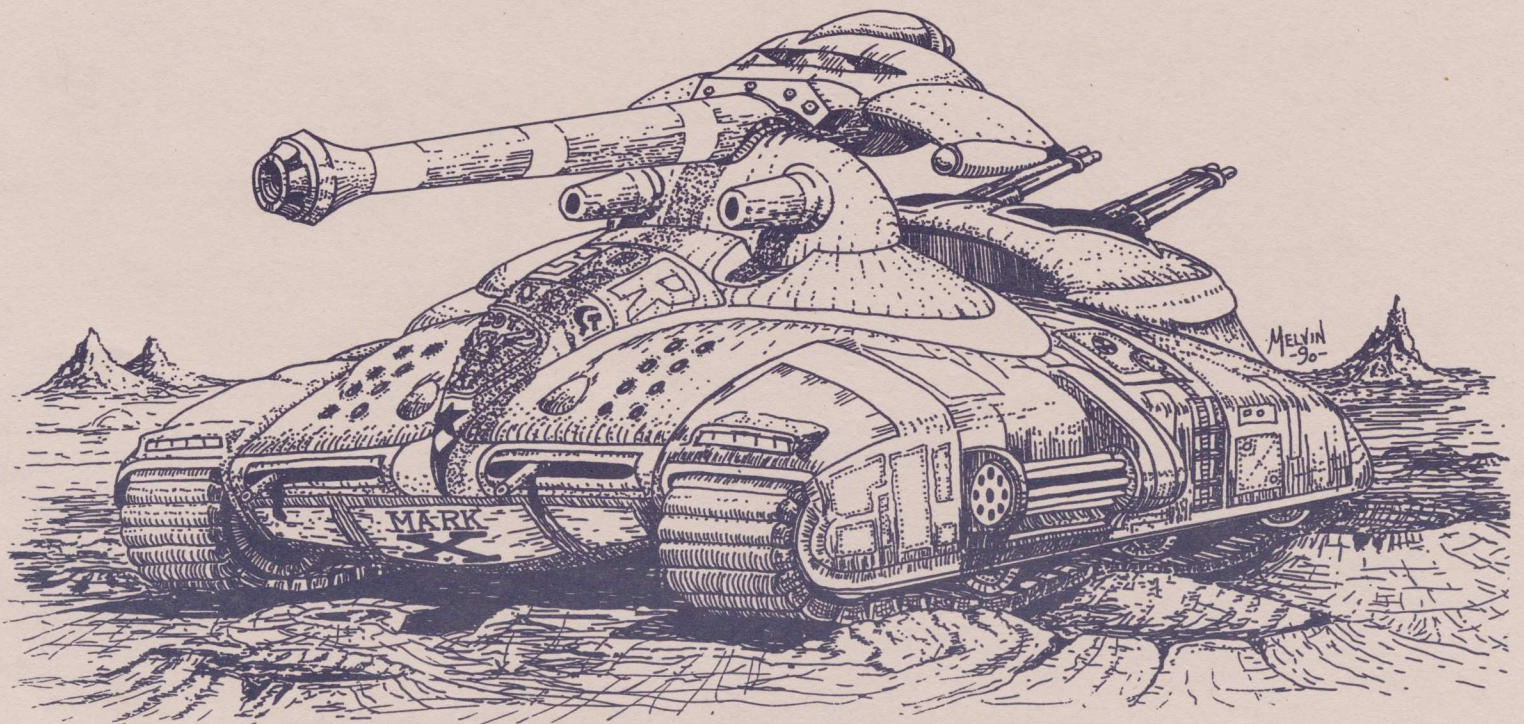


CopperCon

X

September 7 - 9, 1990

**The Safari Hotel
Scottsdale, Arizona**



CopperCon X

Convention Committee

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Chairman *proximus* Larry Hallock
Art Show Ray Gish
Banker..... Doug Cosper
Business Liaison Robert "Ozzie" Osman
Computer Room Dan Smith
ConSuite Margaret Grady
Dance..... Carey Holzman
Dealers' Room Dave Hiatt
Games & Diversions Don Harrington
Guest Relations Jim Webbert
Historian..... Jim Cryer
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Japanimation Tom Perry

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Art Credits

On the cover: Mike Melvin brings us his interpretation of a Bolo Mark X inspired by Keith Laumer's *Bolo: The Annals of the Dinochrome Brigade*; **Page 3:** Marian Crane; **Page 5:** Mike Melvin; **Page 7:** Marian Crane; **Page 15:** Steve Crompton; **Badges:** Logo designed by Mike Melvin and inspired by Keith Laumer's *Retief* series, badge designed by Matthew Frederick.

Publication Notes

I would like to thank Karl Flohrschutz for his excellent and timely printing. Tremendous thanks go out to the great crew of people that helped collate, staple, and mail the progress reports. I would also particularly like to thank Margaret Grady for looking over my shoulder at Maude (my poor, overworked Macintosh), her expert editorial advice, and for pushing me to get this done. If you have any comments, compliments, or criticisms about these publications, please feel free to contact me. — *Matthew Frederick*

CopperCon is sponsored by the Central Arizona Speculative Fiction Society, a 501(c)3 non-profit charity. For more information, write to: CASFS, P.O. Box 11743, Phoenix, AZ 85061

Greetings from the Chair

Welcome to CopperCon X! This is the tenth time CASFS (the Central Arizona Speculative Fiction Society) has sponsored their annual science fiction and fantasy convention, and they're just getting better and better! If you were able to attend any of the previous CopperCons, test your knowledge and turn to the 10-Year Retrospective inside the back cover.

This year we're proud to have guests of honor Keith Laumer, David Gerrold, Wilson "Bob" Tucker, and our artist guest of honor Julie Guthrie. Each of them is talented and fascinating; make a point to meet them, either at a panel, at Meet The Pros, or at an autograph session. Biographies begin on page 2.

We have a great selection of programming this year with up to 4 tracks running simultaneously. From hard science programs like "Pros And Cons Of Denationalizing The Space Program" and art workshops, to a multitude of gaming and costuming panels and some late night panels including "101 Uses For A Dead Computer" and "Do's And Don'ts With Your Body", we've got presentations for everyone.

If you've never been to a convention, we've got something just for you — guided tours. If you're wondering what Japanimation is, what we mean by Gaming, or perhaps have never been to an Art Show, one of our "old-timers" can show you around. Guided tours run several times daily — check the sign in Registration or in the Convention Center lobby. We also have a brand new publication called *A Virgin's Guide To (convention) Life* than may take some of the mystery out of our little hobby — pick one up in the ConSuite.

