



Illumination

Progress • Report Three

In a darkened hotel room, a lone porter stands rooted to the spot by the scene before him. Bottles litter the floor. Unpleasant fluids stain the carpet. Pieces of paper covered by strange mystical symbols adorn the walls. Is this the result of some latter-day Capone rampage, or something far worse? Do the Ten Invisibles have a hand to play? Could this be an Illumination Room Party?

Illumination

The British National Science Fiction Convention
17-20 April at the Norbreck Castle Hotel, Blackpool

Progress Report 3: "Unordnung" September 1991

Light Now!

Rampant Egomania

Welcome to Illumination Progress Report 3. I am Rhodri James, Chairman for my sins (of not ducking fast enough), and this is the bit where our esteemed editor lets me ramble on about whatever takes my fancy for the next page or so. Although if I don't introduce the rest of the committee there will be trouble.

Say hello, therefore, to Amanda Baker, our publicity officer; to Dave Clements and his merry publishing men; to Dave Cooper, treasurer and astral pole speed demon; to Alice and Steve Lawson, between them controlling the memberships; to Nick Mills, Ops supremo; to Anne Page, mistress of fandom Little Old Lady In Tennis Shoes, and Speaker to Hotels; to Jason Stevens, the secretary who can sometimes write letters; and to Ivan Towlson, programming person and cthulhoid monstrosity. They're all very friendly, really.

I must confess to more than a little pride in our Guests of Honour at Illumination. They have been little short of miraculous in the enthusiasm they have shown for the con, the ideas they have thrown up, their willingness to be different. They have been wonderful advertisements of what we want the con to be simply by walking about being their normal selves. In short they have been excellent Guests of Honour, and we haven't even started the con yet.

All this is in direct contrast to the reaction at the *Eastcon* bidding session when we announced our Guests. Apathy seemed to rule the day, fans just accepting that an Eastercon is going to have Guests of Honour and it doesn't really matter who they are. Even those who could stir themselves to some sort of reaction were little more than vague fannish rumblings, like some old familiar toothache and just about as helpful. "Geoff Ryman, yeah, he's OK," people said to me, despite the patent absurdity of "OK" as a complete evaluation of Geoff, "but who's Paul McAuley? And are we going to have a 24 hour film programme?" I can't sneer really as I hadn't met Paul's work before he was suggested as a GoH, but then my reading habits are twelve months behind everyone else and I'm not an Interzone subscriber. I am indebted to the rest of the committee, who said "Paul McAuley is... oh just read this." I did. You can guess the rest.

Eighteen months later, and oh! how things have changed. *The Child Garden* won the Arthur C. Clarke award and has had so much critical acclaim heaped on it that the mind positively boggles. Likewise, Paul McAuley has gone from being well-received in a rather small circle to being one of the great white hopes of British SF, much in demand at conventions and being hyped by the publishers like there was no tomorrow. Even Fan Guest Pam Wells has got caught up in the enthusiasm, running for and winning TAFF. It seems that somehow Illumination has had good luck to know or ask the people whose time has come in no uncertain terms, and who are willing and able to come up with and work with the sort of ideas that we are trying to build into Illumination. We're on to something good here!

Rhodri James

Hotel Update

3

"Steve and Alice regain the ability of respiration!"

Monday, August 12th, the day that I started to breathe again. After months of nail-biting tension worrying about what kind of state the Norbreck Castle would be in (if indeed we would be there at all) my faith in "whoever" was restored. I know that there were problems before, but we had been promised that the hotel would be refurbished before the convention, and fool that I am I believed this and supported the decision to go there. It can't be that bad, I said.

On my first visit I was appalled that it had been allowed to get into such a state but, even so I was enthralled by the function space. Imagine a hall so vast that the dealers' room could be as big as we liked and still have plenty room to browse without having to play sardines (unless you really felt so inclined). Yes I thought, once it had been done up it would be great. Months went by with promises of things to come then shock! Horror!! It went into the hands of the receiver!!! There followed weeks of hectic running around and phone calls to find an alternative, even if it meant leaving Blackpool. What next? Nothing else could go wrong could it? Oh yes it could!! A phone call from a worried fan in Blackpool to Anne Page informed us that the Hotel was in the process of being demolished! What? Get on the hotline to the hotel and tell them what we think of this.

THEN the sun shone, the birds sang and all was well with the world. The hotel was not being demolished it was being repaired, refurbished. In short: IT HAD BEEN SOLD.

