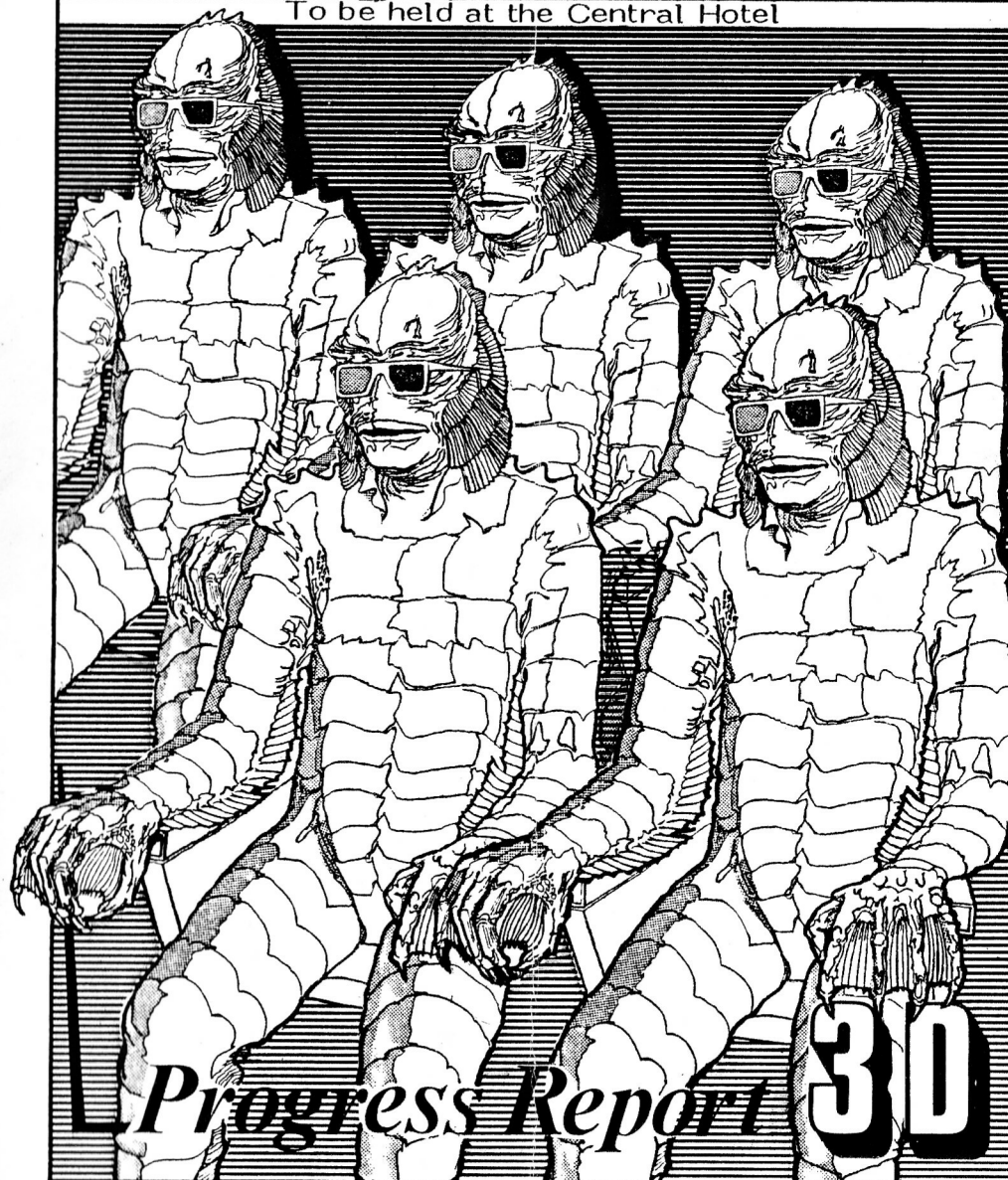
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INVENTION

23rd ~ 25th September 1983

Glasgow's Eighth Science-Fiction Convention

To be held at the Central Hotel



Introduction (Mk3)

Firstly, the publications team would like to apologise for the cover, but the committee did say they wanted this PR to have a new dimension... hem, hem.

