

Discworld Convention 1998

Readings

50p where sold

INTRODUCTION

This publication has been lovingly crafted by the hands of your Convention Committee. It is the last thing to be produced and as such has all the latest revisions made to the Programme before going to print. You should carry your ReadMe with you as your guide to the activities taking place around the hotel during the Convention.

If you have any questions after looking through this booklet, please draw them to our attention at the Operations Room (Ops) which is located off the main lounge at first floor level. Alternatively, if you have mobility difficulties, please ask at the Registration Desk which is located in the hotel foyer.

Members of the Convention Committee can be recognised by their distinctive polo shirts, which feature the Troll's Head design. Please feel free to ask them about any queries you may have.

Replacement copies of the ReadMe are available from the Registration Desk or our tables in the Dealers Room at a cost of 50p. All the information contained in the ReadMe is correct at the time of going to press. Programme changes will be included in the Chronicle Live and displayed on the notice boards located in Apothecary Gardens.

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MEDICAL EMERGENCIES

If you are ill or have an accident during the day (between 09:30 and 18:00), First Aid treatment can be obtained from the Red Cross in Room M15. Special badges are being used to identify First Aiders. If you have a problem outside these times, please contact Ops or the hotel's registration desk so that assistance can be provided. The hotel can call a doctor if required.

SECURITY NOTICE

May we take this opportunity to remind you all that luggage and personal belongings should not be left unattended in the hotel at any time. This is for your own safety and enjoyment - just one unclaimed bag could lead to an evacuation of the hotel and close down the Convention until the all-clear is given.

CONVENTION INFORMATION

Registration

The Registration Desk, located in the hotel foyer, will be open at the following times: Friday, 14:00 - 20:00; Saturday, 09:00 - 14:00. At all other times registration will be available from the Ops room.

Badges

We have gone to a lot of trouble to provide every member with their own badge - Alan Bellingham & Colette Reap slaved over a hot badge machine for days to produce them. Please honour them by wearing it at all times - it is the only proof that you are a member of the Convention and, if you are not wearing it, you may be refused entry to designated Convention areas or, late at night, the hotel.

We reserve the right not to replace lost badges and a charge of £5.00 will be made should you need a new badge. Don't lose it, OK?

Mobile Phones, Pagers etc.

If you have a mobile phone, pager, tamagotchi, or anything else liable to make a noise, please turn it off while you are in any of the programme rooms. Better still, leave it in your hotel room.

Videos and Photography

Videoining programme items is not generally permitted. If for any reason you wish to do so, please obtain the express permission of the moderator of that particular item. No flash photography is permitted during the Maskerade - a photocall has been arranged for after the event.

Voodoo Board

The Voodoo Board is the Convention's very own high-tech communications System, utilising state-of-the-art push pins and index cards. It will be located in the Apothecary Gardens and full instructions will be on display, telling you what needs to be done to leave a message for someone else attending the Convention. All members of the Committee are listed on the board, so if you wish to invite them to room parties, or offer them free drinks, leave your messages there.

THE CHRON/C/E. Love!

The Chronicle Live

Derek Moody, with the help of Kat Knight, is running the 1998 Convention newsletter, *The Chronicle Live!* It will be packed full of entertaining Discworld-related articles and will also contain programme updates, news from events that have already happened, and information about any new items being arranged. There is always room for gossip overheard in the hotel bar. Please make yourself known at Ops if you wish to help out with reporting for or running the newsletter or, alternatively, leave a message for Derek and Kat on the Voodoo Board.

Friday 18th	08:00 - 09:00	09:00 - 10:00	10:00 - 11:00	11:00 - 12:00	12:00 - 13:00	13:00 - 14:00	14:00 - 15:00
Patrician's Palace							
Watch House							
Small Gods							
The Forge							2. Quantum Weather Butterflies
Oblong Office (Klatches)							
General							

1. Hotel Orientation (All) Question forms are available from Registration for this quick and easy way to find your way around the hotel, taking in all the important sights. And, of course, the bars.

2. Quantum Weather Butterflies (The Forge) A workshop event for creating unique Discworld fauna.

3. Registration (Hotel Reception /Dragon's Landing) Registration, ooh Registration! Registration, that's what you need! If you want to be the best, you've gotta sign in with the rest. Whoa, Registration's what you need. (With

apologies to 'Record Breakers'.)

4. Chaos Costuming (The Forge) Costuming workshop where advice and help will be given to alter, design, and maybe even surprise yourself with a flair for the creative costume. Shock us all with what winter fashion is going to be this year.

5. General Gopher Briefing (Watch House) A briefing for Gophers or Gophers-to-be to find out how their help can be best utilised.

6. Specialist Gopher Briefing (Small Gods) A briefing for Gophers with special skills.

7. A Troll's Guide (Patrician's Palace)

A quick-start guide to conventions. What to expect and what not to expect - like the Spanish Inquisition, for instance. Also includes local information about the surrounding city.

8. Many to One (Watch House) A quick-fire quiz with the intention of finding out just who is Mr Smarty-Pants Wizard. Repeated later in the weekend.