The new owners are Principal Hotels and they were just in the process of trying to get in touch with us to invite us to come and renegotiate our deal. At the time of this visit the company had been in the hotel three weeks, and they had already refurbished some of the bedrooms. Now they're really nice! All bedrooms are to have new beds, carpets, furniture and TV's as well as having new bathrooms installed. All rooms will now have showers and baths. Public washrooms are to be refurbished and new carpets etc. are to be fitted in all halls and corridors. The front of North wing is being altered to match the old part of the hotel. The sun lounge is being extended down the full front of the hotel allowing access to all parts without going outside or through a main hall. The reception area will be bigger and there will be new windows and heating throughout the hotel.

All the function space will be the same size as before only with new lighting, PA, and staging. They are even talking about turning some storage areas into small function rooms. The dealers' room has access straight from the rear car park through doors 15 feet wide.

The swimming pool will also be upgraded and the creche will still be available for our use. Between 20 - 25 rooms are being modified for use by disabled people. The hotel also has a baby listening service in all rooms. They have promised not to raise the bar prices for the convention and breakfasts will not be tampered with.

The rates have been reduced to £28 per person per night for a minimum of the three nights of the convention. You can also book nights either side of the convention for the same price. If you decide to have a week in Blackpool over 7 nights the hotel will charge £28 for the 3 nights of the convention and £25 for the remaining 4 nights. With an evening meal included the price is £40 per night instead of £28 and £37 per night instead of £25. Some of the rooms can have more than two beds, these will be charged at £25 per person per night for three or more people sharing, with limited availability. If you wish to stay for only 1 or 2 nights the price is £32 per night.

Childrens rates are as follows:

Under 4 years free if sharing parents room, 50% discount if in own room

5 to 14 years. 50% discount if sharing parents room, 25% discount if in own room

Sounds good? Right, now for the heavy bit.....**YOU MUST BOOK EARLY.....** and a deposit of £20 per person (not including children) is required by the hotel. This is to ensure that you get a room because getting in anywhere else in Blackpool at Easter will be almost impossible. There is also the fact if we do not fill the hotel, it will be filled by ordinary folk whose idea of Easter at Blackpool is somewhat different to ours.
!!!!!! YOU HAVE BEEN WARNED !!!!!!

So please see the light.
BOOK EARLY!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

(And the prize for most gratuitous use of exclamation marks in a PR article goes to..... Ed.)

Alice Lawson

Hotel

The Programme

"Pulling out of the Last Chance Texaco..."

Perfect in every facet, it glitters like a diamond cast into the infinite light of the million suns of science fiction, a pearl cast before the swine of Eastercon-going fandom. Few can appreciate the clinical beauty of its geometry, fewer still the cunning misapplications of *DataEase* required to stick it together along the cracks. Striations of stardust run through it like gophers to the bar, and if you watch carefully enough you can see its gossamer rays flashing hints of—could it be?—the shaping, guiding hands of the Ten Invisible Masters.

What is this jewel in skiffy's tarnished crown? Is Ivan once again getting all hot and bothered about *The Book of the New Sun*? Does he refer, perhaps, to the gleaming symmetry of a newly-filled glass of Guinness? Or is this going to be yet another random chat about why the Illumination programme is going to be all about steam trains?

Consider the evidence. Cyberpunk is dead, and the killer is still at large. Political leaders have promised that "fluffy bunny rabbits will gambol in the hedgerows" if you elect them. Otherwise respectable fans have been observed wandering around mumbling "but if we put that on at four o'clock then we're going to have to move the workshop and that means that Rhodri may be able to eat the accounts while nobody's looking..."

The Illumination programme it is, then, and if you want the *New Sun* monologue then you can damn well buy me the Guinness to go with it.

Avid reader that you are, you already know all the stuff we put in PRs 1 and 2. You know our methods. You know about the rabbits. You may even have begun to suspect that the workshop streams are going to be called Flopsy, Mopsy, Cottontail and Peter (but only if you are very sick). But you need to know more. The list of fluffy bunny rabbits has begun to stabilise a bit, to the point where we can now introduce some of them into the population at large. (Readers who may be carriers of myxomatosis should stop here as the programme has not yet been vaccinated.)

