

CopperCon 14

Annual Literary Science Fiction Convention

DATE

**September
9-11, 1994**

PLACE

**Francisco
Grande Resort,
Casa Grande,
Arizona**

GUEST OF HONOR

Vernor Vinge

FEATURING

**Art Show
Dealers' Room
Gaming
RIF Raffle
Panels
Programs
Masquerade
The Quest
Video
Filksinging
A Wedding
Games
Much More!**



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Con Office Manager	Nora Rankin
Dealers' Room Coordinator	David Hiatt
Gaming Coordinator	John Finnan
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Programming Coordinator	Woody Harper
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Security Chief.	Jeff Jennings
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Staff Lounge Coordinator	Diane Elliot
Video Coordinator	Eugene Glover & Morgan Hunt
Volunteer Coordinator	Jim Strait

A Celebration of My Return to "Hard" Science Fiction

An Appreciation of Author Guest of Honor Vernor Vinge

First, the basics: Vernor Vinge (VIN-jee) was born in Waukesha, Wisconsin, to a Geology Professor father and Geographer mother. He received his BS from Michigan State University and his MA and PhD from the University of California San Diego, where he is now a computer scientist and professor of mathematics.

So you won't have to ask, yes, he is (was) related to author Joan D. Vinge — they married in 1972, and have since divorced.

Now, on to why I asked him to honor us as our guest at CopperCon 14. Admittedly, I didn't discover Vernor Vinge's writing until after he won the Best Novel Hugo Award for *A Fire Upon the Deep* at the 1993 Worldcon. *Fire* turned out to be one of those faintly irritating books that bring great joy to a science fiction fan's heart — the irritation originating from the inescapable reality that once you've read the first few pages, you have no choice but to read the next 600 or so consecutively, without stopping, resting, or even bothering to breathe.

The joy came from a well-told story and several great concepts which were completely new to me. First came the idea that your distance from the galactic core greatly influences the laws of physics that affect you — Earth, for instance, is located within the Slow Zone, where faster-than-light travel is impossible. Also new to me was the concept of the Singularity, where technology eventually reaches a summit in its exponential growth and beings transcend their need for physical bodies, perhaps even their need for "reality." Third came the fantastic alien Tines, but I won't tell you about them and spoil the surprise.

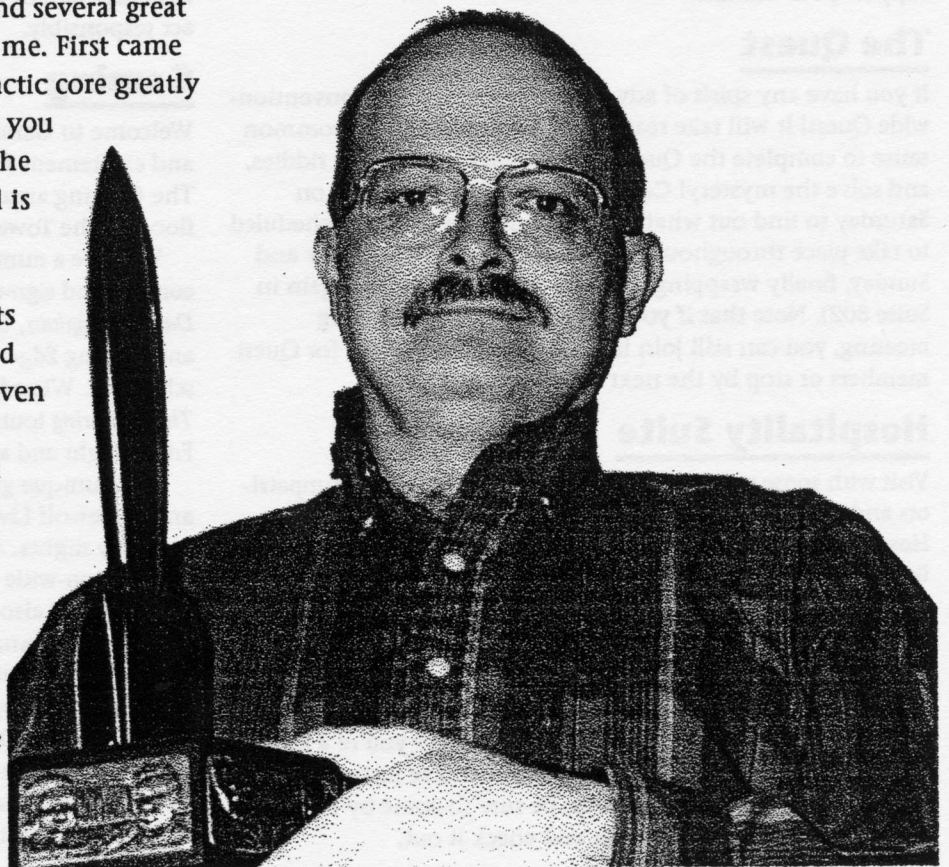
This great novel (not-incidentally an Editor's Choice of the *New York Times Book Review*, receiving starred reviews from *Kirkus Reviews* and *Publishers Weekly*, and generally having more praise heaped upon it than your average deity) made me realize I must really be missing out. I quickly snatched up all the Vernor Vinge material I could find.