9. Writing Fantasy (Small Gods) Tips from the pros on how to develop a fantasy universe and get it onto the page.

Volunteers

This Convention is being run entirely by volunteers who are getting involved during their leisure time. Please remember this when dealing with Convention staff - the whole purpose of the Convention is for everybody to have a good time together. Also, please remember to treat the hotel staff with respect - they will be working long hours over the weekend to ensure that everyone has everything they need. Don't make their lives any harder than necessary.

Why not join in? Every Convention needs an army of Gophers to help out, run around and assist in the organisation of the Convention. No experience is necessary and it's a good way to find new

friends and meet people. Gophers are vital to the success or failure of a convention. Brian Nisbet, our Head Gopher, looks forward to meeting all returning and new Gophers in his Gopher Hole. The Gopher Hole is located on the ground floor of the hotel, conveniently in the area outside the bar and near where food will be on sale.



Hotel Problems

If you can't resolve any problems with the hotel directly, either when you check in or during your stay, please tell Ops, who will contact the Convention's Hotel Co-ordinator, Karen Kruzycka. We regret that there may be some issues which fall outside our influence.

15:00 - 16:00	16:00 - 17:00	17:00 - 18:00	18:00 - 19:00	19:00 - 20:00	20:00 - 21:00	21:00 - 22:00	22:00 - 23:00
1. Hotel Orientation			7. A Troll's Guide		10. Opening Ceremony	10a. Introduction to Role-playing	14. Terry Pratchett reading
		5. General Gopher Briefing	8. Many to One			11. Assassain's Briefing	15. Mage Wars
		6. Specialist Gopher Briefing	9. Writing Fantasy			12. 'Live' Tetris	16. Murky & Carol Present
4. Chaos Costuming						13. Paint your own	
3. Registration						13a. Diplomacy briefing (War Room)	

10. The Opening Ceremony (Patrician's Palace) What can one say? Be there or miss out.

10a. Introduction to Role-playing (Patrician's Palace) If you're interested in role-playing games, but have never tried them before, come along and find out why they're so popular.

11. The Assassins' Guild Briefing (Watch House) Oh, no! They've killed Kenny! Well, we hope not, since Keith Kenny, your Guildmaster, might be a bit miffed. Turn up to find new and interesting ways to reduce the competition.

12. 'Live' Tetris (Small Gods) And they said it couldn't be done! Human beings as building materials? Never! Out of perverse curiosity, if nothing else, turn up. Go on - be a brick!

13. Paint Your Own (The Forge) Paint your dragon? No, not quite. The Silicon Anti-Deformation League stopped that little game, so instead we've got trolls to paint. Bring your own trolls, and we provide the paint.

13a. Diplomacy Briefing (War Room) Find out how to get involved in this Diplomacy-based game over the weekend.

14. Terry Pratchett Reading (Patrician's Palace) Terry reads extracts from his books. What more is there to say?

15. Mage Wars (Watch House) Nuke 'em till they glow in the dark! Wipe out the opposition, gang up and mug them in teams. The Archchancellor's Hat must be returned, ideally in one piece. A team event running more than once over the weekend.

16. Murky & Carol Present... (Small Gods) A number of games and activities to break the ice in the late evening.

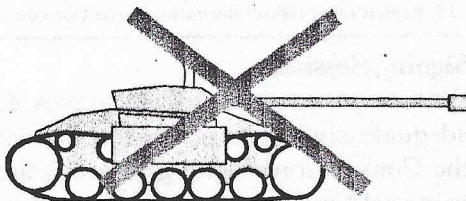
Dealers Room (Sator Square)

The Dealers Room is located off the main lounge at ground floor level. The room will be open each day between 10:00 and 18:00, except on Friday when the room will not open until 14:00. On Friday, dealers will be setting up and arriving, so please try to be patient. The Dealers Room will be closed during the Guest of Honour interview to allow dealers to attend. You will not be allowed to take food and drink into the Dealers Room.

Weapons Policy

In the interests of everyone's safety, the following policy will be strictly enforced. All weapons which are to be used outside the Maskerade Parade must be

inspected by Security, whose decision regarding their suitability is final. Any weapon found to be unsuitable will be held in secure storage until the end of the Convention, when it will be returned. Acceptable weapons are those which are made of rubber, consist of a handle and sheath only, or are for display only and cannot be used for any other purpose - these must be secured to a costume.



Anyone found breaking these rules faces confiscation of his or her weapon and possible ejection from the Convention.

Saturday 19th	08:00 - 09:00	09:00 - 10:00	10:00 - 11:00	11:00 - 12:00	12:00 - 13:00	13:00 - 14:00	14:00 - 15:00
Patrician's Palace	17. Maskerade Parade Preparation		21. Slave Auction		30. Omnian Q&A	33. UU Challenge Round1	38. Interview Josh Kirby
Watch House		19. Coffee with the cunning artificer	22. Assassain's Briefing #2	26. A Troll's Guide	31. Battle of the Bards	34. Filk Off	39. Cohen & Stewart Present
Small Gods		18. Breakfast with the committee	23. Meet the Publishers	27. Writing Workshop		35. Interview Graham Higgins	40. All the Dysk's a Stage
The Forge		20. Quantum Weather Butterflies	28. Chaos Costuming			36. Wax Works	41. Maskerade mask
Oblong Office (Klatches)			24. Paul Kidby Masterclass	29. Stephen Briggs	32. Stephen Player	37. Terry Pratchett	42. Bernard Pearson
General			25. Registration				

17. Maskerade Parade Preparation (Patrician's Palace) Run-through of the Maskerade for all entrants. For once you might be up before the Committee!