As you well know, the central theme of the programme is the fringes of sf: the areas that tend to remain shrouded in darkness as "minority inter-

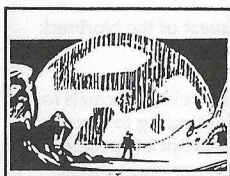
ests", despised by publishers for not fitting into convenient categories, sidelined by fans who are never given the opportunity to explore them properly. In accordance with this, we'll be doing the following rabbits:

Blurring Boundaries investigates those areas of "science fiction" that refuse to fit properly into the genre, instead sitting smugly on the fence between dissimilar movements. (This is the cue for a mass howl of "Oh no, not another panel on sf and the mainstream!" Calm down.) Is this a recipe for rejection by both groups of fans, or an incentive to readers to have a look at the other side? Can such efforts be convincing: for instance, would a high-tech-plus-magic world be regarded by hard sf types as a hard sf world with fantasy add-ons and by fantasy types as a fantasy world with techie add-ons, or might they actually wake up long enough to understand it as a whole? SF has a whole range of boundaries that writers have poked and prodded at from both sides: we'll see how many we can fit in.

The Cutting Edge looks at the frontiers and futures of science fiction as she is spoke and writ. We will be presenting the work of new and even amateur writers, finding out where they want to take sf and its companion genres, and asking where it is actually likely to end up.

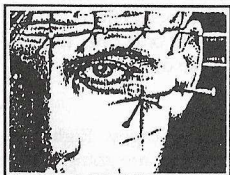
The Green and the Grey examines issues that are somewhat closer to home: the conflict, if there is one, between ecology and technology. It asks not only whether mo' better tech is the solution to ecological disaster or its cause, but what—assuming the world is still here in fifty years time—we should be looking for in our environment. Is the entire world going to come to resemble Milton Keynes? Will people stop dropping paper bags, no matter how biodegradable, all over the pavement? What price the self-destructing Coke can, and will it still be 50% more in a hotel bar?

1992 and All That is exactly what you'd expect: the inevitable survey of what the Single European Market is going to do to the world and perhaps more importantly to science fiction. Will there be a united Europe and can it fend off creeping 51st-statism? Does this mean we may finally get to read all the lovely sf being published on the continent? Will Joe Brittan ever acquire a decent French accent? And would a single currency take all the fun out of Fans Across the World?



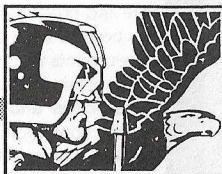
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Urban Myth is the inspiringly-titled rabbit which presents, analyses and regurgitates modern folklore (genus Vanishing Hitch-Hiker). With "traditional" (read "old") myth and folktale done to death by hordes of plundering fantasists, is there ground to be gained from the new myth—or is it simply the same old stories cast in a new and disorienting light? (Actually this is a pack of lies: the mythology rabbit is reproducing like, well, a rabbit, and by the time PR4 comes out urban myth will only be a part of a much larger family.)

The Weird and the Wonderful covers experimental writing and related strangeness. For a genre supposedly founded on sense of wonder, most sf has become tediously prosaic. Another mile-long spaceship? Yawn. Another mad wizard with the Staff of Doom? Been there, done that? Godzilla on the rampage again? Pass the Teflon, Marcel. True, it's arguable that even wild unpredictability in the Sheckley/Sladek/etc tradition has become safe and predictable, and even William Burroughs has become an accepted figure, but at least their experiments with rejecting conventional story-forms retain a certain novelty. Words like "metafiction" and "narratology" may be deployed in rank contravention of both strategic and tactical M John Harrison limitation treaties.

And there are more: comics, horror, the media, all waiting in the wings for snappy titles. I don't think I need to tell you too much about these right now: unlike most of the stuff listed above, they are devoted to fairly conventional, established interests. That isn't to say that they're sub-conventions designed to cater for their own specific audience. Nothing could be further from the truth. They will weave in and out of the rest of the programme, including some of the rabbits mentioned above, and we hope that people who aren't into the specific genres under consideration will come along and have a look (if only by accident).

Other fluffy bunny rabbits currently peering out of the hedgerows and looking bright-eyed and bushy-tailed in our direction are a first contact game of epic proportions (or at least slightly epic proportions), sf theatre and something to do with space travel (don't groan—we keep coming up with good items that seem to have a space theme, but they will have twists for those of you who feel they've heard it all before).

Then there is all the wonderful stuff that doesn't fit into the fluffy bunny rabbits, and there's rather a lot of it. We're not going to tell you what it is, though, because we don't know yet details have not yet been finalised. ("Spontaneity is our watchword!") We can however confirm that the discussion meetings on "Sand in SF" and "Custard in SF"

will not be merged at the request of the Norbreck chef...