Somewhere stuffed inside this program book you'll find a questionnaire asking your opinions on the various areas of the convention. Fill yours out and drop it in one of the collection boxes located in the Dealers' Room, the Convention Center lobby, or in the ConSuite. You really can make a difference — we're listening! And if you get the chance, attend the Compliments and Complaints panel Sunday afternoon at 3:00pm in room A3. We want to know what you think.

There are a lot of people I need to thank — without the high-powered help I received we would have never gotten off the ground. Foremost I need to

thank Larry Hallock. Larry has been busy performing the task of chairman for eleven of the last twelve months, but due to unforeseen circumstances, had to resign his post. He laid a tremendous amount of groundwork and we're all sorry he was unable to continue. Thank you, Larry.

As for others I'd like to thank, take a peek at the inside front cover — every one of those people worked literally day and night to make this a great convention. My hat is off to a terrific committee.

Last month Phoenix fandom lost a very special friend. John Fong was a dedicated and consistent committee member at every Phoenix convention in recent history. John was, in fact, our committee person in charge of the Video Room. I'm dedicating CopperCon X in the memory of John. He was a good friend to many and is sorely missed. A memorial appears on page 16 along with remembrances of other friends we've lost since CopperCon 9.

So, once more, welcome! Have a good time, and we'll see you again next year!

Matthew Frederick
Chairman, CopperCon X

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Keith Laumer

Keith Laumer has been a U.S. military officer, diplomat, science fiction author, and much more. He was born in Syracuse, New York, and attended Philips University in Enid, Oklahoma, and Coffeyville Junior College, Kansas. He joined the army in August 1943 and went to Europe for the finish of World War II and the occupation of Germany. Upon discharge he entered the University of Illinois in 1946 and studied architecture, took a year off in 1949 to study at the University of Stockholm, and returned to Illinois and gained a B.Sc. Architecture in 1952. He served in the U.S. Air Force from 1953–1956 as a first lieutenant on radar sites. He switched to the U.S. Foreign Service and served in Rangoon among other places. He resigned in 1958 and rejoined the U.S.A.F. in May 1960 as a captain. He later served with the Third Air Force H.Q. in London.

He began writing in 1959 and has now written over 35 novels and dozens of stories, being one of the most prolific writers of the 60's and 70's. Besides regular SF, he has written a number of novelized adaptations of TV series including two *Avengers* episodes and two *Invaders* episodes. He has also written a number of articles on model building and the book *How to Design and Build Flying Models* (1960).

His Imperium series includes the books *Worlds of Imperium* (1962), *The Other Side of Time* (1965), and *Assignment in Nowhere* (1968). His Retief series includes *Envoy to New Worlds* (1963), *Galactic Diplomat* (1965), *Retief's War* (1966), *Retief and the Warlords* (1968), *Retief, Ambassador to Space* (1969), *Retief's Ransom* (1971), *Retief of the CDT* (1971), *Retief, Emissary to the Stars* (1975), *Retief Unbound* (omnibus, 1979), and *Retief at Large* (1979). In his Lafayette O'Leary series are the books *The Time Bender* (1966), *The World Shuffler* (1970), and *The Shape Changer* (1972). Other novels include *The Great Time Machine Hoax* (1964), *A Plague of Demons* (1965), *The Ultimax Man* (1978), and *The Star Colony* (1980).

Keith Laumer has tried out virtually all the traditional possibilities in science fiction and has enriched the realm with innovations of his own.

Wilson "Bob" Tucker

Our fan guest of honor first made his name in the 1930's as Bob Tucker with many contributions to amateur SF fan magazines as well as letters in professional magazines. His fan articles were noted for wit and humor and included some under the pseudonym "Hoy Ping Pong"; he also founded the fabled SPWSSTFM (Society for the Prevention of Wire Staples in Scientifiction Magazines). Tucker issued many noteworthy fan publications of his own, especially *D'Journal*, *Le Zombie* (1939–44, with occasional appearances since), and *Science-Fiction Newsletter*. Other publications included *The Neo-Fan's Guide* and several issues of the annual *Fanzine Yearbook* (checklists of fan magazines 1941–46).

His first book was *The Chinese Doll*, a contemporary detective novel in which he made knowledgeable references to the Fantasy Amateur Press Association. He began selling short stories to SF magazines in 1941, and started publishing science fiction novels in the 1950's. Many of these novels are quite highly rated. As in-group humor, several Tucker novels include characters named after SF fan personalities, who have usually considered it an honor to be thus "Tuckerized".

His science fiction novels include *The City in the Sea* (1951), his Cold War era epic *The Long Loud Silence* (1953), *The Time Masters* (1953, 1971), *Wild Talent* (1954), *Time Bomb* (1955), *The Lincoln Hunters* (1958), *To the Tombaugh Station* (1960), *The Year of the Quiet Sun* (1971), and *Ice and Iron* (1974).

His other novels include *The Chinese Doll* (1946), *To Keep or Kill* (1947), *The Dove* (1948), *The Stalking Man* (1949), *Red Herring* (1951), *The Man in My Grave* (1956), *The Hired Target* (1957), *Last Stop* (1963), *A Processional of the Damned* (1965), *The Warlock* (1967), and *This Witch* (1971).

He published many other fanzines including *Fantasy and Weird Fiction* (1938–39), *Yearbook of Science*, *Fanewscard Weekly*, *Fanzine Yearbook* (1941–45), and *Fapa Variety*. He was president of the National Fantasy Fan Federation from 1942–1943, received a Hugo Award in 1970 for non-fiction, the Campbell Memorial Award in 1976, and was guest of honor at the 25th WorldCon in 1967.

Julie Guthrie

Julie Guthrie has been a professional sculptor since graduating from the University of Michigan in 1982. Best known as a gaming figure designer, she has created miniatures in the Battletech, Elfquest, and Pern lines for Ral Partha, Star Wars for West End Games, and has three signature lines: Julie Guthrie's Fantasy Personalities, the 1990 Dragon of the Month series, both from Grenadier Models, and the All Things Dark and Dangerous line from Ral Partha. Julie also produces pewter figurines, resin castings, and bronze sculptures on fantasy subjects.

Visit the Art Show and see some of Julie's work!



David Gerrold

Born in Chicago, Illinois, David Gerrold was educated at the University of Southern California in Los Angeles and at California State University, Northridge where he received a B.A. in theatre arts. He has published columns and articles in *Starlog*, *Profiles*, *Infoworld*, *Creative Computing*, *Galileo*, and *A-Plus*.