The Witling gave me a perspective on just how primitive we humans might be. *The Peace War* and *Marooned in Realtime* introduced me to the concept of stasis as uni-directional time travel. The short story collections *True Names & Other Dangers* and *Threats & Other Promises* gave me a glimpse into the enormity of Vernor Vinge's imagination, and led me to the realization that writing "hard" science fiction barely limits an author. In fact, his books brought me back into the hard SF fold, and even made me happy to be back.

If you haven't read any of our GoH's work but you've read all the way to this point in my appreciation, please reorder your priorities, drop this Program Book, and quickly purchase any of his great novels — you won't regret it.

If you *are* familiar with our Guest's work, please join me in thanking him for many jobs well done.

By Matthew Frederick



Art Show

Art is a big part of every science fiction & fantasy convention, and CopperCon 14 is no exception! Our Art Show features artists from across the country, and is displayed for your viewing pleasure during the daytime hours of the convention.

Most of the art is also available for sale at very reasonable prices. If you're interested in purchasing art, see the Art Show registration desk to get a bidder number. Any piece of art receiving two or more bids will go to the Art Auction on Sunday afternoon, where you can keep track of, and continue to bid on, your favorite pieces. We'd also like everyone to vote for their favorite pieces in the Art Show. Stop by the Art Show registration table to get your ballot!

The Art Show is open from 12:00 noon to 9:00pm on Friday, from 10:00am to 6:00pm on Saturday, and from 9:30am to 11:30am on Sunday. The Art Auction will take place in the Foyer beginning at 1:00pm on Sunday. Sorry, we're unable to accept credit cards.

Dealers' Room

Greetings gentlebeings, and welcome to another Bazaar of the Bizarre. For your edification we present the following master traders from around the galaxy: Barry Bard's Fantasies Past, Present and Future; Caer Ananda; Adam's Books; The Bent Cover; Thomas Books; The Rakish Blade; Waterloo Games; Wolfstar Art and Miniatures; Patrick Connors; Hadrosaur Productions; Elizabeth Burnham; Mike Fitzpatrick; Marti Dolata; David Hanson; Tomes & Treasures; and Hagar & Helga.

The Dealers' Room is open from 2:00pm to 7:00pm on Friday, 10:00am to 6:00pm on Saturday, and 10:00am to 3:00pm on Sunday. So come in, browse, and leave money... support your dealers!

The Quest

If you have any spirit of adventure, come join the convention-wide Quest! It will take teamwork, brain power, and common sense to complete the Quest's many tasks, answer the riddles, and solve the mystery! Come to Suite 802 at 11:00am on Saturday to find out what it's all about. The Quest is scheduled to take place throughout the day and night on Saturday and Sunday, finally wrapping at 12:00 noon on Sunday (again in Suite 802). Note that if you miss the Saturday morning meeting, you can still join in — just keep an eye out for Quest members or stop by the next Quest meeting.

Hospitality Suite

Visit with some new-found friends or your long-time compatriots and enjoy free soda and snacks all weekend in our cool Hospitality Suite located in Penthouse Suite 804 of the Tower. Be sure to stop by our Dead Dog Party Sunday after 5:00pm, too.