I've mumbled about new and exciting formats for items before, and these are continuing to come. An unending supply of the appropriate people permitting, the Illumination programme should feel rather different from most of the other con programmes you've sat in the bar and missed. To my eternal shame, it looks as though we may be forced to allow a couple of creaky old panels onto the programme, but on the whole we'll be trying for a more, er, multimedia atmosphere. (Hah! I get in the buzzword of the month first and score 10 points!) You should see our special effects budget... (Actually, you're not the only one. Dave the treasurer should probably see our special effects budget too. Ho hum.)

You'll have to pardon me for being cagey. Right now we have no idea which formats are going to come through, which are going to metamorphose into boring old panels, which are going to crash out because we can't find the right participants, and which are going to be trodden on by the forces of darkness (he may look like a pixie with an accounts book but I know he's a force of darkness).

But to give you an idea of the style, here is what we envisage for "Close to the Edge: or, Meet Mr McGregor", the wrapping-up item of the programme. Because it is meant to sum up four days of intensive frolicking, it might run for two hours. However, because this frolicking will have been so varied and diverse, these two hours might be split into four half-hour sections, which would involve *mostly* the same people and *mostly* the same topic, but looked at from all the different directions we've taken during the weekend. So while the item would never get more than half an hour away from its main thread, it would be able to explore various aspects of it—and it would be designed to avoid the disastrous problem of one random remark dragging the entire item along a very long digression. Furthermore, rather than just having talking heads rotating every so often, we might break up the sections with short readings chosen to illustrate what is to come. For instance, if the heads are about to report back from the wilds of experimental fiction, it could be introduced by a reading from Burroughs—maybe even a dramatised reading if the resources are available.

In short, even a boring old panel need not be four talking heads on a podium wittering away to each other.

But the more load we put on the programme, the

more people we will need. The item described above would need maybe eight panellists and two readers, as opposed to a straight four panellists. A panel or talk on ecology versus technology can go ahead with four people, but a discussion requires not just the appointed leaders but *participation* from maybe a dozen more. The Illumination programme will need a fair number of people if it is to be everything that we want; and even then it will fall short of ideal if it doesn't win the active participation of the membership.

We *know* you have something to contribute and we are determined, by hook or by crook, to find out what it is. Let us know. We'd genuinely like to cater to your interests—because if we don't do that, you won't enjoy the convention as much, and this rather defeats the point.

Join up. Join in.

Ivan Towlson

SMOFing at the Hotel

Anne's Guide to Castles, Receivers and the new owners...

They say seeing is believing and having spent a weekend convention at the Norbreck in its run down state last year I would not believe the rumours of the renovation and upgrading until I saw it with my own eyes. However I have seen it for myself and it really is happening.

New corridor carpets, rooms and bathrooms ripped out and refitted to a good standard, public areas totally upgraded and the dreaded North Wing totally gutted and refurbished.

The horror tale of our experiences last year was well matched by the representative from Principal Hotels who revealed the thirty plus boarded up rooms and other peculiar faults they had found. Principal Hotels actually specialise in taking over run down hotels and upgrading them to a high standard. Judging by the amount of completed work in just three weeks I was convinced that it will all be done - and in the best possible time.

I breathed a sigh of relief I'll admit - after the uncertainties of the past few months - but we now have a hotel which will not only accommodate us but will provide us with a high standard into the bargain.

Anne Page

The Fan Room

"Roll Up, Roll Up..."

One of the main attractions in the fan room will be the vivacious Fan Guest of Honour Pam Wells. She will be thoroughly involved in the planning and running of activities in the fan room, in the best fannish tradition. She has been given strict instructions to come back from her TAFF trip to the States full of ideas, enthusiasm, news and gossip.

Everyone involved in the fan room wants to provide something to bring together those new to fandom and more experienced fans. The programme and the room itself is intended to show new fans something of what fandom is and what it offers. It is hoped that it will also offer items of interest to fans of longer standing, and cater for a wide selection of tastes.

Our Friday night programme will contain the "Rogues Gallery" - where new fans can gather to get the "low down" on the legendary exploits of the more famous\infamous characters in fandom, accompanied by slides so they'll know who's who. Those fans being described (or slandered) in this lighthearted item will be invited to defend their reputation and tell the real truth behind the fannish myth.

Anyone who has useful slides of BNFs, authors and fans involved in "interesting" exploits please get them to me (and explanation if necessary) asap. Names on slides please so we can return them to you.