His television screenplays include *I, Mudd* (1967, with Stephen Kandel), *The Trouble with Tribbles* (1967), and *The Cloud Minders* (1968) for *Star Trek*; *More Trouble with Tribbles* (1973) and *B.E.M.* (1974) for the *Animated Star Trek* series; and *CHAKA*, *The Sleestak God*, *Possession*, *Circle*, and *Hurricane* for the *Land of the Lost* series. Other television credits include multiple episodes of *Tales From the Darkside*, *Twilight Zone*, *The Real Ghostbusters*, and *Logan's Run*.

He has written two motion picture screenplays: *Man Out of Time* and *Logan's Run* (as Noah Ward).

He has story-edited three TV series, edited five anthologies, and written two nonfiction books about television production (both of which have been used as textbooks) and over a dozen novels, three of which have been nominated for Hugo Nebula awards.

His novels include *The Flying Sorcerers* (with Larry Niven, 1971), *Space Skimmer* (1972), *Yesterday's Children* (1972), *When H.A.R.L.I.E. Was One* (1972), *The Man Who Folded Himself* (1973), *Moonstar Odyssey* (1977), and *Deathbeast* (1978). His most recent novels are in the *War Against the Chtorr* series: *A Matter for Men*, *A Day for Damnation*, and *A Rage for Revenge*.

David Gerrold has completed working on the staff of *Star Trek: The Next Generation* and is now preparing a new science fiction TV series for the Arthur Company and Universal Television.

COPPERCON ELEVEN

September 6-8, 1991

Special membership rate
of \$14 available through
CopperCon X at the
Registration Table

The Safari Hotel

Welcome to the beautiful Safari Resort Hotel. The hotel has come up with a short list of rules for all convention attendees who are renting rooms. The list is designed to help provide for a more pleasant and enjoyable time at the convention.

1. All CopperCon attendees renting a resort sleeping room must be 21 years of age or older and must show proper I.D.
2. No underage drinking will be allowed in any private sleeping room or in public hotel space.
3. All registered attendees must display their convention name badge at all times while on hotel property. The entire hotel, with the exception of the lobby, restaurants, and bar, is considered convention area.
4. Quad occupancy is the maximum allowed in a two-bed room and double occupancy in a one-bed room.
5. No more than 4 people are allowed to congregate in a sleeping room unless it is a registered party room. If you are planning on throwing a party, or if you are planning on large discussion groups or filking, or any other activity that causes noise, please register your room as a party room.

Don't worry if at the con you decide to get together with a few of your friends in your room for a discussion — they won't be breaking down doors to count the number of heads in a given room. Just remember that the quiet area means that you should be quiet over there as somebody may be trying to sleep.

The hotel this year requires a deposit of \$40 for each room rented. This is to help prevent damage to rooms. The deposit is refundable when you check out after your sleeping room has been checked. One word of advice about the deposit; the hotel is not set up to hold checks for any period of time, so if your deposit is paid by check they will deposit it in their bank and your refund will need to be processed by the business office — something that will take about three weeks before you receive your refund. Cash will be refunded when you check out, or cover your room with a credit card (as the card imprint will only be used if needed).

The hotel has also requested that you use common sense and good taste when wearing costumes in the restaurants and bar.

The Safari's Coffee Shop is open 24 hours a day throughout the convention — the prices are good and the food is great. The Brown Derby restaurant is open for lunch and dinner offering steak, seafood, and a salad bar. People come from all over the city to eat here — we're sure you'll enjoy it.

We'd like to thank the entire hotel staff for their wonderful assistance and commitment to the convention. We look forward to working with them again in the future.

Security

Security at the convention means using common sense. Basically, we'll be there to remind you not to do something you know you shouldn't do but may forget in the excitement of the moment. If you have a bladed weapon, it must be in a sheath *at all times*. The weapon should either have a securing strap or be tied to the sheath with a piece of string (peace-bonded). Projectile weapons of any sort, functioning or not, will not be allowed. Exceptions may be made for the masquerade but only by personal contact with the chief of security and the head of the masquerade. If everyone uses intelligence and some consideration for the rights of others, we will have nothing to do. Put us out of work, PLEASE!!!

Your Badge

Keep your badge with you at all times — it's your key to the convention activities. If lost, stolen, or simply left at home, a replacement will cost the current membership rate.

Please realize that your badge represents your convention privileges — misuse of those privileges may result in your badge being revoked. Simply use common sense; behave like an adult, respect the rights of others, and keep the noise level down in the non-party areas of the hotel.

Art Show

CopperCon X is offering Phoenix fans the best of science fiction and fantasy art. Come see us in the first room to the left, as you enter the Convention Center. Hours are:

Friday	12:00n – 9:00p
Saturday	10:00a – 7:00p
Sunday	10:00a – 12:00n

Come in early and often to feast your eyes on all the wonderful work presented by our artist friends. This year we are pleased to note the return of work by old friends Alan Gutierrez, Mary Hanson Roberts, and Armand Cabrera.

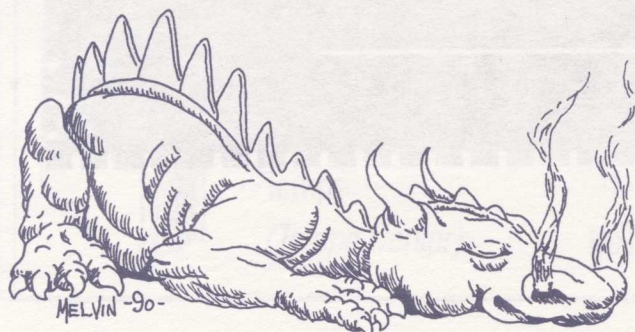
Pieces with two or more bids will go to auction on Sunday at 1:00pm. If your piece goes to the Auction, you'll want to be there to make sure you get it. If you have never attended an art auction, ask for more information at the desk in the Art Show. Buyers can pick up their art shortly after the Auction.

Dealers' Room

This year the dealers participating in CopperCon are: Adam's Books, Bent Cover Books, Bryan Barrett Books, Barry Bard, Crunchy Frog Enterprises, Joel Block, Morningstar Enterprises, Roderick McClure w/ Count Vlad, M.R. Hildebrand, Mere Dragons, Mike & Jeanne Wilmoth, DAG Productions, Rakish Blade, GraphXpress, Motley Merchandise, PFFS, Roaming Panther Games, Peggy Zimmerman's Silver, Nighthawk Studios, Moirandal, Hagar & Helga, and Sleepy Lion Graphics.