So, what's new? Well, in addition to our Guest of Honour, Chris Boyce and our Fan GOH, Jim Barker, we have stretched our budget to provide you with a very popular Special Guest, namely Bob Shaw, a frequent panelist and speaker at many previous cons and an author of many fine SF novels (Orbitsville, Who Goes Here and more).

Also, we are pleased to have Dr. Michael Kelly, the Lord Provost of Glasgow, to open the convention on Friday evening. As he is no stranger to SF conventions, he will no doubt prove to be an entertaining speaker.

And as for the convention, we have the packed Main, Alternative, Fan and Video Programmes along with, the Dealers Room, Artshow, Star Trek Room, Computer Room, Wargames Room. This means that all your time can be occupied in some way, if you so desire, or you can take it easy and chat to other fans in the bar or elsewhere. To look after all of this we have enlisted Bob Jewett (previous Albacon II Chairman and convicted felon), as ops manager and safety officer.

Finally, the convention will start at 10 am on Friday and will continue virtually non-stop until some unearthly hour on Monday morning.

Main Programme

Invention's Main Programme is now fully arranged and as promised we have provided a wide range of films, talks, panels and other events.

Beginning at 10 am every day, the programme will run continuously until well after 3 in the morning. All masochists please note that the Vagon Poetry/Pun Competition will be on the Saturday night immediately before the Fancy Dress Competition - all entries to be delivered in a bag marked 'CONTAMINATED' to the hotel document shredder... sorry, to Frances J. Nelson at the convention. If you are going to read your masterpiece yourself, then beware of the gophers waiting to carry you off at the earliest opportunity.

Assuming you survive the Vagon Poetry, the Fancy Dress Competition looms ahead of you. It is your chance to do anything from wearing nothing but a towel, to the famed display of armorial combat by Holdstock at Albacon II - come to think of it, there is little difference. Single or group entries, in any state of dress/undress, can enter the competition. (Entry forms will be available at the Registration desk.)

There will be an auction which will give you the opportunity to sell off all your old junk/memorabilia, so please bring along books/comics or anything else you think we could sell. All the convention will charge is 10% commission - the rest is yours to do with as you please.

In addition to the films listed in PR2 we hope to have the epic BLADERUNNER late on Friday evening. Talks on Light Sailing and Space Resources have been added to our Space programme and there will be films and slides on the Arianne project and N.A.S.A.

Well, that's all I'm prepared to tell you for the moment, the rest of the programme shall remain a mystery until the con....

Vince Docherty

Films

All is going well on the films. As well as the 16mm ones listed in the last PR, we will have 'Bladerunner' in the Main programme, with various 8mm films and shorts appearing in the Alternative programme.

While we have quite a few films, we wouldn't say no to any 8mm or 16mm film contributions you'd like to make.

As well as our films, watch out for some of the things appearing in our quizzes and events. Some of these will certainly be appreciated by you film buffs.

Finally, take a look at our Main programme item on How To Become a Star. Various people who have had a hand in the Trout films will be explaining how they were done. Learn the truth about Chris O'Kane and the door, what Lesley Affrossman is like with her whip, how to tell the difference between Henry Balen, Mike Molloy and other characters, and how to walk down a busy street wearing a huge cardboard robot outfit....

Bruce Saville

Alternative Programme

We have tried to make the Alternative programme somewhat more varied than it has been in past Glasgow Cons! How? I can hear you cry. Well.... we have decided that the secret to a successful Alternative programme is (Wait for it!) MUSHROOMS!

Yes, this year the Alternative programme will consist of mushrooms, with famous guest speakers giving talks on such subjects as 'Mushrooms and imagery in the fiction of John Varley', 'Was Velikovsky's Comet a mushroom?' and 'Ancient mushrooms: is Von Daniken right?'