We do intend to include the usual mix of serious panels, talks and discussions, and frivolity of varying degrees in quizzes, musical entertainment and general "desperate fun". A zine library is planned for an annex and a bar for liquid inspiration. We are still happy to take on suggestions, requests and advice - what would you like in the fan room programme? Contact us and let us know.

Most of all we want everyone to feel that the fan room is there for all fans to get together with others, to meet new people, discuss new ideas. The fan room should be a place where all fans feel welcome - come in and help us to make it so.

Anne Page

Perhaps this should be called the Anne Page page?

Reviews

Secret Harmonies by Paul McAuley

This is McAuley's second novel, and takes place on the planet Elysium in a solar system settled by Earth in a future century. Elysium has everything the settler might want; its climate is warm and planet, and although the native plants are not edible (part of a convincingly described ecosystem which benefits from Paul McAuley's expertise as a biologist), Earth crops grow well. At the stage we are introduced to it, Elysium is only partially settled, and thus there should be plenty of land for everybody.

Regrettably, this idyllic image is false. In the prologue we learn that Elysium harbours bipedal aliens, which exhibit complex behaviour reminiscent of 'primitive' human cultures. These aborigines, however, are completely incommunicative, responding not at all to the few attempts by humans to contact them. It is not surprising then, to find out that some settlers regard them as unintelligent animals and treat them abominably.

Mistreatment of humans by other humans also mars the Garden of Eden image which Elysium initially presents. The colony has derived all of its civilised attributes by colonisation from Earth, but the rulers of Elysium fear that their strict control of the colony will disintegrate as they are swamped by immigrants from the home planet. Other factions within the colony chafe at their legislative bonds and wish to separate completely from central control, and spread throughout the seemingly limitless outback.

When the expected starship from Earth fails to arrive at the appropriate time, it is the signal for the accumulating tensions in the colony to explode into civil war. Like many contemporary historic wars, this one seems entirely pointless, but McAuley skilfully plots the gradual and horrific slide into war and the entangled destinies of the main protagonists as they struggle to maintain their lives. Elysium, unlike Earthly war zones, is more vulnerable to the effects of the conflict. There is nowhere for refugees to go, and the silence of Earth suggests that it too may have been drawn into catastrophic war itself, and thus can render no assistance. All the fine achievements of the fledgling colony look doomed to destruction.

There are more players in the arena than the warring human factions, however, for this is more

than a descriptive novel about an extrasolar war. *Secret Harmonies* is a novel centrally concerned with relationships between human and alien; the 'us' and 'them' of human conflicts can be thought of as a simpler version of this dichotomy, for we cannot know what other people are thinking. Although the aborigines are obscure in the central portion of the book, after being prominent in the prologue, their mute inscrutability does not signify acceptance of the status quo. And there is a ghost in the machine, as the central computer which intelligently controls much of the human technology on the planet plays according to its own agenda. Fallen humanity must wrestle with a god-like being it has created in its own image.

The struggle to overcome the machine is intertwined with the achievement of some understanding of the aborigines by the humans, a redemption of past ill-treatment of the native species by the settlers. Optimistically, the destruction of the original colony clears the way for a more equitable human interaction with the ecosystem of which the intelligent aborigines are a part, a tuning to the secret harmonies of the title.

Paul McAuley has written a book which blends well into the 'hard sf' portion of the genre, being well based on contemporary science and extrapolation from it. Unlike many practitioners of this type of sf, however, he considers more than just the technological aspects of the future science and achieves a more realistic view of its impact. *Secret Harmonies* considers both the intricacies of the settlers' environment on Elysium, and the broader issues that human settlement of extrasolar worlds will raise. It does not fully resolve the latter questions, but this is probably a reflection of the difficulty of the problem, rather than a fault of the novel.

Another novel well worth reading from Paul McAuley. My only regret was that it was not a little longer to do more justice to some of the issues it raises.

Paul Marrow

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"A Scrapie Free Zone..."

At Confiction, Greg Barr gave a talk on CON-TACT, an American group of 10 years standing, who set up and roleplay first contact scenarios. A tremendous amount of work is done in advance, designing alien worlds, ecologies, physiologies, all the way to alien cultures, languages and motivations. Physicists, geologists, biologists, medics, psychologists and linguists try to build a society based on scientific principles. Sf authors like Poul Anderson and Larry Niven must be able to justify any wacky ideas they introduce. People build wire-frame models on computer, artists add skin, and models are made in clay.