Stop by and discover the many wonderful things for sale. Hours are:

Friday	12:00n – 7:00p
Saturday	10:00a – 7:00p
Sunday	10:00a – 3:00p



ConSuite

Howdy, gang! After you've spent the day cruising the Dealers' Room, come visit the ConSuite — sit a spell and take the weight off those barking dogs. Grab a cool lemonade, snag a handful of popcorn, and relax!

Friday night, come join us for an Evening of Elegance. We'll have some delectable delights, terrific treasures, spectacular specialties... but enough for now — we'd rather see you shiver with anticipation.

Saturday morning, relive your childhood with cartoons and cereal. In the afternoon, we'll have three teams competing to build six-foot sandwiches in our Submarine Race (see us if you'd like to participate).

We will also be providing a bit of entertainment in the ConSuite this year. We have a mild video program to show, and will also be hosting "readings" by various authors and interested others. Schedules will be posted outside both doors for your list-ening pleasure.

So, in the immortal words of Tony, "Come On Over!" — we're in suites 307 & 308.

P.S. If you like the food in the ConSuite, you should try volunteering. Then you can get to the even better stuff in Staff Lounge! See Stephanie at the Volunteer/Information table in the Convention Center lobby for details.

Masquerade

The all-new Friendly Costume Event will be held Saturday night at 7:30pm in the Convention Center.

There will be many awards presented — all of our Guests of Honor and our humble Chairman will choose their favorites. You can also vote in the audience-choice selection.

The contestants will even get a chance to vote for their choices of Best Costume and Most Congenial.

For those contestants with costumes who wish to be judged for craftsmanship, be sure to sign up at the Contestants Meeting on Saturday.

If you are planning on participating in the Masquerade, please be sure to sign up at Registration in suite 301 before the rehearsal meeting. The meeting will be held in Room A2, Saturday at 3:30pm.

Video Room

This year the CopperCon Video Room will be offering totally unique programming. We will be presenting shows from the past and the future of video.

Each day we will have a nostalgia salute to the serials of old; the springboard of imagination for many of today's hot filmmakers. And a selected sample of the Best and Funniest Home Videos from sf fans across the country!

Then, a look at the first appearance of some of your favorite animated characters. Finally, a feature we're calling "In the Beginning: Openings from Favorite sf T.V. Series".

The schedule will be posted outside — see us in Suite #304!

Games & Diversions

Welcome to Games & Diversions at the Safari! Be sure and drop by during the convention to play a game, win prizes in a tournament, peruse the entries in the miniatures painting competition, buy and sell games at the used game auction, enter our door prize drawing, or just say 'hi' to our friendly and enthusiastic staff.

Thanks to all the people who helped to make Games & Diversions a success at CopperCon X, especially the following companies who contributed prizes and merchandise: FASA, GDW, Mayfair Games, and the Role-Playing Gamers Association from TSR. In addition, generous support was given to Games & Diversions by Waterloo Games in Gilbert (home of Fantasy Games

Unlimited) and the Game Depot in Tempe. Please go and patronize these fine stores. Also take note that Programming at CopperCon X has a number of gaming-interest panels, so get out there and attend every one you can. And thank you for your support...

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Japanimation

This year's CopperCon has another great program of Japanese Animation showing 24 hours a day throughout the convention. Several people from the Phoenix area have just recently returned from Japan, bringing with them lots of the latest video releases. Plus, we have even better equipment this year. So if you're a fan of Japanese Animation (or just want to find out what all the excitement's about), you won't want to miss this year's program. Stop by suite 302 — the complete Japanimation schedule will be posted on the door.

Computer Room

Well, here we are at CopperCon X and what do we have to show for it? Would you believe a record breaking 12 separate computers? Yes, that's right, and even dozen of the best graphics machines you've ever seen. So come on down to our new location in the Ivory Room, just off the Convention Center lobby.

We have several new features this year, and we will be reinstituting head-to-head competition with IBMs and Amigas. Now, you too, can blow your friends out of the sky or water. We will be holding an F-16 tournament, a 688 Attack Sub tournament, and possibly a Populous tournament. The format will be single elimination with the winners receiving their choice of prizes.

Speaking of prizes, we thank ShareData, Westwood Associates, and FTL, Inc. for donating those games. We are expecting more, but as of press time have not yet received them.

Parents, please note: the computer room is not a babysitting service. Do not just drop off your children there — they may be sold as slaves.

One additional thing: you will be required to check games out this year. Forms will be available — just talk to your friendly neighborhood volunteer. They'll be glad to help.

Stop on by and check out a game — we have a great selection from which to choose and you're sure to find something you'll like!

Volunteers

It's been said there's a sucker born every minute... but there's never one within swinging distance when the convention needs a little help.

Seriously, the convention is run by volunteer workers — no one is paid a cent — any and all help is appreciated. By donating a bit of your time, you not only help out the convention, but you'll also be heartily rewarded. For each three hours of time you work, you receive a complimentary ticket to the Staff Lounge, good for a real home-cooked meal. If you work twelve hours throughout the length of the convention, you'll receive a free membership to CopperCon 11. And, of course, no matter how long you work, you'll receive our many thanks.

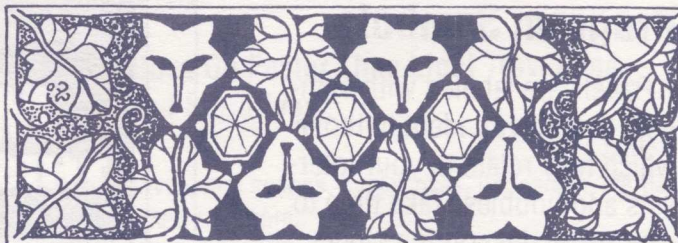
If you're interested in volunteering a bit of your time, stop by the Volunteers/Information table in the lobby of the Convention Center. Even if you only have a few minutes between panels and such, pitch in to help clean or straighten things up. It's only with your help that we can hold conventions each year.

Dance

We're holding two dances this year, one Friday night and one Saturday night. Friday's will begin shortly after Meet The Pros is over, about 9:30. We'll be dancing and partying till 1:00am in Rooms A1 & A2 in the Conference Center.

Saturday's dance begins at 10:00pm and won't end until 3:00 in the morning — come by and party all night! This dance will be pre-programmed so you can take a look at the list available there and see when your favorite songs will be played.