In the midst of all this silliness there

will also be an Alternative Alternate programme and in this we will be running all the old favourites (and a few new ones as well).

Come and witness the thrills of the panel talk, the rivalry of the SF Challenge quiz as teams battle it out to answer more easy (?) questions than the next team, the tension of the SF Mastermind quiz, the fun of the fair, (and how am I going to explain that on the budget?)

In other words come and enjoy yourselves.

As well as the above we will also have a couple of films, some talks and even quiet moments for you to have a rest! In the evenings there will be the Fan programme for those who want to play silly games and fall about intoxicated (although that might not be restricted to the Fan programme alone!)

If anyone wants to enter any of the competitions mentioned above then I would appreciate it if you could send you name and a couple of specialist subjects for the Mastermind competition and your team name for the SF Challenge quiz to the following address:

E. J. G. Patton
43 Tinto Road
Newlands
Glasgow

The SF Challenge quiz is open to any team of 3 or 4 people, not just students ie, this is not a University challenge, although the format will be similar. Remember, that in order to give me time to write the questions, your entries should be handed in preferably more than ten minutes before the competition is due to start.

The most important thing now is to enjoy yourselves, and I think you will do that with the program we have lined up for you (or else!)

Eamonn Patton

Video Programme

We're hoping that we've got the balance between SF esoterica and 'good' films just about right. I place 'good' in parenthesis because I realise that it takes an arts grad to get this balance correct. ('Arrogant bastard', I hear from the incensed know-what-they-like sciencers. 'True', I say.) More realistically, I know that 'good' is a somewhat subjective label; there are good SF movies, and good 'good' movies, if you see what I mean.

I'll stop writing now and get down to what you really want to know. Our video programme will start early every morning, about 10.00 am, and will go on to the wee small hours of each morning, about four o'clock. This will give your video person (me) six hours' sleep, which I hope you insomniacs won't grudge me. (And if you do, t. s.)

Among the purely SF offerings we hope to get are Flash Gordon, The Man Who Fell To Earth, The Andromeda Strain, CE 3K, War of the Worlds, Superman I & II, A Boy and his Dog, Capricorn One, Forbidden Planet, Star Wars, 2001: A Space Odyssey.

On the borders of SF, we have The Ninth Configuration, which I'm told is good. The Island of Dr. Moreau, The China Syndrome. Also Gerry Anderson fans can experience multiple orgasms to Revenge of the Mysterons, Thunder birds to the Rescue, Incredible Voyage of Stingray, and Joe 90. Even more peripherally SF are Condorman, Dragonslayer, Time Bandits and Scanners. In the realm of horror we find The Shining, and the immensely successful Poltergeist, directed by Steven Hooper sorry, Tobe Spielberg.... oh, well, you know who I mean.

Finally, by stretching the definition of fantasy, I have decided that we must have Cat People. The Giorgio Moroder - David Bowie theme song, 'Cat People (Putting out Fire)' would be worth the price of admission, but an off-beat story line makes it a must. Malcolm McDowell and Nastasia Kinski star as the brother and sister cursed to suffer that morning after feline. Wonder how much they got paid? No doubt there was a clause to cover it. (That was a joke, son.)

On the comedy front, we trip the bite fantastic in Love at First Bite, and visit the Dark Star - again. Mel Brooks provides us with undergrad humour in Young Frankenstein, and an affectionate twist on Hitchcock in High Anxiety. Jabberwocky gives Michael Palin and Terry Gilliam the chance to express their individual talents, while Everything You Always Wanted To Know About Sex But Were Afraid To Ask gives Woody Allen the chance to give much-needed instruction to the unliberated masses in his own neurotic way.

And finally; the film which defies all categorisation. It has long since transcended bad, and has reached an astral plane of glorious, divine awfulness. An immortal achievement which makes compelling viewing, Invention is proud to present PLAN 9 FROM OUTER SPACE.

Well, that's the feast. Bon appetit!