The end result of this is a conference in the Spring, where people role play the encounter between a human survey team and the alien race. Greg showed a short film of the events, and, while serious, everyone was well entertained.

This is too ambitious for us to run fully at Illumination, so we've cut it down into an Aliens fluffy bunny rabbit, but with a twist. An introductory talk cum panel will enthuse you all to come to a 'design an alien' workshop, where, with help from all those famous fan biologists, people can explore the boundaries of the possible (modelling clay and fine wire, pen and ink, functional specification and printer). The results will be judged as most anti-anthropomorphic, cute, lethal etc.

Once the paint is dry, the clay has set, technical specification expoused, on to the Call My Bluff. Distinguished biologists (not the same ones as yesterday, we have a large supply) coupled with liquid-primed mirth-masters will expound on what the creators REALLY intended. Anybody bringing along small vials containing alien diseases of sheep will be roundly chastised.

We'd be delighted if people could put in some thought before the convention, and bring along some aliens they'd prepared earlier. This could range from drawings and models to full world models. We hope to have a special set of prizes for any pre-planned exhibits, and while I've got 2 groups interested so far, they both meet in my house, so I'd like some competition.

To follow this up, Scone (Glasgow Unicorn with games in SF theme) would like to use some of the aliens in First Contact situations. Hopefully at Illumination we can muster some gamers to write scenarios. If any other conventions also want to tie in with this let us know.

John Bray

Help Wanted

Several items on the programme will need some assistance at an early stage. Here are a few, so you can have something to do in those long winter evenings...

Fanzine Auction

We will be holding a Fanzine Auction during the convention. To make this as varied, interesting and rewarding as possible, we need a very broad range of fanzines, so we will need a large number of contributions. If you would like to send along some fanzines, please write to the Con Address (379 Myrtle Road as usual) and let us know what you can send, and we'll send you details of the auction.

Tomb of the Unknown Programme Item

Unafraid of begging, borrowing or stealing, we are borrowing this idea from Contrivance. The basic idea is to invent a radical new programme item during the course of the convention. The item will be conceived in a workshop session on Friday, will be nurtured in several others, and will finally be born into the harsh light of day on Monday. If you have any ideas for this item, please bring them along to Illumination!

Critics Workshop

We will be having a Critics Workshop at Illumination. Proper announcements will be in the next Progress Report (PR 4), so keep your eyes open!

Across Europe with Gun and Camera

As part of the general European theme, we wish to present a slide show of various strange and interesting Science Fiction related sites across Europe. So if you have any pictures of H.R. Geiger's house, of places used in famous (or infamous) novels and films, of Fannish monuments, please let us know. If you have any strange/amusing/mad stories about these places, that would make it even better!

Special Interest Groups

There will be space available in the programme for a number of SIGs to show their wares. Please contact us if your group would like to be involved!

The Illuminator

Hotel Rates Down Again!!!

DELIGHTED Illumination Supremo Rhodri James, 96, announced to a delighted throng today that the Norbreck Castle Hotel has YET AGAIN dropped its room rates for the PRESTIGIOUS Eastercon in 1992.

The rates have dropped from a generous £30 per person per night, to a GIVE AWAY £28 per person per night. There are also a STPENDOUS range of excellent deals to add to this WONDERFUL offer.

"The Norbreck Castle Hotel will have had all rooms GLORIOUSLY refitted by the time of the

convention, so that con-goers will be able to stay in SUMPTUOUS luxury at LOW PRICES" the beaming Illuminati Primus said.

He further added that room bookings are available now and should be taken up as quickly as possible, to avoid the rush. "A £20 deposit for each adult staying at the hotel is all you need to RESERVE a room for this MAJOR event" he said.

As well as guarenteeing their rooms, all members who GET IN QUICK will be able to take part in a WONDERFUL prize draw as well!!!!

Demise Denied!

The Illuminator would like to apologise for claiming that Anne Page was no longer the Hotel Liason for Illumination. In a TEARFUL admission yesterday, the Illuminator editor admitted that the story was a FABRICATION!

"Rumours of Anne's demise have been greatly exaggerated", they claimed, "and we're pleased to be able to say she never stopped for even a moment!"

As well as the Hotel, Anne is also organising what promises to be a THROBBING Fan Room programme, aided and abetted by TAFF Winner Pam Wells!

Tardis Turned Off!!!