As usual, the dances will be the happening places to be — don't miss them!



Programming

We are providing a wide variety of panels so that everyone will have a great selection of presentations and presenters from which to choose. Working within the very real limits of attending panelists and scheduling conflicts, we hope we've achieved our goal.

We want to take this opportunity to publicly thank EVERYONE who submitted ideas. There were literally dozens of excellent ideas submitted for our perusal. Some were used verbatim, some were modified or combined with similar ideas, and all others are now in a master list for future consideration as various limits at this Con affected their implementation. As one person wrote us, "There were no 'dogs' submitted."

When you attend a panel, it would be very helpful to us if you would take a few minutes to fill out one of the survey forms which are located in each programming room near the comment box. Completed forms can be dropped in any comment box, in any room until 4:30pm on Sunday. Your suggestions will affect future cons.

It's been a real pleasure (and a lot of hard work) putting this all together for your "viewing excitement" — we hope you'll enjoy the results.

Program Symbols

Panels are labeled with symbols to help you identify those which may relate to your interests and hobbies. Take time to read every description since many panels may appeal to you.

- | | |
|-----------------------------|------------------------|
| 🎨 Art | 👕 Costuming |
| 😊 Just for Fun | 🎲 Role Playing Gaming |
| 🔬 Science | 📖 Writing & Literature |
| ★ Guests of Honor panelists | |

COMING SOON!

BLOOD LEGACY

**THE STARTLING SECOND BOOK
IN THE 'RETURN OF KERENSKY' TRILOGY!**



**MEET AUTHOR
MIKE STACKPOLE
THIS WEEKEND AT THE CON!**

Friday's Program

1:30pm

How are Writers Workshops a Help Or Hindrance?



Room A1

A discussion of the pros and cons of writers workshops, pitfalls to avoid, ideas for establishing and running a successful workshop.

Keith Laumer, *Pete Manly*, *Mike Stackpole*, *Kit Townsend*

The Female Form In Art



Room A3

Cross my heart — nothing will shift! Join our panelists for a look at the female form in two- and three-dimensional art.

Steve Crompton, *Liz Danforth*, **Julie Guthrie**, *Jim Webbert*

3:00pm

Future Knights



Room A1

Weaponry of starship combat and the armor to deflect it. What kinds of weapons will be used on starships for personal combat? What types of defenses will be developed because of them?

Rick Cook, **David Gerrold**, **Keith Laumer**, *William Scott*

Costuming For Your Body Type



Room A2

How can you accentuate your best points and de-emphasize the worst? Are you short-waisted? Do you have "chicken" legs? Were you blessed with an hourglass figure? Learn the best costumes for you.

Kay Azzi, *Pati Cook*, *Lorelei Shannon*, *Rikki Winters*

Art In Role Playing Games



Room A3

Bringing a physical dimension to your imagination.

Steve Crompton, *Liz Danforth*, **Julie Guthrie**, *Scott Haring*

Reading: Mike Stackpole



Suite 310

Autographing: Wilson "Bob" Tucker



Convention Center Lobby

4:30pm

Art Workshop



Room A1

Techniques for achieving special effects.

Jim Acree, *Liz Danforth*, *Maira Eaton Whitlock*, *Catherine Yankovich*

How To Look Sexy With Your Clothes On



Room A2

Less isn't always best. Everyone can look sexy. Let our panel help you "wow" the opposite sex with your physical charms.

Kay Azzi, *Pati Cook*, *Lorelei Shannon*, *Gail Wolfenden-Steib*

CONTACT!



Room A3

Participate in an aliens meet Humans scenario. Join an alien or human team as two cultures make contact for the first time.

Erik Myhrberg, *Mike Stackpole*

Tatooine Base: International Brotherhood of Jedi Knights

Suite 310

Star Wars Fan Club meeting. Everyone interested in Star Wars is welcome to attend and learn more about the club.

Lilly Spiritfire Laignel

Autographing: Rick Cook



Convention Center Lobby

6:00pm

Reading: Charles Fontenay



Suite 310

7:30pm

Meet The Pros



Room A1

David Gerrold, **Julie Guthrie**, **Keith Laumer**, **Wilson Tucker**, and all our pros

8:00pm

Filking



Suite 305

Sing along to the folk songs of fandom (ends at 2:00am)

8:30pm

Writing Exercises



Suite 309

An audience participation panel. Four hands-on exercises to help you "stretch your envelope" as a writer.

Rick Cook, *Maryeileen McKersie*, *Darlene Rutherford*, *Kit Townsend*

Variations On Faster Than Light Travel and Assorted Stardrives



Suite 310

Warp drives, ram scoops, hyperdrives, jumpships, stargates, wormholes, and more.

Keith Laumer, *G. Harry Stine*, *Dr. Alvin Swimmer*, *Roger Tener*

9:30pm

CopperCon X Friday Dance

Rooms A1 & A2

Stay until 1:00am and test drive your moves for the Saturday late night dance.

10:00pm

Round Robin Story Telling

Suite 309

Dictate your own Perils of Pauline. Put someone else in a corner while escaping from another predicament.

Leslie Fish, William Scott, Mike Stackpole, Randall Whitlock

Back By Popular Demand

Suite 310

Misty Johnstone's UFO Show. Misty Johnstone and The Committee On UFO's In Everyday Life will rise to new heights of bad scholarship, poor documentation, outright lies, and unwarranted jumps to ridiculous conclusions. If you've always wanted to know the truth about UFO's, be sure to avoid this very silly slide show.

Misty Johnstone and crew

11:30pm

Do's And Don'ts With Your Body

Suite 309

A tongue-in-cheek look at fan/pro body language.

Pati Cook, David Gerrold, Lorelei Shannon, Cinder Smith

Pick-up Lines For The 21st Century

Suite 310

"Your planet or mine?" Beyond "Hey, Babe, what's your sign?"

Mike Azzi, Jim Webbert, Moira Eaton Whitlock, Gail Wolfenden-Steib

Saturday's Program

9:00am

The Impact Of Current Technology On Books

Room A1

Are we preserving an idea whose time has passed? Alternates to the traditional form; are they possible or practical? How much popularity will they enjoy?

Bruce Farr, Leslie Fish, Keith Laumer, Joe McKersie

This Old Thing

Room A2

Bring your costume base and find out what it can "grow up" to be! Our panel and audience of experts will help you brainstorm what "that perfect costume base" can become and

how to achieve the transformation.