18. Breakfast with the Committee (Small Gods) Voice any concerns and make any constructive suggestions about the running of the convention.

19. Coffee with the Cunning Artificers (Watch House) Join Bernard and Isobel Pearson, crafters of fine things, for morning coffee.

20. Quantum Weather Butter-flies (The Forge) A workshop event for creating unique Discworld fauna.

21. Slave Auction (Patrician's Palace) Sell your own Grandmother! Already sold her? Buy her back!

22. The Assassins' Guild Briefing - second cut (Watch House) Another opportunity to learn the tricks of the trade from Keith Kenny and Phil Penney, Guildmasters extraordinaire.

23. Meet the Publishers (Small Gods) So, just what is it a publisher actually does? Colin Smythe and others talk about their profession.

24. The Paul Kidby Master-class (Oblong Office) Paul Kidby gives members the benefit of his experience.

25. Registration (Hotel Reception/

Dragon's Landing)

26. A Troll's Guide (Watch House) A quick-start guide to conventions. What to expect and what not to expect - like the Spanish Inquisition, for instance. Also includes local information about the surrounding city.

27. Writing Workshop (Small Gods) - Ongoing Hone those writing skills with the aid of a pair of professionals. There may even be some authors present.

28. Chaos Costuming (The Forge) Chaos Costumes are on hand again to try and prevent you from being stitched up.

29. Kaffee Klatch - Stephen Briggs (Oblong Office) (ticket holders only).

30. Omnian Question & Answer (Patrician's Palace) Kicked out of the Jeremy Paxman School of Questioning for being too sarcastic? Darrell poses your questions to Terry.

31. Battle of the Bards (Watch House) An ode to Bob or should that be odious Bob?

32. Kaffee Klatch - Steven Player (Oblong Office) (ticket holders only).

33. Unseen University Challenge - Round I (Patrician's Palace) First battle of the teams to filter the wheat from the chaff, and the geep from the shoats.

34. Filk Off (Watch House) Create new words for old songs, then try to sing them.

35. The Graham Higgins Interview (Small Gods) Paul talks to the man who brought the Soul Cake Duck to life.

36. Wax Works! (The Forge) The man who brought you the pre-dribbled candle explains how he does what he does and still keeps his eyebrows.

37. Kaffee Klatch - Terry Pratchett (Oblong Office) (ticket holders only).

38. Guest Interview - Josh Kirby (Patrician's Palace) Rob Wilkins and Claire-Louise Ruffle interview Josh Kirby.

39. Cohen and Stewart Present... (Watch House) Around the Disc in 60 minutes, explaining how it works as they go. Discworld science gone even madder.

40. All the Dysk's a Stage (Small Gods) Putting together a Disc-world theatre company or play.

41. Maskerade Dinner - mask making (The Forge) Be it Zorro-like, or Hannibal Lecter-like, produce your own mask to hide behind.

42. Kaffee Klatch - Bernard Pearson (Oblong Office) (ticket holders only).

43. Cosgrove Hall Presents... (Patrician's Palace) Cartoon capers explained and annotated.

44. Liverpool Science Fiction Foundation (Watch House) Andy Sawyer runs through the hoarded might

Signing Sessions

We have gone to great lengths to provide adequate signing sessions throughout the Convention. Signing sessions are being held in Scribbler's Corner and are listed in the Programme. Please check the *Chronicle Live!* for further signing announcements. Form an orderly queue

and listen to the Gophers if they ask you to move, as they are doing it for your own safety. If the queues prove too extensive we may ask you to return later or attend another signing session. If people still have items to be signed after the last signing session, we will do our best to fit in another session.

15:00 - 16:00	16:00 - 17:00	17:00 - 18:00	18:00 - 19:00	19:00 - 20:00	20:00 - 21:00	21:00 - 22:00	22:00 - 23:00
43 Cosgrove Hall Presents	48. Perfect Entertainment Presents	53. UU Challenge Round2			62. The Maskerade Parade		66. Rincewind Race
44. Liverpool SF Foundation	49. Ready Steady Cook!	54 Thog's Masterclass	57. The Home Shopping Experience	60. Where's the Rat?		64. Disclplomacy	
45. Two Rampant Hippos	50. Build your own religion	58. Mage Wars II	61. Theatre Rehearsal	63. Human Draughts	65. Liverpool SF Foundation	67. Maskerade Parade Photocall	
Dinner making	51. Wax Works!		59. Paint your own				68. Filking the night away
46. Colin Smythe	52. Cush, Darrow & Benedict	55. Paul Kidby & Josh Kirby	58a. Jack Cohen & Ian Stewart				
47 Signing Discworld Artists		56. Signing - Terry Pratchett & Stephen Briggs					

of the Liverpool SF Foundation.

45. Two Rampant Hippos and an Incontinent Chimera (Small Gods) Behind Discworld heraldry. Learn what Roderick and Cecil get up to all day long, but bring your own shovel.

46. Kaffee Klatch - Colin Smythe (Oblong Office) (ticket holders only).

47. Signing - Discworld Artists (Scribbler's Corner) All available artists will be present to sign, inscribe, daub and otherwise make their mark.