Japanese Animation

Come see the latest and greatest Japanese Animation and the old classics, 24 hours a day (volunteers permitting). We're also featuring full surround stereo sound. Whether you're a long time fan of this incredible animation or you're just wondering what the excitement is all about, be sure to come by the Sage Room in the Patio Rooms area and check it out.

Volunteers

If you are taking time to read this at the convention, you are likely bored or aren't sure what to do next... we can solve that. From personal experience, a con is a lot more fun if you are part of it, helping to keep things running smoothly. This convention is run entirely on volunteer-power, and we can use *your* volunteer efforts, too! You can volunteer for any amount of time you like, whenever you like (time slots permitting). Stop by the Volunteer Table near Registration and talk to us.

If you work four hours, we will provide you with a meal in the Staff Lounge. If you work 12 or more hours over the course of the convention, we will provide you with a complimentary membership to the next year's CopperCon.

Please accept our sincere thanks to everyone who has helped so far, and to everyone that's planning to.

Convention Security

Security at a convention is designed to help you remember one thing: "Think first." Most of you have attended conventions before, but here's a recap and some new information.

Standard convention rules apply:

- No real or realistic firearms
- Blades of all types must be sheathed and peace-bonded
- No projectiles of any kind are allowed (including sprays, silly string, etc...)

Parties must be registered with the Convention Office. All parties will be expected to follow a specific set of guidelines relating to noise level and alcohol (these are NEW guidelines, so please check with Convention Security if you're planning a party). We encourage these types of activities when they add to enjoyment of the convention, but you must be willing to act responsibly.

Gaming

Welcome to Gaming at Coppercon 14! We hope to provide fun and excitement for many of you throughout the convention. The Gaming area is located in the Eagle's Nest at the top (9th floor) of the Tower.

We have a number of scheduled games and encourage you to come in and sign-up — see the schedules in the Gaming area. *Dark Champions*, *Cyberpunk*, *GURPS*, *Traveller*, *Warhammer 40,000*, and Cutting Edge Games' *Renegade Space* are all currently scheduled. Wizards of the Coast has sanctioned our two *Magic: The Gathering* tournaments — look for "King of the Hill" on Friday night and a single-elimination tourney Saturday afternoon.

For a unique gaming experience, check out the Vampire and Werewolf Live Action Role Playing games on Friday and Saturday nights. Also, don't miss our one-of-a-kind convention-wide Quest (see "The Quest" at left for details).

There will also be several open gaming tables for unscheduled games. You're welcome to schedule a game you'd like to run, as well — just ask.

Gaming will open Friday at 3:00pm, Saturday at 10:00am, and Sunday at 10:00am. On Friday and Saturday, the room will stay open until 1:00am or the last staff member falls asleep, whichever comes last. Gaming closes at 5:00pm on Sunday. See you there!

Video Room Schedule

Tired of Movie and T.V. producers producing more hype than results? Sick to death of pseudo-intellectual TV Guide writers who think SF is some clueless idiot's weekly rehash of the plight of the Palestinians dressed up with zippy spaceships and twinkling lights? Amazed that these people (who wouldn't know an SF concept if it bit them on the leg) aren't laughed off the stage at SF conventions worldwide?

Remember when SF on the big and little screens was just plain fun?! Well we do, and we've brought that fun back at CopperCon 14!

Friday

Ray Harryhausen Theatre — Need we say more?

4:30pm *Jason And The Argonauts*

6:15pm *Beast From 20,000 Fathoms*

7:40pm *First Men In The Moon*

Japan Fest I — See *Ultraman*, *Kamen Rider* and yes, even *Kyoryuu Sentai Zyuranger* and *Go Sei Sentai Dairanger*, the series butchered into being the *Mighty Morphin' Power Rangers*.

9:30pm-7:00am See schedule in Video Room for details

Saturday

World Beyond Theatre — Are your Saturday mornings a little boring without good old 50's and 60's SF? No more!

7:00am *The Abominable Dr. Phibes*

8:35am *Dr. Phibes Rises Again*

10:05am *Gorgo*

Godzilla Fest — We're going to be bringing three Godzilla films that haven't ever come ashore to the United States.