P.S. We would welcome any tapes members wish to bring, especially Doctor Who, Star Trek episodes, etc. As for pirate videos, our official view is stated in the Important section, and for myself the only pirate tapes I will accept are of the Sea Hawk/Bluebeard variety.

Alex Benzie

Fan Programme

Calling all Fans and Faans!

The Invention Fan Room will be a fairly small part of the overall programme, but don't despair - nice things come in small packages. All of the traditional events will be featured eg. Jim Barker's guest speech; fanzine reviews; panels; charades; silly games; a party and hopefully a goodies table.

In addition there will also be one or two near-novelties. Near-novelties are basically new variations on old ideas and into this category fall 'Chocolate Eclairs' and 'Top Hats and Southern Comfort' (assuming of course that I can find a top-hat), which I can assure you will be causes of much hilarity for those with juvenile or just plain silly minds. Incidentally, the word 'juvenile' above has no reference to children; the Southern Comfort event carries a bottle of aforementioned booze as its prize - if our moneybags treasurer allows me to be so extravagant.

If you have never been to a fan-room before then do come along and join us; it's not just for BNF's, it's there for anybody who doesn't mind being made to look silly in a game of charades. Above all, however, the fan-room is a place to meet other people individually,

rather than merely exist alongside them as part of a movie audience.

So, if you're on your own and don't know anybody or simply don't fancy any of the other programme items at some point, you've no excuse for boredom - COME TO THE FAN-ROOM.

Madeleine Campbell

Wargames Room

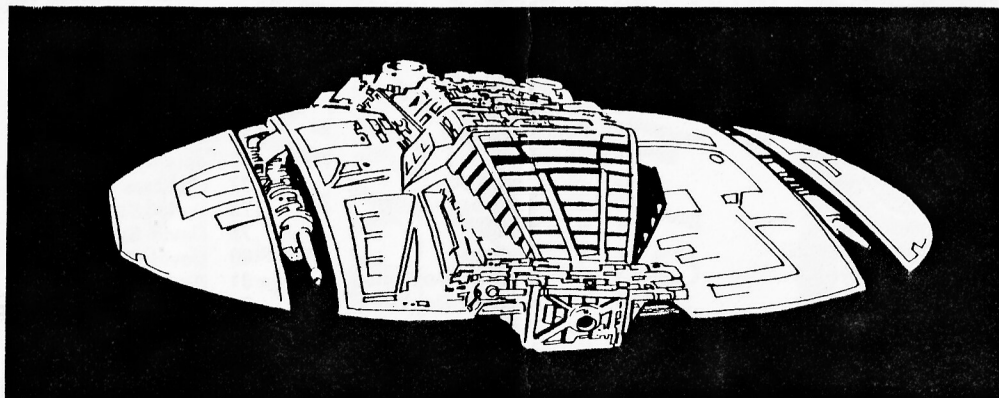
This room (or rooms to be more accurate) will be open more or less 24 hours a day. Everyone is welcome to come along and participate in such games as D & D, Traveller, Runequest, Chivalry and Sorcery and several others including conventional boardgames. (Pun?)

If you are a regular wargamer, then feel free to bring along any games that you might want to play or run; any would-be referees should contact me on the day so things can be organised.

At some point during the weekend there will be a competition or tournament, the winner of which will receive some fabulous (?) prize.

There will also be a small prize for the Best Figure displayed in the art show, so bring along your figures and you might be lucky.

Mike Murdoch



Membership

Right... uhhmm, what can I say but things are going just fine. Our membership to date is listed below and just for a change was NOT done by computer, but by the card-file system (and me a computer science student, yet).

Now, some important points to note are as follows:

The closing date for postal memberships is the 18th of September.

Block bookings are NOT accepted at the door.

And most importantly, alcoholic beverages of any description will be accepted by the membership secretary.