Kay Azzi, Annette Little, Cary Riall, Gail Wolfenden-Steib

The Infinite Secret Gossip Of The Role Playing Game Field

Room A3

What's new in the RPG market? New products and ideas.

Holly Bennett, Scott Haring, Ken St. Andre, Mike Stackpole

Designing A Lunar Colony

Suite 310

Audience participation in creating the first lunar colony. View an informative slide show designed to stir your imagination then help your panel "construct" a lunar colony.

Earl Billick, Pete Manly, Roger Tener, Randall Whitlock

10:30am

Non Player Characters In Gaming

Room A1

Cardboard versus fully developed — pros and cons of each. When and how to use NPC's.

Holly Bennett, Scott Haring, William Scott, Kit Townsend

If You Need Help, Here It Is

Room A2

Men's costuming.

Mike Azzi, Terry Duquette, Cary Riall, Randall Whitlock

Coping With Assignments

Room A3

It was due yesterday and I'm still stuck! Thinking of getting into the glorious world of science fiction and fantasy professionals? Find out just what these people do and how they manage to stay in work. Artists and writers reveal some of their methods when encountering "blocks" and high pressure assignments.

Liz Danforth, David Gerrold, Julie Guthrie, Alan Gutierrez

TARDIS**(The Arizona Regional Dr. Who Interest Society)**

Suite 310

TARDIS presents a Jeopardy-style science fiction and fantasy trivia game.

Autographing: Keith Laumer

Convention Center Lobby

Noon

Miniature Painting Demonstration

Room A1

Learn from the professionals. A video taped demonstration for both the novice and expert, followed by a hands-on painting workshop. Bring your supplies (unpainted miniature, paint brushes, paints, and clean-up material) and get some coaching.

Jim Acree, **Julie Guthrie**, Brian McCrary, Bob Rodolfi,

William Scott, R.K. Sly

I've Got This GREAT Costume Idea, But...

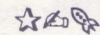


Room A2

Stage presentations for great costume ideas. Bring your costume, a sketch, or picture, and get some high-powered help with creating a "show".

Kay Azzi, Mike Azzi, Terry Duquette,
Gail Wolfenden-Steib

Slang Of The Future



Room A3

Technology and economics play key roles in determining our slang. What phrases will our future environments and advances bring?

Rick Cook, **David Gerrold**,
Keith Laumer, Wilson "Bob" Tucker

The Walking God



Suite 310

Reality in role playing games. 500th level characters, horses that cover 200 miles in one day, and invincible fighters. A discussion of how much reality is "good" or necessary versus how much propels the game into idiocy.

Liz Danforth, Joe McKersie,
Mike Stackpole, Kit Townsend

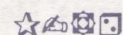
Autographing: G. Harry Stine



Convention Center Lobby

1:30pm

How Are You Dressing Your Character?



Room A1

Sure it looks good, but does it make sense? Is it appropriate to your world, climate, technology level, and usage?

Steve Crompton, **David Gerrold**,
Wilson "Bob" Tucker,
Moira Eaton Whitlock

Cheap And Easy



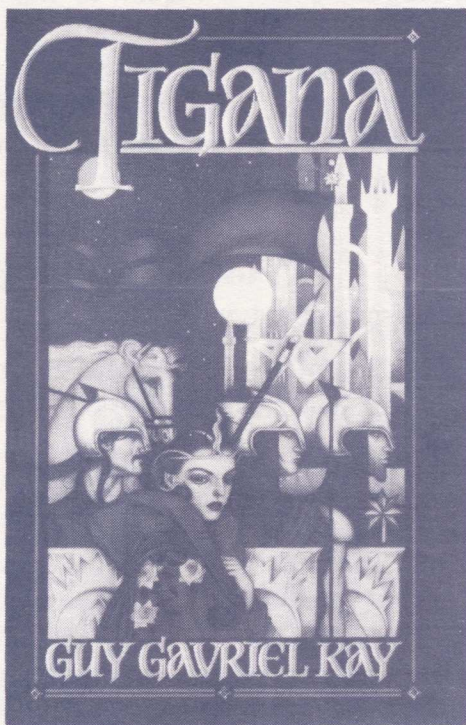
Room A2

Bargain basement costumes with a minimum of sewing. Glue guns, fabric paint, and other techniques for costumers short of time, money, or skill.

Kay Azzi, Pati Cook, Annette Little,
Kit Townsend

Books, Etc. announces the release of its most highly recommended book of the year!

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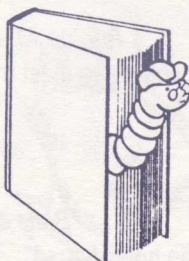


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Games And Diversions Of The Future

Room A3

From Monopoly to Trivial Pursuit. What's ahead?

*Daniel Carver, Kelth Laumer, Cary Riall, Mike Stackpole***Art Demonstration: Prismacolors**

Suite 310

Basic to advanced techniques for working with Prismacolors.

*Earl Billick***Autographing: Leslie Fish**

Convention Center Lobby

3:00pm**Current Issues In Space Exploration**

Room A1

Hubble space telescope, supercold fuel storage, and other issues.

*Rick Cook, Pete Manly, G. Harry Stine, Roger Tener***An Afternoon With David Gerrold**

Room A3

Our guest author gives a speech or reading on almost anything he wants.

Art Demonstration: Pen & Ink

Suite 310

Basic to advanced techniques for working with pen and ink.

*Earl Billick***Autographing: Keith Laumer**

Convention Center Lobby

3:30pm**Masquerade Contestants' Meeting**

Room A2

Mandatory meeting for all masquerade participants.

4:30pm**Visualizing Realities**

Room A1

What color was that dragon's bow tie? Artists provide insight on how they translate a print description and get it down on paper/canvas and still retain their own style.

*Earl Billick, Alan Gutierrez, Bob Rodolfi, Rikki Winters***LepreCon Shared World Meeting**

Suite 310

A follow-up meeting for the LepreCon Writers' Workshop.

*Pete Manly, Maryeileen McKersie, Mike Stackpole, Kit Townsend***Autographing: David Gerrold & Wilson "Bob" Tucker**

Convention Center Lobby

6:00pm**Reading: Rick Cook**

Suite 310

Autographing: Charles Fontenay

Convention Center Lobby

7:00pm**Open Seating For Masquerade**

Rooms A1-A3

7:30pm**Masquerade**

Rooms A1-A3

Nifty, neat, & keen — be there!

8:30pm**Filking**

Suite 305

Sing along to the folk songs of fandom.