Undeniably, the G-Meister's three greatest battles!

11:25am *Godzilla vs King Ghidohra* (1992, subtitled)

1:05pm *Godzilla vs Mothra* (1993, subtitled)

2:45pm *Godzilla Vs Mechagodzilla* (1994, Japanese only)

Films That Should Not Be Remade Theatre — When will Hollywood learn to leave well enough alone? These are classics that won't (or haven't) benefitted a thing by Hollywood's oh-so-tender remake mercies.

4:30pm *Not Of This Earth*

5:40pm *The Day The Earth Stood Still*

7:15pm *The Thing (From Another World)*

8:25pm *Forbidden Planet*

Japan Fest II — Be the first on your block to see this hot, new, cult underground genre that's sweeping the continent!

10:15pm-7:00am See schedule in Video Room for details

Sunday

Charleton Heston Theatre — A trio of Chuck's best SF films.

7:00am *Soylent Green*

8:40am *Omega Man*

10:20am *Planet Of The Apes*

Miscellaneous

Until Video Room closes

The Video Room is co-sponsored by the UFP and TARDIS — see the Meet The Clubs panel Saturday at 2:00pm for more information on these great clubs.

TusCon 21

November 11-13, 1994

Executive Inn, 333 W. Drachman, Tucson, AZ

(602) 791-7551 for reservations

Room Rates \$35 single, \$39 double

Hi! You're invited to TusCon 21!

Our Guest of Honor is **Judith Tarr**. Our Toastmaster is **Ed Bryant**, and **John Theisen** is our Fan GoH (can John survive not working a con?). Panels, midnite readings, expanded video, adult japanimation, dealers, art show, dance and the best con suite in Arizona.

In addition to the usual stuff, we will be expanding Live Action Role Playing. There will be *Vampire: The Masquerade* (nights only, of course) and a daytime game (TBA) on Saturday.

Cost will be \$20 until 10/20, \$25 at the door. Kids (6-12) are half-price. One-days will be available at the door.

Register by sending your name, badge name, address and \$\$ to TusCon 21, PO Box 26822, Tucson, AZ 85726.

More info? Write or call Cristi at (602) 881-3709.

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Mon-Thu 10-6

Friday 10-7

Saturday 10-5

RIF Raffle

CopperCon 14 is proud to sponsor a raffle to benefit both Reading is Fundamental (RIF) and the Casa Grande Public Library. Prizes for the raffle have been donated by area stores and companies, some of which are listed below.

Tickets are only \$1, donated to CASFS, Inc. (see page 2) — as such, your donation is tax deductible. All proceeds from the raffle will be donated to RIF and the library. You can purchase tickets at the Registration table in the Foyer.

Many of the items to be raffled will be on display (for your viewing and salivating pleasure) in a glass case in the Art Show. Items will be grouped into lots so you'll receive maximum value for your donated dollar. Buy many tickets early and often — the more you buy, the more likely you'll win!

The raffle will be hosted by our Guest of Honor, Vernor Vinge, at 11:00am on Sunday in the Foyer. **You must be present to win** — RIF and the Library can use your money no matter what, but we can't ship prizes. We will continue to draw numbers until every prize is given away.

To reiterate, all proceeds from the raffle will be given to Reading Is Fundamental and the Casa Grande Public Library. RIF is the nation's oldest and largest children's literacy organization. Last year, 3.4 million youngsters received 10.5 million books, children whose families otherwise can not afford them. RIF also sponsors local reading-inspiring activities and many other programs which support children's literacy.

We would like to extend our special thanks to the companies and stores listed below who were generous enough to help us out. See page 14 for information on a few of them. Other items have been donated by the great people in the Dealers' Room — take a moment to thank them, and frequent participating stores in appreciation!

Central Arizona Speculative Fiction Society, Inc.

Over \$450.00 worth of 1st edition hardcovers, proof and review copies, and more, including a Raymond Feist signed proof and several Robert E. Howard 1st editions

Shannon's Book Trader

46 books which were put into several sets.