I'll finish by saying that being in charge of membership is most enjoyable. The bit I especially like is collecting all the money, although the rest of the

committee will insist on wasteful extravagances such as printing, advertising, etc. If you know anyone who might be able to add to my... our stock of cash, then give them some details and tell them they can send their money to:

Invention

c/o Kevin Henwood
10 Woodlands Gardens
Bothwell
Glasgow G71

Membership: Attending £10
Supporting £5
Day Membership £5

Conversion from Supporting to Attending costs £5, unless you paid before 16/4/83 which makes it £4.

Kevin Henwood

Membership on 23/8/83:

1 Chris Boyce	29 Iain McCord
2 Angela Boyce	30 Mike Molloy
3 Jim Barker	31 Neil Craig
4 Bob Shaw	32 Susan Grose
5 Sadie Shaw	33 John Wilkes
6 Madeleine Campbell	34 Alan Gordon
7 Vince Docherty	35 Mark Meenan
8 Norman Kent	36 James D. MacLennan
9 Alex Benzie	37 Alan Jeffrey [S]
10 Oscar Dalgleish	38 Ian Sorensen
11 Kevin Henwood	39 Iain Dickson
12 Bruce Saville	40 Doug Lennox [S]
13 Frances J. Nelson	41 Henry Balen [S]
14 Bob Jewett	42 Pat MacLennan [S]
15 Mark Turner	43 Bill Morris [S]
16 Phil Palmer	44 Paul Paolini
17 Caroline Mullan [S]	45 Mike Murdoch
18 Tibs [S]	46 Iain Byers [S]
19 Kay Allan	47 Peter O'Rourke
20 Tom Taylor [S]	48 Alan Blair
21 J. Murnin	49 John Allardice
22 Joan Paterson	50 Lesley Affrossman [S]
23 James Greer	51 Mike Gould
24 Dave Rowley [S]	52 Mike Thomas
25 Joy Hibbert [S]	53 Edinburgh SF Bookshop
26 Eamonn Patton	54 Edinburgh SF Bookshop
27 Bruce MacDonald	55 Joyce Slater
28 Jackie Robinson [S]	56 Ken Slater

57 Russel Aitken
58 P. A. Root
59 Steve Lawson [S]
60 Gordon Johnson
61 Kay Johnson
62 Alexandra Johnson
63 Caroline Dempster
64 Douglas Gray
65 Joyce Mains
66 Ed Buckley
67 Morag Kerr
68 Elsie 'Vogon' Donald
69 Owen Whiteoak [S]
70 Robert Sneddon
71 Sean Brady
72 Peter Wareham [S]
73 Marina Holroyd
74 M. A. Watters [S]
75 Alison Gillespie
76 Jeremy Johnson
77 Nicholas Coia
78 Zoric [S]
79 David Smith
80 David Clark
81 Andy Nimmo
82 Chris Holdstock [S]
83 David MacFarlane
84 Dave Ellis [S]

!!!!!!! IMPORTANT !!!!!!!

In order that the convention can proceed in a safe and orderly fashion, there are some rules that must be followed and will be enforced by the committee.

You should not be carrying anything about the Hotel which could cut or burn people or property. As a general guideline, any weapon that cannot be safely used on its owner, will not be permitted. (For the rules concerning weapons in the Fancy Dress Competition, please contact the weapons safety officer, me!)

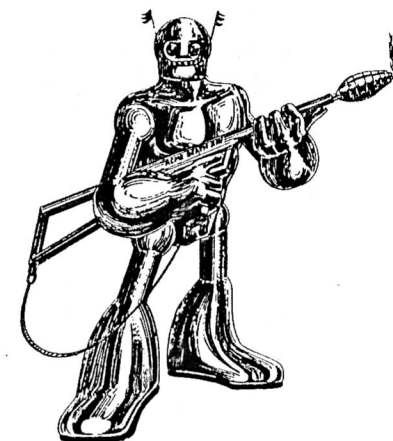
As for room parties, the committee are all for them as long as they are held in sensible places. That means no lift parties.

All members will be liable for any breakages or damage they cause. This means, for instance, that if you throw up on the carpet YOU pay £25 for the

cleaning or if you break a lamp YOU get the bill for its repair.