Mirror, Mirror, On The Wall, Who's The "Baddest" Of Them All?

Suite 309

Deliciously evil characters in science fiction and fantasy.

*Charles Fontenay, Lorelei Shannon, Wilson "Bob" Tucker***Tricks And Tips For Creating Characters**

Suite 310

A hero is more than just perfect hair and a gorgeous smile. How do writers decide upon and communicate such traits as appearance, habits, vices, personality, and others without slowing the story?

*Leslie Fish, Scott Haring, Darlene Rutherford, Kit Townsend***10:00pm****CopperCon X Saturday Dance**

Rooms A1-A3

This is the big one! Don't blow your last chance to meet the "babe" or "hunk" of your dreams.

101 Uses For A Dead Computer

Suite 309

From paper weights to boat anchors. A "no holds barred"

discussion.

Daniel Carver, Rick Cook, Don Harrington, Pete Manly

Designing The Perfect Con Hotel



Suite 310

The facilities and staff of our dreams would include... A long

11:30pm

list that may include padded rooms, lime jello in every bathtub, and rubber sheets in every bed. Rumor has it Bob Tucker is bringing the first brick.

Pati Cook, Roger Tener, Wilson "Bob" Tucker, Doreen Webbert

Smurfs



Suite 309

Cute and harmless or spawn of Satan? Are the Smurfs an insidious plot against our society or safe, cuddly do-gooders?

Mike Azzi, Daniel Carver, Kim Farr, Lorelei Shannon

Heavy Busted Swordswomen, Chain Mail Bikinis, And Skin Tight Space Suits



Suite 310

Bring your own shoehorn! Come watch and listen to our panel of "experts".

Pati Cook, Scott Haring, Randall Whitlock, Gail Wolfenden-Steib

Sunday's Program

9:00am

The Impact Of Role Playing Games On Books



Room A1

An exploration of what may be a whole new sub-genre.

Scott Haring, Ken St. Andre, Mike Stackpole, John Theisen

Accessorizing Your Costume



Room A2

Would your character waft a lace fan or a crummy magazine? The final touches to a costume which focus and define your character.

Terry Duquette, Annette Little, Maryeileen McKersie, Gail Wolfenden-Steib

Pros And Cons Of Denationalizing The Space Program

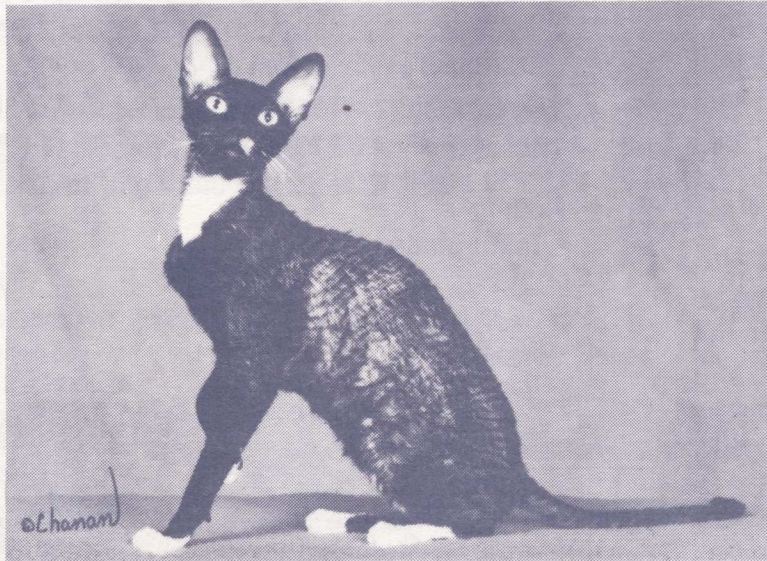


Room A3

How would a multinational system be better?

G. Harry Stine, Roger Tener, Jim Webbert

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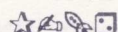
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Technology Of Magic

Suite 310

What are the effects of accessible magic on a developing culture?

Rick Cook, Leslie Fish, Keith Laumer, Darlene Rutherford

Machines

Room A3

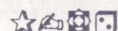
From the pages of fiction to the factories of industry.

Keith Laumer, Pete Manly, Cary Riall, G. Harry Stine

Autographing: Scott Haring & Mike Stackpole

Convention Center Lobby

10:30am

Practicality In Design

Room A1

Is your monster/spaceship functional?

Earl Billick, David Gerrold, Julie Guthrie, Alan Gutierrez

Good GM 101

Room A2

What players like. Techniques for GM's that let you run a game both you and your players will enjoy.

Steve Crompton, William Scott, Ken St. Andre

Do You Really Expect Us To Buy That?

Room A3

Science fiction/science fact, plus ten years. An "extrapolation of the future" panel.

Rick Cook, Keith Laumer, Roger Tener, Randall Whitlock

Writers' Workshop**— PRE-REGISTRATION REQUIRED —**

Suite 310

Pros and pre-enrolled members ONLY.

Autographing:**Wilson "Bob" Tucker**

Convention Center Lobby

Noon

The Julie Guthrie Hour

Room A1

A slide show of, and commentary on, our guest artist's work.

Julie Guthrie

Role Playing And Reality

Room A2

How/Do RPG's help people cope with real-life situations?

Holly Bennett, Liz Danforth, Ken St. Andre, John Theisen

Practicalities Of Robotech, Warbots, And Other Fighting

1:00pm

Art Auction

Room A1

If your favorite piece was "stolen", come and reclaim it now!

1:30pm

Tailor Made

Room A2

Practical advice for large-size costuming. This panel will go far beyond "consciousness raising". Learn how you can put Abdul The Tentmaker out of business.

Frances Burns, Marion Crane

Critters In Space

Room A3

If there are rats on starships, will we take cats too? What animals will voluntarily or involuntarily accompany man into space?

David Gerrold, Keith Laumer, Lorelei Shannon, Roger Tener

Max Headroom & Doctor, Doctor

What do these have in common?

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Will School Be Out Forever?

Suite 310

Education in the 21st century. Where are we going and how will we get there?

Pati Cook, Maryeileen McKersie, Cary Riall, John Theisen

Autographing: Holly Bennett & Steve Crompton

Convention Center Lobby

3:00pm

National On-Line Conferences And Bulletin Board Services

Room A2

A comparison of GEnie, CompuServe, Quantum, and others.

Daniel Carver, Rick Cook,

Ken St. Andre, G. Harry Stine

Compliments And Complaints

Room A3

What should we do next time? Your chance to tell us what we did right, what we can do better, what we should change, and how.