Star Wars & Star Trek Movie Book Set: *Star Wars, The Empire Strikes Back, Return of the Jedi, Star Trek: The Motion Picture, Star Trek: The Wrath of Khan, Star Trek: The Search For Spock, Star Trek: The Voyage Home*

Science Fiction TV Series Book Set: *Man From Atlantis #1, Logan's Run, Battlestar Galactica, Buck Rogers in the 25th Century, V, Starman*

Newer Movie Book Set: *Demolition Man, Batman, Dracula, The Abyss, Hook, Total Recall*

Older Movie Book Set: *2001: A Space Odyssey, Alien, Back to the Future, The Black Hole, The Last Star Fighter, Dune, Outland, Tron, Close Encounters Of the Third Kind, Escape From New York, E.T. the Extra-Terrestrial*

Fantasy/Adventure Movie Book Set: *Raiders of the Lost Ark, Indiana Jones & the Temple of Doom, Conan: The Barbarian, Gremlins, Krull, Dragonslayer, Clash of the Titans, Willow*

Horror/Thriller Movie Book Set: *The Silence of the Lambs, The Boys From Brazil, A Kiss Before Dying, The Fury, The Final Conflict, Poltergeist, Cape Fear, Firestarter*

Discount Books Ltd.

Three hardback cover books written by Stephen King.

Four Past Midnight

The Dark Half

Needful Things

Waterloo Adventure Games

Two copies of *Treasure of the Lost Temple*

Villains & Vigilantes game

Merc game

Freedom Fighters game

Gangster! game

Major Players

Three copies of *The Dragons of Krynn*

Comic Book Expo Book Bag

Three sets of 4 Dark Horse Comics bookmarks

Six sets of 2 patches: *Advanced Dungeons & Dragons* & TSR

The Bent Cover

Glory Season by David Brenner (hardcover, autographed)

All About Books & Comics

The Best of Trek II

Data's Log Book (hardcover diary)

Teklab

Captain's Log: Personal Account of the Making of Star Trek V

Imzadi (hardcover)

Renegade Legion — Monsoon

Mage's Bloods & Old Bones

Warner Bros. & Lee Whiteside

Three sets of six *Babylon 5* promotional pictures, each including an autographed picture of Michael O'Hare (Commander Sinclair)

Precedence Publishing

Two copies of their new game, *Immortal*

Reality Simulations, Inc.

Gift certificate for \$50.00 in play-by-mail credit

A.R.E. Medical Clinic

Therapeutic relaxing massage

Electro-acuscope facial treatment

Biofeedback training session

Gift certificate for the Cayce Corner health store

Cherylanne Atwood

One-hour hypnotherapy session (weight loss, past life regression, more) or one hour of counseling

Maureen Anderson

Therapeutic relaxing massage

Jonee Scibienski

Half-hour psychic consultation

And these are just the items received by press time! Thanks to everyone else who donated items too late for this publication.

Friday Program

Friday 4:00pm

What Is Fandom and Who Are the Fans?

A look into the collective mirror of fandom. Who are we and why are we here?

Prog 1 (Mesquite)

S. Pagel, S. Martin, C. Dickinson

Bulletin Board Systems — Are They Electronic Fanzines?

The computer's role in spreading fan information.

Prog 2 (Cottonwood)

J. Underwood, S. Mintz, B.D. Arthurs, G. Battis

Great Egg Drop

Small groups get the opportunity to design, and extol the virtues of, a fail-safe delivery system for NASA's manned space egg to Mars. State-of-the-art straws and masking tape construction techniques will be featured.

Prog 3 (Suite 802)

Friday 5:00pm

Tactics, 2D vs. 3D Concepts

See the vast difference just one more dimension can make.

Prog 1 (Mesquite)

R. Pechmann

Science Fiction Art

Alien beings, alien worlds, space, and more.

Prog 2 (Cottonwood)

K. Kuykendall, Larry Vela

Brain Trust

It's every man for himself (or woman) in this test of general knowledge.

Prog 3 (Suite 802)

Friday 6:00pm

Cats in Science Fiction

Why are cats science fiction's favorite pet? Cats in SF art, literature, and music.

Prog 1 (Mesquite)

C. McQuillin, J. Robinson, K. Kuykendall

Real X-Files — The Unexplained in Modern Society

How do we handle unexplained phenomenon in our world?