We will also take a dim view of people offering **Pirate Videos** i.e. anyone offering "Return of the Jedi" for example will be reported to the appropriate authority.

Remember, the committee reserve the right to expell anyone who may be acting stupidly or dangerously!



To turn to other subjects, we need masochists. The other name for them is GOPHERS. They basically work doubly as hard as anyone else in the convention, for a third of the time, in theory. We badly need bodies for a little heavy work now and again, and a great deal of light work. We desperately need help which - if offered - will be greatly appreciated and will allow you access to the committee's garden of delights called the OPS ROOM. So, during the con offer your services at the Ops Room where we will offer you free coffee and our eternal gratitude.

Bob Jewett

If your name is mis-spelt or missing, please let us know.

Hotel

Okay, so what can be said of the Central Hotel that hasn't been said already? Very little, I am inclined to say, so be prepared to be stunned by my brevity. The room rates are as follows:

Single Room per night	£15.00
(with bath/shower)	£17.00
Double Room per night	£12.50*
(with bath/shower)	£14.50*
Twin Room per night	£12.50*
(with bath/shower)	£14.50*
Triple Room per night	£10.00*
(with bath/shower)	£14.00*
* Each Sharing	

Rates include full English breakfast and VAT. The hotel requires a deposit of £5 per person, but the inducement to pay now is that booking a room on the day of arrival, I am informed by the hotel, requires immediate full payment of the bill. (All room bookings with deposits to the membership address.)

The layout will be the same as for Faircon 82, in other words we will have all the rooms held by Albacon II with the exception of the ballroom. The Central, although a large hotel, is ideally suited to a smaller, much more intimate Con because all our rooms are together, and we are trying to ensure that the same will be true for the bedrooms.

The bar will be good. I for one will make sure of that. And for those of you of a masochistic nature, AT LEAST TWO types of real ale will be available for your edification. As always there will be lots and lots of small rooms to perform the less savoury right of Fandom, such as D & D etc, and the corridors are great for doing SPOCK'S COFFINS in. (Anyone not acquainted with this should report immediately on arrival to the Star Trek room for re-education by experts.)

Other than that, what can one say? The Central is just a modest little affair who's staff have been whipped into shape by several previous conventions and so I feel justified in claiming that this time is going to be the best time of all.

Oscar Dalglish

Art Show

The Art Show organiser, (me), would be most grateful if, prior to showing off your talent, any would-be exhibitors would get in contact with me either to tell me that you're alive and interested or to give details of how much hanging space (rope to be provided) you will need if you have already decided to exhibit your works at Invention. Naturally, any artwork presented to me during the weekend of the Con will be gratefully received, some of it may even get a prize. As for prizes, the judging panel - me, me and me respectively, has decided that for Invention there will be four prize categories in the art show competition:

Best of Show
Best Colour
Best Line Drawing
Best Humour (colour, drawing or model)

The art auction at Invention will be unusual in that we will NOT be asking for any commission on artwork sold, (although we will gratefully accept any offered). If you intend to sell any artwork at the Con, please include a minimum or reserved price with the details of the material.

First time exhibitors will be especially welcome!

Jackie Robinson

Star Trek Room

I've been asked to write a few words about what's in the Star Trek Room at Invention. Well, the first thing I'd like to draw to your attention is that we do have an atmosphere in the room! Yes, pure oxygen-nitrogen and some pollution thrown in to taste it. I have been led to believe that we are not unique in this respect and that similar facilities are available in all other areas of the convention. Anyone requiring any other form of atmosphere are advised to contact the committee prior to the convention.

We are pleased to announce that we will be having chairs - yes, CHAIRS - in the room during the convention. You are requested to make appropriate use of these - seatbelts will be provided during the occasional ion storm and in the case of a Klingon attack the seats can be used as shields against disruptor fire. Chairs will only be provided as long as they remain on the floor throughout the convention. Sitting on the ceiling is to be discouraged at all times.