48. Perfect Entertainment Presents... (Patrician's Palace) The creators of both Discworld computer games spill the beans on their latest effort - Discworld Noir.

49. Ready, Steady, Cook! (Watch House) Similar to the TV version, but with much more arm waving than Ainsley. Oh, and Nanny Ogg, too.

50. Build Your Own Religion (Small Gods) See the light in an attempt to start a new religion.

51. Wax Works! (The Forge) The Cunning Artificer shows a small group how to dip their wicks.

52. Kaffee Klatch - Cush, Darrow & Benedict (Oblong Office) Klatch with Geoffrey Cush, Paul Darrow, and Peter Benedict (ticket holders only).

53. Unseen University Challenge - Round II (Patrician's Palace) Another four teams test their wits against the question master. There can be only one. Well, okay, two then.

54. Thog's Masterclass - Live! (Watch House) Grammar? We doan need no steenking grammar. Wander through the best of the worst with guide, Dave Langford.

55. Kaffee Klatch - Paul Kidby & Josh Kirby (Oblong Office)

(ticket holders only).

56. Signing - Terry Pratchett & Stephen Briggs (Scribbler's Corner) Terry and Stephen sign stuff.

57. The Home Shopping Experience (Watch House) Roll up! Roll up! A light-hearted look at some of the Discworld merchandise that fell off the back of a passing elephant.

58. Mage Wars II (Small Gods)

Another chance to get in on the act and wipe out the opposition with long-range thaumaturgical warfare. Repeat item.

59. Paint Your Own (The Forge) Another chance to decorate your exclusive Convention troll.

60. Where's the Rat? (Watch House) Eric Wall takes you on a beer-hazed trip as he explains how you actually make scumble and just what happens to the rat.

61. Theatre Rehearsal (Small Gods) A read-through and rehearsal for the upcoming theatre production. It does exactly what it says in the title.

62. The Maskerade Parade (Patrician's Palace) Spot your favourite character in this parade of hopefuls and see if you can pick the winner.

63. Human Draughts (Small Gods) A full audience participation draughts game. In this particular case it doesn't involve quaffing.

64. Disclplomacy (Watch House) Intrigue, conspiracy and underhanded politics in this live-action Discworld version of the popular board game.

65. Liverpool Science Fiction Foundation Presents... (Small Gods)

The return of Andy Sawyer and his archives in an adult version of the earlier item.

66. Rincewind Race (Patrician's Palace) See how they run! An attempt to find the quickest Rincewind amongst all the impersonators.

67. Maskerade Photo Call (Small Gods) Get those photos of the best Maskerade entrants.

68. Filking the Night Away (The Forge) Death and murder of popular music. Artistic integrity goes out the window when the filkers are let out.

Omnian Q & A

There is a blank postcard in your membership pack onto which questions for the Omnian Q & A can be written. Please deposit them at Ops before 09:00 on Saturday. For more details see the Programme and item number 30.

The Odium

We will be showing videos throughout the Convention in the Odium. The Odium will be open at the following times:

Friday: 21:30 - 00:00

Saturday: 10:00 - 00:00

Sunday: 10:00 - 13:00 & 14:00 - 00:00

Monday: 10:00 - 16:30

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Sunday 20th	08:00 - 09:00	09:00 - 10:00	10:00 - 11:00	11:00 - 12:00	12:00 - 13:00	13:00 - 14:00	14:00 - 15:00	15:00 - 16:00
Patrician's Palace	69. Theatre Rehearsal		72. The Paul Kidby Interview	75. The Octiron Factor - Pt.1	79. UU Challenge Semifinal	84. GOH Interview	87. Charity	90. Perfect Entertainment
Watch House		71. Coffee with the Kidbys		76. Orangutan Foundation	80. Interpreting the Disc	85. Discworld Fandom	88. Walking the Boards	
Small Gods	70. Breakfast with the committee		73. Graham Higgins Juggles eggs	77. Bush & Hopwood	81. A Work in Progress	86. Writing		
The Forge			74. Mask Making		82. Luggage Wars Preparation		89.	
Oblong Office (Klatches)			74a. Jack Cohen & Ian Stewart	78. Stephen Briggs	83. Bernard Pearson	86. Phil Bush & Keith Hopwood	90. Perfect Entertainment	91. The
General								

69. Theatre Rehearsal (Patrician's Palace) A rehearsal on-stage for the thespians among us.

70. Breakfast with the Committee (Small Gods) The Committee make themselves freely available to help out and advise first thing in the morning.

71. Coffee with the Kidbys (Watch House) Paul and Sandra Kidby talk frankly to fans over coffee.

72. The Paul Kidby Interview (Patrician's Palace) Paul Kidby talks to Rob Wilkins about his work.

73. Graham Higgins Juggles Eggs (Small Gods) Graham Higgins takes you on a journey inside the mind.

74. Mask Making Workshop (The Forge) A second mask-making workshop for those who are attending the Gala Dinner and have come without.

75. The Octiron Factor - Part One (Patrician's Palace) Part One of a two-part light-hearted quiz and physical challenge. Teams of two are required, so if you've got a friend convince them to embarrass themselves with you.

76. The Orangutan Foundation (Watch House) A talk by the Orangutan Foundation on their work in protecting the Bornean primates.