Prog 2 (Cottonwood)

D. Markstein, K. Birnbaum, C. Riall

Friday 6:20pm

Sunset Watch

Bring a blanket and meet in the lobby. We'll walk to a scenic spot on the golf course to leisurely watch the sun set (weather permitting). The sun will set at 6:43pm.

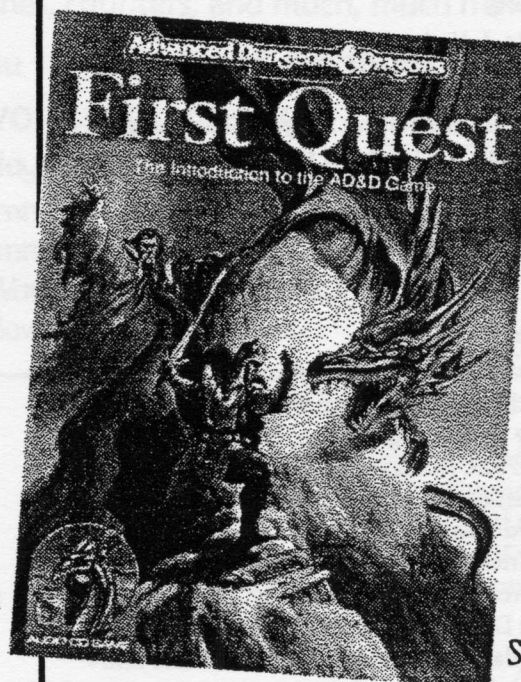
Outside (meet in hotel lobby)

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One coupon per membership per visit. Rental is for one night only.

Friday 7:00pm

Opening Ceremony and Meet the Pros Reception

Welcome to CopperCon 14. Meet our Guest of Honor and many of our special guests.

Foyer, Prog 1 (Mesquite), Prog 2 (Cottonwood)

Vampire Live Roleplaying

The start of the weekend's live roleplaying — come join the fun in this game of vampires and friends. (Game runs through Saturday.)

Pavilion

Friday 8:00pm

The Internet — An Introduction

An introduction to the internet (e-mail, news, and other basic services) by an expert panel of admins and users.

Prog 2 (Cottonwood)

G. Battis, S. Mintz, J. Underwood

Werewolf Live Roleplaying

Is that hair on your arm getting longer? That moon is awfully large.... Join the fun with this great live roleplay. (Game runs through Saturday.)

Pavilion

Friday 8:30pm

Drive-in Movies

Fantastic Planet: This acclaimed animated science-fiction/fantasy classic from France weaves a spell with its colorful imagery and strange beings, based on the drawings of Roland Topor. The Draags are blue creatures who have made pets (slaves) of the much smaller Oms, humanoid beings descended from the survivors of a distant planet (possibly Earth) now destroyed. When the Oms revolt against their towering masters, a bloody battle ensues and the secret of the Draags is revealed. Strange incredible creatures, both plant and animal, abound in this film experience which has captured the imaginations of fans of the fantastic in many countries. [1973, color, 68 minutes]

Nosferatu: German film based on the novel by Bram Stoker, the first Dracula adaptation (the name was changed due to copyright problems with Stoker's widow). With his skeleton-like frame, long nails, rodent face and elongated, pointed ears, Max Schreck was the first and most eerie-looking of all the screen Draculas. Definitely not camp and absolutely not for the squeamish... good nightmare material. Silent black & white film with a music score and titles in English. [1922, 83 minutes]

Pavilion (weather permitting) (both repeat Saturday night)

Friday 9:00pm

Bruce D. Arthurs Reading

Prog 1 (Mesquite)

B.D. Arthurs

Selling Your Story

OK, you've written the Great Science Fiction Story — writers and editors explain how to (and how not to) get someone to pay you for your genius.

Prog 2 (Cottonwood)

A. Niswander, S. Pagel, P. Manly

Friday 10:00pm

Justice Be Damned

A local filmmaker shows his creation and discusses how to get a film made on a limited budget.

Prog 1 (Mesquite)

K. Birnbaum

Astronomy — Prelude to an Evening of Star Gazing

An introduction to what will be viewed during the evening's star gazing activity.