It was with great sadness that Ivan Towlson, Programmer of Illumination and self styled FLUFFY Yog, told us that Tardis had finally been turned off.

This public access news and mail system had been his "trusted friend and COMPANION for many a long night", he claimed. But now its time was up. Cuts to the University of Edinburgh's Time and Relative Dimensions grant meant that this old model could no longer be SUPPORTED, and so, several days ago, the machine was TURNED OFF.

Illumination sources said today that they had found another node in the NETWORK to serve as the convention EMAIL address. Mad Astonomer Dave Clements has said his Oxvax account (clements@uk.ac.ox.vax) can now be the convention's MAIL drop. MI5 refused to comment.

Pam Romps Home

Pam Wells, Illuminations' GLAMOROUS Fan Guest of Honour, romped home in the TAFF ballot earlier this year. After a FURIOUS competition with fellow candidates Abby Frost and Bruno Ogorolec, Pam came to the fore and bagged the prize.

She was last seen at a room party in Chicago...

Changes for Eastern Europe!!!

A worried Rhodri James, Illumination Supremo, denied responsibility for the changes sweeping Eastern Europe today. "All we did was introduce a special rate!", he CLAIMED.

He went on to say that Illumination had introduced a special LOW COST membership rate of £5 for members of Eastern European countries with special currency or economic difficulties.

Book Now for Prizes!!!

In a separate development today, Stevenalice Lawson announced that Illumination would hold a PRIZE DRAW for all those who booked hotel rooms with the Norbreck Castle Hotel before 1st January 1992. Prizes are expected to be WONDERFUL BEYOND BELIEF, claimed supremo Rhodri James. Hotel booking forms and the infamous GENERAL form were said to be ready for release.

**You Saw
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The Hillcon II Paper

17th Beneluxcon, November 22-24, 1991

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Membership Dfl 50,- or £ 15.00

- You can pay either by giro: 6234546 of NCSF Hillcon II, Nuenen, Holland (state: *New member*)
- or : visit us during Novacon
- or: pay at the convention itself (in that case: drop us a letter - for address: see below) in which you state that you like to join Hillcon II - you may also book a hotel room in that letter).

Hotel Atlanta: single f 100,- (£ 30.00) - double f 75,- (£ 23.00)
 per person per night (including breakfast)

Hillcon II - Van Eeghenstraat 93 - 1071 EX Amsterdam

Form Filling Guide

Hotel Booking Form... Do this now and Win A Prize!!!

First, DO fill in the hotel form and send it back to us early. We cannot guarantee to honour any booking arriving at the convention address later than eight weeks before the convention, i.e. Friday 21 February. That said, there is an even better reason for getting your booking form to us by the 1st January — you will be automatically enter our Prize Draw, and could win a fabulous prize.

Why all this Reader's Digestery? Simple; we want you to book early, so that we can keep the number of mundanes to a minimum and have a better chance of fitting everybody in with what they want. Also, booking early is a Good Thing, as we are not at present handling overflows and booking a room in Blackpool over Easter weekend is Jolly Hard and very expensive.

On the form, first tick the nights that you wish to stay. The room rates are £28 per person per night if you are staying for all of the Easter Weekend (Friday, Saturday and Sunday), or £32 per person per night if you are staying only one or two nights. If you are staying for seven nights or more then the hotel will only charge you £25 per person for each night *other than the Easter weekend*. Infants (4 years or under) who stay in the same room as their parents do so for FREE, and those who have a separate room are charged only 50% of the normal rates. Similarly, older children (under 14) can share with their parents at 50% of normal cost or have their own room for 75% of the normal rates. Finally, if three or more people share a room (ticking the "Multiple Occupant" box), this reduces the cost to £25 per person per night.

As well as the usual Bed & Breakfast, the hotel are also offering Half Board, Bed, Breakfast and Evening Meal, for an additional £12. This is subject to the usual reductions for children.

Please show your preference for types of room by numbering them; eg. if you want a single room, but would be prepared to share a room with someone we would find, then put "1" against "Single", then "2" against "Twin — please find sharer". "Double" contains a double bed, a "Twin" contains two single beds and "Multiple Occupancy" means 3 or more sharers. There are also a number of family rooms available, containing a double bed and one or more singles, for those wanting their children with them. We'll try to find you a room to your requirements,

but if this is impossible we will contact you and work out some suitable arrangement. Remember, the sooner you book, the more likely you are to get your first choice...