77. Bush and Hopwood (Small Gods) The talents behind the *Soul Music* soundtrack talk to the crowds.

78. Kaffee Klatch - Stephen Briggs (Oblong Office) (ticket holders only).

79. Unseen University Challenge Semi-final (Patrician's Palace) The semi-final of the UU Challenge. Sarcasm and derision no doubt await those who cannot make the grade.

80. Interpreting the Disc (Watch House) Artists, musicians, amateur dramatics types and even cunning artificers talk about how they made more of the Disc than just a series of words on a page.

81. A Work in Progress (Small Gods) Paul Kidby talks, using slides, about what he goes through to generate his work.

82. Luggage Wars Preparation (The Forge) Put the finishing touches to your war machines before Monday's competition.

83. Kaffee Klatch - Bernard Pearson (Oblong Office) (ticket holders only).

84. Guest of Honour Interview (Patrician's Palace) Paul Rood interviews the man in the hat. Maybe this time he'll keep his shoes on!

85. Discworld Fandom (Watch House) What and who are Discworld fans?

86. Writing Workshop (The Forge)

War Room

The War Room will be open for a very large part of the Convention for both timetable and ad-hoc gaming. Phil Masters will be demonstrating two different games of GURPS Discworld, one on Saturday and the other on Sunday, and will also be holding impromptu gaming sessions and talks throughout the Convention. *Lost and Found* will be running on Saturday from 09:30 until approximately 15:00, and *Grey Import* will be running on Sunday from 14:00 until approximately 19:45. Diplomacy updates will also be taking place in the

War Room throughout the entire weekend - keep your eyes open for full details posted on the door and in the *Chronicle Live*!



The Patrician's Art Gallery

The Art Gallery will be open at the following times: Saturday & Sunday, 10:00 - 18:00; Monday, 10:00 - 17:00. Food and drink is not permitted in the Gallery and you will be asked to leave bags and large items outside to prevent damage to the exhibits.

15:00 - 16:00	16:00 - 17:00	17:00 - 18:00	18:00 - 19:00	19:00 - 20:00	20:00 - 21:00	21:00 - 22:00	22:00 - 23:00
Auction				99. Maskerade Dinner			
	92. The Leonard of Quirm great egg race			Cocktail Reception			
Workshop		95. But is it Art?	97. Many to One (repeat)		100. Riverboat Gaming		
Chaos Costume			98. Paint your own				101. Filk
91. Terry Pratchett	93. Stephen Briggs	96. Cush, Darrow & Benedict					
	94. Signing - Terry Pratchett						
							102. Late Night Entertainment (till 02:00)

Diane Duane and Peter Morwood offer professional advice on how to become a successful author.

87. Charity Auction (Patrician's Palace) Bernard Pearson leaves his wax and takes up a gavel instead.

88. Walking the Boards (Watch House) Theatrical coaching from the pros.

89. Chaos Costuming (The Forge) The costumers continue to work their magic on basic raw materials. Your last chance to finish that important dinner costume.

90. Kaffee Klatch - Perfect Entertainment (Oblong Office) (ticket holders only).

91. Kaffee Klatch - Terry Pratchett (Oblong Office) (ticket holders only).

92. The Leonard of Quirm Great Egg Race (Watch House) Two star-crossed dragons, forced apart by the ravages of

space and time (or at least by the breadth of a room) - can they be brought together safely and without loss of life or limb?

93. Kaffee Klatch - Stephen Briggs (Oblong Office) (ticket holders only).

94. Signing with Terry Pratchett (Scribbler's Corner) Terry does what he does best, at least until the peas defrost.

95. But is it Art? (Small Gods) Bernard the Cunning Artificer chairs a discussion panel on the art forms of the Disc.

96. Kaffee Klatch - Cush, Darrow & Benedict (Oblong Office) Klatch with Geoffrey Cush, Paul Darrow, and Peter Benedict (ticket holders only).

97. Many to One (repeat) (Small Gods) Questions. Answers. Other stuff too.

98. Paint Your Own (The Forge) Once Interested? Nah - you've seen it all before.

friends, once more!

99. Maskerade Gala Dinner (Patrician's Palace and Watch House) Don't forget your mask!

100. Riverboat Gaming (Small Gods) Low-risk investment schemes? Hardly. Turn up with a large bag of gold and watch it miraculously change hands. Just gamble the night away.

101. Filk (The Forge) Another chance to slay your eardrums as the Filkers perform. Unlicensed by the Musicians' Guild, but if you heard them you'd know why.

102. Late Night Entertainment (Watch House and Patrician's Palace) Still not broke? Money to burn? Itchy gambling fingers? Seek professional counselling, or turn up and lose someone else's shirt.

Smoking Policy

Smoking is not permitted in any of the programme areas including the Art Show. Dealers are permitted to smoke in the Dealers Room. In filking sessions and the costuming programme, smoking is at the discretion of the organisers. The lounge will be a smoking area. All restaurants will be strictly no smoking.

Convention Guests

Terry and the other guests at the Convention are giving their time for free. Please do not bother them as they are eating or on their way to programme

events. We hope you will all agree that it is in the interests of all those attending the Convention to let our guests be relaxed and properly fed & watered.