We can also tell you that a certain TV series will be shown in this room, the reason for this escapes me but I have been led to believe that it is fairly popular, and that the room will probably be quite busy because of this. As for myself, I'm the mug they roped into this. Just because I wear Pointed ears and run around in a uniform doesn't mean that I know a lot about Star Trek or even that I'm doing this because I did it at Albacon II. I'm doing this because I'm mad - **WHY ARE YOU READING THIS RUBBISH?**

Jean Thompson

Computer Room

As this seems to be a traditional part of every convention in recent years, a computer room will again be provided. It is hoped that the room will be open for most of the day but members should realise that the room may close periodically to allow equipment to cool. In the last PR, a competition was announced: details of this will be available in the computer room at the convention. The format will depend upon the availability and type of games and computers which we have.

This brings me on to the subject of the computers which we hope to have: SPECTRUM, APPLE, and BBC. If anyone has software or even hardware which they wish to bring along, it will be most welcome. However, to prevent theft, would anyone bringing computers, monitors etc. please take a note of the serial numbers of the equipment.

Also, please contact us at the membership address so that we know who is bringing what and can make suitable arrangements. Any computer will be of great help.

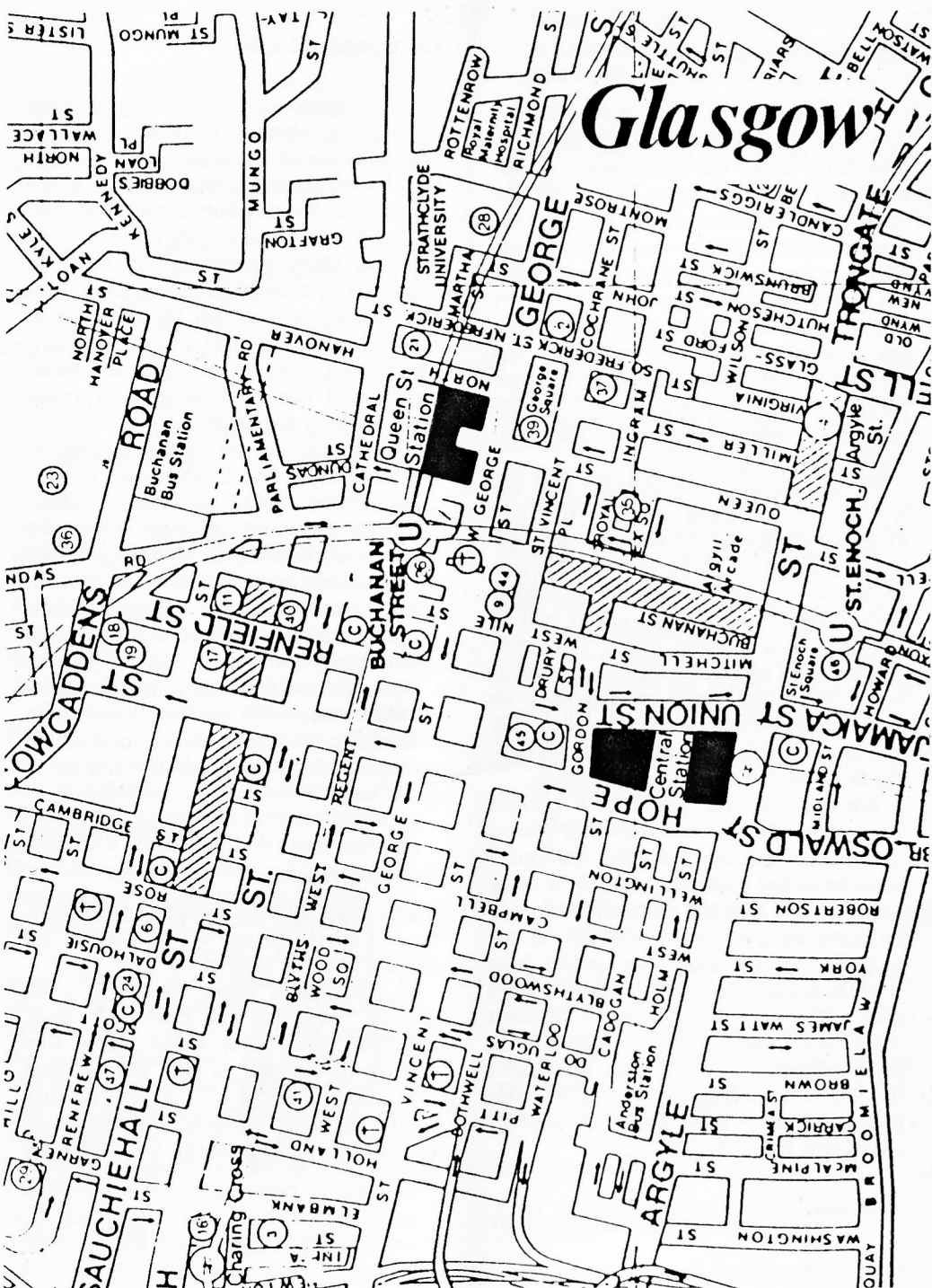
Norman Kent

Dealers Room

If you want to take tables in the bookroom I regret to say it's too late. The dealers room is now full.

If you like a wide choice in your dealers, Invention will meet with your approval. With over thirty tables this will be the largest at any purely local Con and the same size as the dealers rooms at both national Albacons, so be sure to bring along your cheque book.

Neil Craig



Travel

Glasgow Central Hotel is part of Glasgow Central Station. It has two entrances: the main one lies on the corner of Hope Street and Gordon Street, the other is inside the station.

BY ROAD