Bruce Farr, Matthew Frederick, Joe McKersie, Maryeileen McKersie, and the CopperCon X Committee

Bulwer/Lytton Contest

Suite 310

It was a dark and stormy night... Write your own worst opening line and deposit entries at the registration desk at any time until 1:30pm Sunday. The worst of the worst will go on to the national contest.

Pete Manly, John Theisen,

Moirra Eaton Whitlock,

Randall Whitlock

Autographing: David Gerrold

Convention Center Lobby

5:00pm

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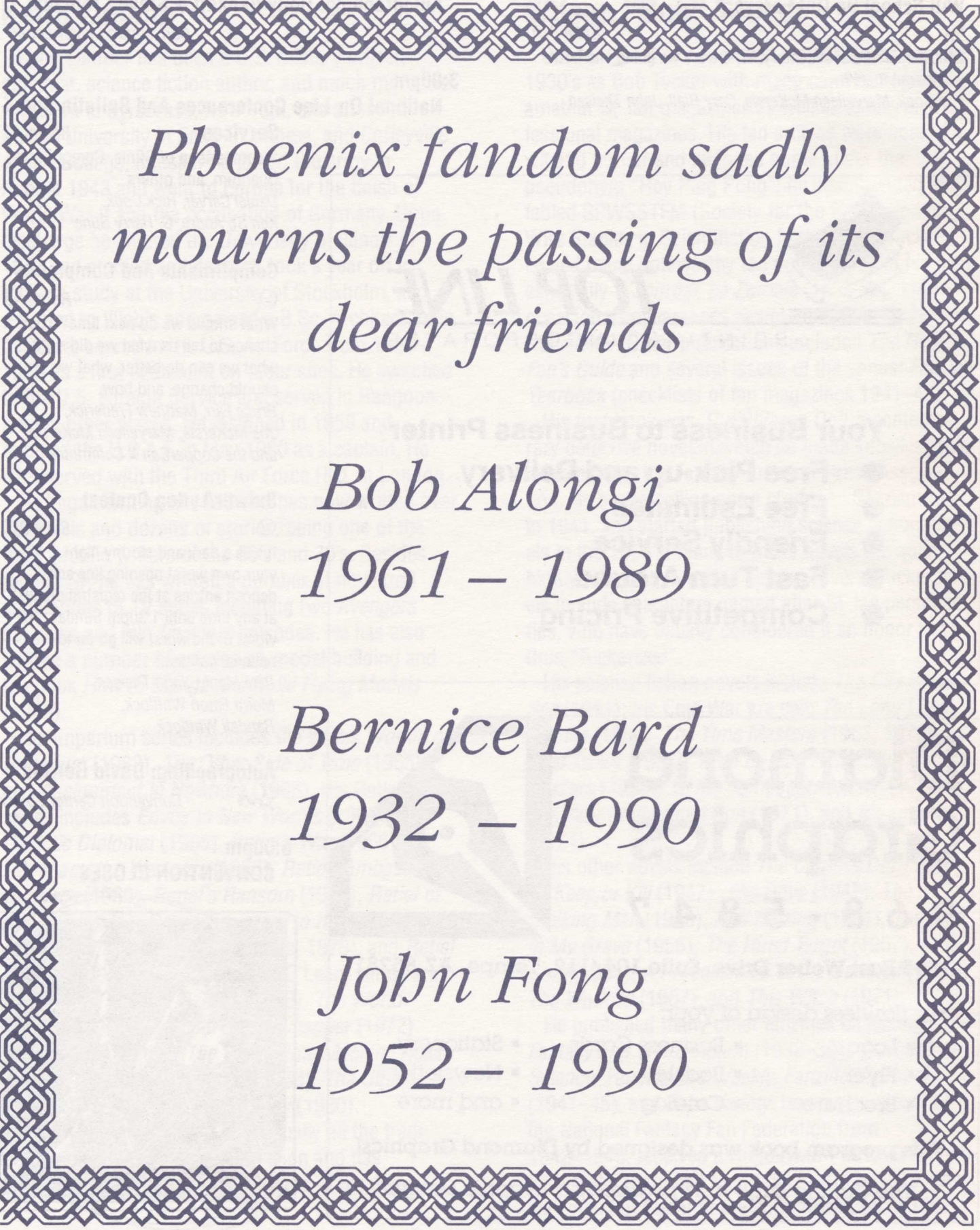
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*Phoenix fandom sadly
mourns the passing of its
dear friends*

*Bob Alongi
1961 – 1989*

*Bernice Bard
1932 – 1990*

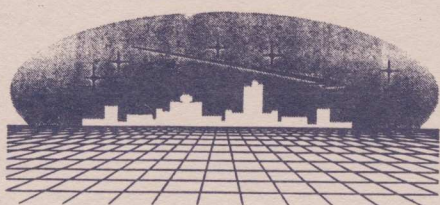
*John Fong
1952 – 1990*

A CopperCon 10-Year Retrospective

How much do you remember about past CopperCons? Here's a way to test your knowledge: match the convention with its Chairman and main Guest of Honor. Answers appear below.

CopperCon 1	M.R. "Hilde" Hildebrand	Nancy Springer
CopperCon 2	Margaret Grady	Bob Vardeman
CopperCon 3	Sam Stubbs	Keith Laumer/David Gerrold
CopperCon 4	Margaret Grady	Marion Zimmer Bradley
CopperCon 5	Doug Cosper	Somtow Sucharitkul
CopperCon 6	Clif Baird	A.E. van Vogt
CopperCon 7	Larry Hallock/Matthew Frederick	Fred Saberhagen
CopperCon 8	Margaret Grady	Theodore Sturgeon
CopperCon 9	Gigi Dane/Bruce Farr	Opus
CopperCon 10	Terry Gish	James P. Hogan

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Answers: CopperCon 1 - Terry Gish - Marion Zimmer Bradley; CopperCon 2 - M.R. "Hilde" Hildebrand - Fred Saberhagen; CopperCon 3 - Clif Baird - Theodore Sturgeon; CopperCon 4 - Gigi Dane/Bruce Farr - Somtow Sucharitkul; CopperCon 5 - Margaret Grady - Nancy Springer; CopperCon 6 - Margaret Grady - James P. Hogan; CopperCon 7 - Margaret Grady - Opus; CopperCon 8 - Sam Stubbs - Bob Vardeman; CopperCon 9 - Doug Cosper - A.E. van Vogt; CopperCon 10 - Duh-uhhh...