Stephen Briggs will unfortunately have to leave the Convention early as he is involved in another dramatic production with the STC and has a final rehearsal on the Monday evening. He will therefore not be present at the Closing Ceremony.

We're sorry you won't be there, Stephen, and wish you and the STC well for the production. *Break a leg!*

Monday 21st	08:00 - 09:00	09:00 - 10:00	10:00 - 11:00	11:00 - 12:00	12:00 - 13:00	13:00 - 14:00	14:00 - 15:00
Patrician's Palace	103. Theatre Dress rehearsal		105. Octiron Factor - Pt. 2			114. The Reduced Discworld Theatre Company Presents...	
Watch House				108. Luggage Wars	112. BSJ's Build your own Disaster		116. Josh Kirby Slideshow
Small Gods	104. Breakfast with the committee		106. Interview Stephen Briggs		113. 'Live' Pacman		117. So you think you could do it better?
The Forge				109. Graham Higgins Juggles eggs		115. Writing	
Oblong Office (Klatches)				107. Terry Pratchett	110. Josh Kirby		
General				111. Signing - Terry Pratchett & Stephen Briggs			

103. Theatre Dress Rehearsal (Patrician's Palace) Dress rehearsal and final run-through for all aspiring Tomjons.

104. Breakfast with the Committee (Small Gods) Your last chance to corner the Committee over breakfast about any problems or queries.

105. Octiron Factor - Part Two (Patrician's Palace) Mummy wrapping, dwarf bread hurling and so much more, in a gruelling attempt to find the Disc's finest athletes.

106. Guest Interview - Stephen Briggs (Small Gods) Stephen Briggs on what actually happens when working with Terry.

107. Kaffee Klatch - Terry Pratchett (Oblong Office) (ticket holders only).

108. Luggage Wars (Watch House) Death! Destruction! Conflict! The scream of grinding metal! Too many exclamation marks! Come watch the violence.

109. Graham Higgins Juggles Eggs (The Forge) See #73. Repeat event.

110. Kaffee Klatch - Josh Kirby (Oblong Office) (ticket holders only).

111. Signing with Terry Pratchett and Stephen Briggs (Scribbler's Corner) Terry and Stephen are available for the last time this weekend to scribble in your books.

112. Design Your Own Disaster (Watch House) Create the Disc's greatest disaster to date.

113. 'Live' Pacman (Small Gods) Ghosts and power pills make a special

Charity Auction

If you have any items for the auction please give them to Ops, clearly marked with the name of the seller and where the proceeds should go - charities, seller, or elsewhere. The Convention will take a 10% commission for non-charity items.

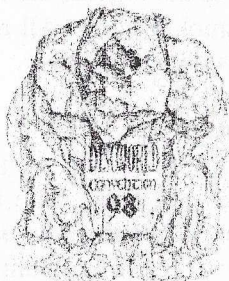
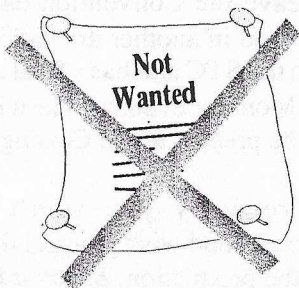
Strobe Lighting

Please be advised that the Opening Ceremony will feature strobe lighting.

Posters and Signs

We do not want to damage the fabric of the hotel; therefore, if you have posters to stick up, please put them on glazed, wooden and metal surfaces only. Posters must be fixed using Blutac or drawing pins. No posters should be fixed to wallpaper - if we find any they will be removed and destroyed. The cost of repairing any damage will be charged to the group putting up the offending article.

10



15:00 - 16:00	16:00 - 17:00	17:00 - 18:00	18:00 - 19:00	19:00 - 20:00	20:00 - 21:00	21:00 - 22:00	22:00 - 23:00
118. UU Challenge Final		121. Closing Ceremony					
	119. BSI's Build your own Disaster - Pt 2 120. Discworld The Younger Perspective						
Workshop							
			122. Dead Monkey Party				

Convention appearance.

114. Reduced Discworld Theatre Company Presents... (Patrician's Palace) 'Theatre of Cruelty' and the Discworld Revue performed by the Convention's finest amateur dramatics enthusiasts.

115. Writing Workshop (The Forge) Diane and Peter tie up the loose ends and provide more constructive appraisal of aspiring authors.

116. Josh Kirby Slide Show (Watch House) No, not Josh's holiday pictures,

but a whistle-stop tour of his work.

117. So, You Think You Can Do Better? (Small Gods) Constructive criticism and comments on how the weekend went, as the end draws near.

118. Unseen University Challenge - The Final (Patrician's Palace) The final nail-biting round, when we find out just who is Brain of Discworld.

119. Design Your Own Disaster - Part Two (Watch House) The time has come for the machinations and plans of many a

less-than-sane mind to be unleashed upon the world. Bwahahaha!

120. Discworld - The Younger Perspective (Small Gods) A different viewpoint on Terry's books.

121. Closing Ceremony (Patrician's Palace) This is the bit you've all been waiting for. No, not the end of the Convention, but the chance to see Paul get bathed in tapioca.

122. Dead Monkey Party (Bar Areas) *Mine's a pint.*

General Security

When leaving your hotel room, please check that your door is properly closed. Some of the doors in the hotel have a tendency not to close completely and this could offer someone easy access to your belongings.