Coming from the South you will be on the A74 which becomes the M74. The 2nd junction after the Hamilton Services (M73 THE NORTH) takes you on to a short stretch of the M73. After about 1 mile take the first junction (M8 GLASGOW). Go along the M8 for 7 miles. Around junction 16 (A81 ABER-FOYLE) move into the middle lane as the inside lane disappears. You will then be on a left hand bend. As you come out of the bend there is a flyover with the sign (ANDERSTON PARTICK) on it. Move to the inside lane. Leave the M8 at junction 19 (ANDERSTON PARTICK). You will see the Holiday Inn in front of you. You will be between the M8 and a slip road rising to meet it. There are two sets of lights 50 yards apart. Turn LEFT at the 2nd set into ARGYLE ST. The Holiday Inn will be on your left. Continue along Argyle St. After 4 sets of lights you must turn LEFT into HOPE ST. ie, don't go under the station canopy which covers the road. The Central Hotel is part of the station on your right. Unloading is possible in the station. Use VEHICLE ENTRANCE half way along the station. Follow it round through the station until you see the taxi rank. This is beside the back entrance to the Central Hotel.

BY BUS

Most long distance buses arrive at Buchanan St. Bus Station. Leave by the main exit which brings you out on to West Nile St. Go downhill. At the bottom of the hill you will be at St. Vincent St. and the Scottish Design Centre will be on your left. Continue for one more block then turn RIGHT into Gordon St. The Central is two blocks along at the end of Gordon St. If you arrive at Anderston Bus Station, turn LEFT along Argyle St. Turn LEFT into Hope St., which is before the station canopy. The Central is on the RIGHT at the end of the station.

By Train

When you get of the train at Glasgow Central Station, walk to the far end where, in the left hand corner, you will find the Hotel's back entrance. If you arrive at Queen Street Station leave by the exit beside the burger bar facing you. This will bring you out next to the North British Hotel, which is on George Square. Go down the right hand side of the square as you leave the hotel. Turn right into St. Vincent Street. Take the next left into Buchanan Street pedestrian precinct. Turn first right into Gordon Street. The Central is three blocks on at the end of Gordon Street.

Endpiece

Well, that's it. We hope we've given you enough details, but don't hesitate to write and ask if you need specific information about something. All there is to say is, the more the merrier, so bring a friend and help make Invention a convention to remember.

See you there!

Vince Docherty

artype

GRAPHIC DESIGN
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