Prog 2 (Cottonwood)

P. Manly, J. Strait, M. Willmoth

Friday 11:00pm

Filksinging

The humor, drama, and irony of science fiction... in folksong form! Sing along or just listen to some great music. Runs till dawn.

Prog 2 (Cottonwood)

Astronomy — Star Gazing in Casa Grande

Star gazing in the bright Casa Grande night!

Outside (see Astronomy Prelude above) (weather permitting)

Storytelling

Pavilion

Friday 12:00am

Adam Niswander Horror Reading

Prog 1 (Mesquite)

A. Niswander

Vampires

Pavilion

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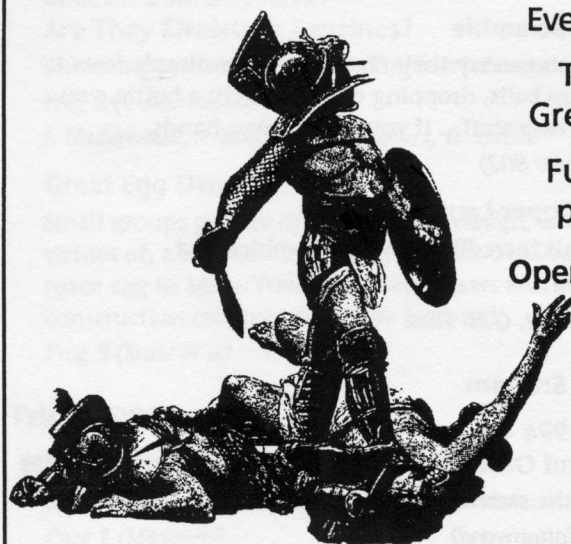
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- Warhammer Fantasy Battles
- Warhammer 40K
- Man o'War
- Blood Bowl
- Space Marine
- Space Hulk

**COME DOWN
AND PLAY!**

Saturday Program

Saturday 10:00am

So You Wanna Be a Writer?

Those great ideas in your head deserve to be on paper — here's how to write with success.

Prog 1 (Mesquite)

A. Niswander, S. Pagel, J. Vornholt, V. Vinge

Masquerade Walkthrough

Masquerade participants should attend this walkthrough of Saturday night's Masquerade. Here's your chance to examine the stage and entryway, and to turn in your written introduction and any audio accompaniment you'd like.

Prog 2 (Cottonwood) and Foyer

Saturday 11:00am

Model Rocketry — Run Your Own Space Program in Miniature

A discussion and demo flight of model rockets by the father of model rocketry, G. Harry Stine!

Prog 1 (Mesquite)

G.H. Stine

Costuming — Historical

Techniques and ideas for historical costuming.

Prog 2 (Cottonwood)

M. Flanagan, G. Wolfenden-Steib, C. Riall

The Quest Begins

The first group meeting to launch the convention-wide quest that will challenge your thinking and might win you a prize. The fun starts here! (Note: Quest teams can add additional players during the game, so if you've already missed this meeting, come to the next one!) See page 4 for more details.

Prog 3 (Suite 802)

Saturday 12:00pm

Collecting — What We Buy and Why

A discussion of science fiction memorabilia and the history of collectibles and collecting (bring your toys and show off).

Prog 1 (Mesquite)

K. Kuykendall, C. Perez, A. Niswander, K. St. Andre

Meet John Vornholt — Discussion and Reading

Prog 2 (Cottonwood)

J. Vornholt

Trivia Bowl

Doug dug out his classic SF trivia questions! Teams of four can sign up at Registration to compete against each other... the winning team gets ribbons and glory!

Prog 3 (Suite 802)

D. Cosper

Saturday 11:00pm

Adult Deep Space Nine Reading

What does the crew of DS9 do when Paramount stops filming? This ADULTS ONLY presentation, entitled "Trading Places," is brought to you by the Not Ready for Warp Speed Players.

Prog 2 (Cottonwood)

Quest Meeting

Another meeting for people involved in the convention-wide quest. It's not too late to join in the fun!

Prog 3 (Suite 802)

Saturday 12:00am

Filksinging

The humor, drama, and irony of science fiction... in folksong form! Sing along or just listen to some great music. Runs till dawn.