It is advisable to put any valuable items in the hotel's safe - the hotel and the Convention cannot accept responsibility for any valuables lost from Convention areas or hotel rooms. If you are leaving valuable items in your room, we recommend that you conceal them somewhere. If they are harder to find, they are harder to steal. We would also advise that you do not leave your windows open when you are not in the room - access can be gained to a number of rooms via an external balcony.

Please do not leave your luggage or possessions unattended. Not only could they trigger a security alert, but also they are an easy target for thieves. The Adelphi is in central Liverpool and, even with the best security in the world, the potential is always there for criminals to find a way into the hotel.

If you see anything suspicious or people in Convention areas without a badge, please contact Ops or Security immediately. Do not confront the person concerned. Please also remember that the hotel will have non-Convention guests in residence, who have every right to be in the building, though not in Convention programme rooms.

HOTEL INFORMATION

Hotel Orientation

If you haven't done so already, please feel free to pick up a copy of the hotel orientation guide from the Registration Desk. This is a gentle way to wander around the hotel, find out where the main rooms are and acquaint yourself with the bar. 'Officially' running through Friday afternoon, feel free to walk the hotel in your own time later on.

Layout

We have done our best to signpost the various function rooms in use during the Convention and provide a comprehensive plan of what goes where. If you think something needs improving, tell us sooner rather than later and we will sort something out. When in Dragon's Landing you are on the ground floor. Most programme rooms can be reached easily from here - the main programme area is located towards the back of the hotel.

Restaurants are situated off the hotel reception, along with the health club. The main Convention bar is located off the right hand side of Dragon's Landing, close to Harga's House of Ribs.

Pool Area and Health Club

There are facilities available in the lower ground floor of the hotel, located off reception. There is a charge for hotel residents using these facilities, which include gym, swimming pool and sauna.

Hotel Food and Drink

The hotel's bars will stay open for hotel residents as long as there is adequate demand. This means that they normally begin to close around 02:00. We have arranged for student rates in the main Convention bar - the Drum and the Apothecary Gardens (Real Ale). The hotel does have another bar, located on the right hand side of reception - normal hotel prices are charged here.

We have arranged for food to be available throughout the day in Harga's House of Ribs. At other times there are restaurants, including a pizzeria, in the hotel which will also be open. Please remember that hotels are in business to sell accommodation, food and drink. Please do not embarrass the Convention by bringing food or drink into the hotel from outside or entering into competition with them. Corkage rates will apply if you bring items in from outside. Should you wish to do so, please contact Ops.

The Committee will not be able to support you if you get caught attempting to bring food or drink into the hotel. The same applies for non-paying room occupation - anyone who is discovered may be refused entry into the hotel and the Convention.

Room Payment

When you arrive, the hotel will ask you for a credit card impression or cash payment in advance. You may provide credit card details and pay cash on departure.



Hotel Checkout

On the day of departure, hotel residents must vacate their rooms and check out by 12:00 at the latest. For those using the hotel's car park, if a vehicle remains there after 09:30, another 24-hour period will be charged for. The Convention has secured a special rate of £5 per 24-hour period for its members.

PROGRAMME INFORMATION

ROOMS AND AREAS

Patrician's Palace

The Patrician's Palace is, quite rightly, the biggest and most opulent of the function rooms in the hotel. It is the venue for the major events at the Convention.

Watch House & Small Gods

The more intimate programme events will be taking place in these areas. The rooms have a slightly smaller capacity and are ideal for interviews and panel items.

The Forge

The perfect name for a programme room which we hope will produce some of the most interesting items during the Convention. Chaos Costume, Paint Your Own and sculpt to your heart's content. During the Convention this room will host all the workshop items, allowing people to get hands-on experience in various crafts.

The War Room

You want to spend the Convention role-playing? Wander along to the War Room and find like-minded individuals to play with. We will have people on hand to organise games throughout the Convention.

The Odium

A full and extensive video programme will be running throughout the Convention. This video room will be open most of the day, showing everything from 'Jungle Quest' to Clarecraft on QVC. We will also be showing events recorded during the Convention as they happen, so you need not miss anything.

The Hex Room

Discworld has its own computer, Hex, and we have a room dedicated to it. See Perfect Entertainment's Discworld series of games, the Internet's very own L-Space and, for a bit of variety, the Real Hitchhiker's Guide to the Galaxy. Dave Hodges, who runs the Guide, also has copies of his book, *The Arts of Falconrie*

and Hawking by Hodgesaargh and Terry Pratchett, available in the Hex Room with the proceeds going to the Convention's charities. The book is priced at £3.50.

Patrician's Art Gallery

Find the Dwarf Bread Museum, the Liverpool Science Fiction Society and displays of Discworld artwork in this room. Lots for the Charity Auction will also be located in this room for viewing prior to the event.

Sator Square

The finest merchants from across the Disc have been gathered together for your delight and delectation. All the best-known traders will be there, along with a few new faces to tempt your credit cards out of hiding.