If you have any special needs such as allergies or particular dietary requirements, please let us know. Also if you have any medical condition or are taking any treatment that our first aid volunteers should be aware of, please write them down so that in the unlikely event of you needing help quickly we can be sure of doing the right thing.

Please include a £20 deposit for each adult booking a hotel room when you send it in.

The Volunteer Form

This is a general purpose form for either telling us how you are willing to help with Illumination, or what help you want from us.

Gophering: If you would like to help out at the con in any way, this is where to say so. Don't be put off where the form asks for "relevant skills"; you don't need to have a Ph.D. and fifty screwdrivers to help with Tech Ops, for example.

Programme: Illumination's wide and varied programming style will need plenty of participants so if you are interested in any items or games, this is the place to tell us. Please also tell us what sort of item you would like to be involved with.

Dealers Tables: will be available in the Norcalympia Room, with plenty of room. Each table is about 2m long, and if you only want a one for a few days we are offering a special daily rate of £7 per table per day as well as the full rate of £20 per table for the weekend. Please enclose payment with the form.

First Aid: qualified volunteers willing to act as "emergency cover" during the convention, should indicate on the forms. We won't ask much, but we would like to know who could provide immediate help should it be needed.

Creche: If you have young children that you'd like to leave in Vicki Evan's hands during the day, please let us know. If you would like to volunteer to help out in the creche you would be most welcome.

Queries, Suggestions and Ideas: If you want to say something and nowhere else seems appropriate, write it here. If there's something you don't understand or want to know, or you have a brilliant idea for the programme then please let us know.



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a mail order list



We are closed ALL DAY Wednesday.

Membership Rates

Until 5-11-91
Attending £20
Supporting £12
Associate £7.50

After this date membership rates will go up. Conversion from supporting to attending is always at the current difference between the rates. Child members (age 9-14 at the convention) pay half the attending rate, infants (under 9 at the convention) pay £1. Associate membership is for people who wish to stay in the hotel at convention rates, but do not wish to attend the convention.

Hotel Rates

£28 per person per night for the 3 nights of the convention. Details in this PR, pages 3 & 13. Book Early!

Hotel booking information and a booking form are supplied with this PR. Please remember to book early, and that a deposit of £20 must be sent for each *adult* booking a room.

The Editor

The Editor Rants Again!!

Well it's sure been a busy few months! The main worry since the last PR has, one has to admit, been the hotel, but as you will read elsewhere, that seems to have all come good in the end. After our visit there last weekend (my first) I can say that all you've heard is probably true. Yes, it was in a poor state, but now it'll be refitted to a very high standard indeed, judging from what we saw. So now you know, go and book your hotel rooms. Please. Yes right now, even before you finish reading this editorial!!!

Done your hotel form? No? Well go and do it now, like I just told you to!!!

Okay, now that's done, I can tell you some other things. First of all, I'd like to thank all the contributors who behaved much better about the deadline this time. The gentle application of shoe leather to sensitive parts of the body may have had something to do with this. In fact I'm going to

Advertising Rates

Advertising space is available in both PRs and the Programme Book. The publication date for PR 4 is January 1992 with deadline for camera ready advertising artwork 1 month before that date. The same deadline applies to adverts for the Programme Book. All publications are A5.

Advertising Rates

	PR-pro	PR-fan	Prog Book
Full	£30	£15	£50
Half	£20	£10	£30
Qtr	£15	£8	£20
Back/			
Inside	£35		£75

Dealer's Tables

£20 per table for all of convention
£7 per table per day if required

Tables are approximately 2m long, and will be housed in a large area together with displays and the art show. Booking can be made on the enclosed General form. Please enclose payment with your booking, payable to Illumination.

have to apologise to Ivan and Dave for not including a couple of their articles.

More importantly, I must thank those very nice people at Sapphire Software. While I was half way through production Steve told me they were going to sponsor us by way of their excellent database program Dataease. So now you know where your membership data is held, and how we're arranging the program! I think I'd better stop there as there's a few other things I have to cover, and there's not much space left. See you in Blackpool!

Illumination Progress Report 3 was edited by Dave Clements for the Eastercon 1992 Committee. Cover Artwork was by Colin Johnson, typesetting and graphics were produced by hideous amounts of technology, this time owned by the Oxford University Astrophysics Department! Printing was by the Imperial College Union Print Unit. Thanks to all the contributors, and to JANET for making it lots easier. Database services provided by Sapphire Software with Dataease. See you at the seaside!

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17 August 1991

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