Oblong Office

The location for all Kaffee Klatches is the Oblong Office. An ideal location in which to sit down with the Discworld personalities in a quiet, calm atmosphere and ask those questions you have always wanted answered. So, what's a Kaffee Klatch all about? In essence it's a chance to blag a free cup of coffee and have a quiet chat with one or more of the Discworld personalities. Limited in numbers to a mere handful of members, you will have been notified as to which Klatch you have been allocated an exclusive ticket for in your registration pack. If you cannot make your Klatch for any reason please inform Ops as soon as possible so that we can pass your

ticket on to the next person in the queue.

Dragon's Landing

When the hustle and bustle of the Convention gets too much for you, settle down here in the comfortable chairs and take a break from the chaos. Sit with your friends and watch the Convention go by. Dragon's Landing has tables and chairs for you to sit and relax. Food and drink are close by.

Harga's House of Ribs

Need a little sustenance? Drop by Harga's and find reasonably-priced provisions to get you through the Convention. Food and drink will be available during the Convention in this room. The hotel also has restaurant facilities located off the reception area.

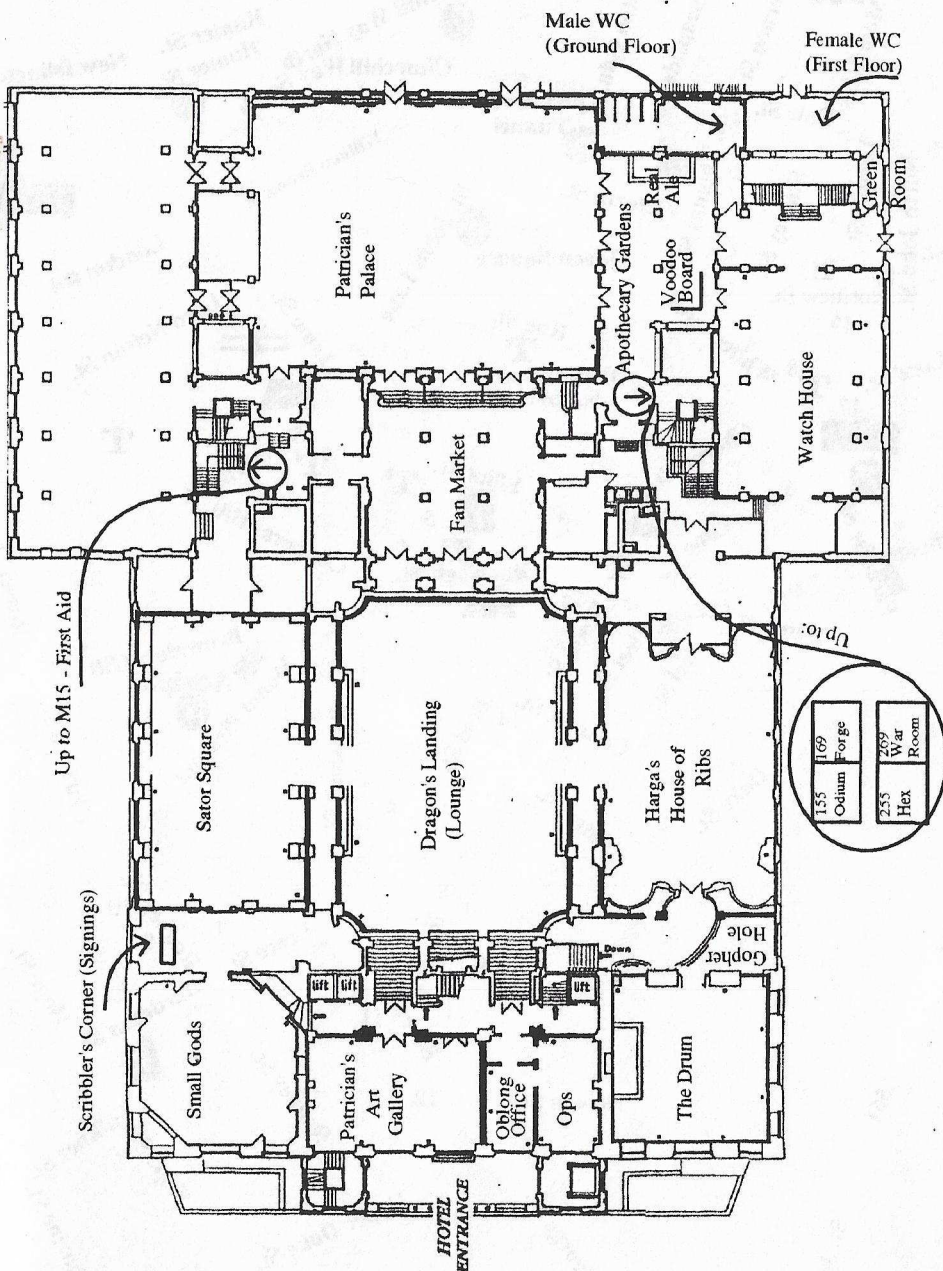
The Drum

If drinking the night (or day) away is more your style, then this is the place to be. The bar will be open for the majority of the Convention. If Real Ale is to your liking then head out to the Apothecary Gardens where the Real Ale bar is located.

Ops Room

Sorry, no Discworldie name for this area. It is the nerve centre of the whole Convention. If you have a problem - go here. If you need to contact someone on the Committee - go here. If you have some information we need to know - go here.

From Ops the Convention programme, security and personnel are all co-ordinated.



HOTEL
ENTRANCE