Prog 1 (Mesquite)

Prog 2 (Cottonwood)

Sunday Program

Sunday 10:00am

Calligraphy — You Too Can Write Funny

The art and craft of calligraphy.

Prog 1 (Mesquite)

M. Flanagan, P. Cook

Costuming — Fantasy

Dressing the fantastic... costumes where your imagination is your pattern.

Prog 2 (Cottonwood)

G. Wolfenden-Steib, R. Lee

Quest Meeting

Another meeting for people involved in the convention-wide quest. It's not too late to join in the fun!

Pavilion

Sunday 11:00am

Ken St. Andre Reading

Prog 1 (Mesquite)

K. St. Andre

In This Corner — Media vs. Literature, or, Why Can't We All Just Get Along?

The perpetual debate over which has more validity, literary science fiction or media science fiction.

Prog 2 (Cottonwood)

S. Pagel, S. Martin, C. Dickinson

Reading Is Fundamental — Raffle to Support RIF

Buy your tickets to win great prizes and benefit the RIF organization. Here's where you claim your prizes. See page 6 for more details.

Foyer

V. Vinge

Sunday 12:00pm

Science Fiction as a Time Machine — Predicting Real Future Events In Literature

We said it was gonna happen: science fiction as a portal to the future.

Prog 1 (Mesquite)

R. Cook, M. Flanagan, R. Pechmann, C. Riall

Screenwriting

Writing for the silver screen or the boob tube — is it all the fun of *Barton Fink*?

Prog 2 (Cottonwood)

K. Birnbaum, D. Markstein, B.D. Arthurs

Quest Meeting

The wrap-up meeting of the convention-wide quest, including a presentation of a prize to the winners.

Prog 3 (Suite 802)

Sunday 1:00pm

Mythology and Literature

Mythological themes used by writers in their works.

Prog 1 (Mesquite)

R. Lee, B.D. Arthurs, K. St. Andre, R. Cook

World Building — Where Does One Start?

Designing your fictional universe.

Prog 2 (Cottonwood)

K. Kuykendall, M. Flanagan, V. Vinge

Art Auction

Your chance to snatch up those pieces you previously bid on (see page 4).

Foyer

Sunday 2:00pm

Barry Bard's Movie Previews

See trailers from science fiction and fantasy films yet to be released. Hear the behind-the-scenes gossip and news, and maybe even win some great memorabilia.

Prog 1 (Mesquite)

B. Bard

Sentai!

A discussion and viewing of America's hottest new trend, Japanese live action science fiction! Hosted by a panel of local experts.

Prog 2 (Cottonwood)

E. Glover, D. Markstein

Saturday 7:00pm

Masquerade & Wedding Ceremony

First, participants will display their works of art and whimsy — expect a combination of labors of love and hilarious skits. Then Adam Niswander & Jo Webber tie the knot. They'll make it short and sweet, and then head off for the important part... the reception! (The reception on the 5th floor is invitation only until 10:00pm, and is then open to everyone.)

Vampire Live Roleplaying Part 2

A second meeting for the folks involved in this game (see Friday at 7:00pm).

Pavilion

Saturday 8:00pm

Werewolf Live Roleplaying Part 2

A second meeting for the folks involved in this game (see Friday at 8:00pm).

Pavilion

Saturday 9:00pm

Fusion Patrol

Fusion Patrol is Phoenix' best public access science fiction news and sketch show! Meet the folks behind it, and find out how you can get involved.

Prog 1 (Mesquite)

E. Glover, W. Harper

Magic in Literature — Do They Get It Right?

Do authors place "realistic" magic in their works, and if not, should they?

Prog 2 (Cottonwood)

K. St. Andre

Regency Dancing

Dancing Victorian-style in air-conditioned comfort. If you don't know how, come anyway... we'll teach you!

Prog 3 (Suite 802)

Drive-in Movies

Nosferatu: German film based on the novel by Bram Stoker, the first Dracula adaptation (see Friday at 8:30pm).

Fantastic Planet: Acclaimed animated science-fiction/fantasy classic from France (see Friday at 8:30pm).

Pavilion (weather permitting)

Saturday 10:00pm

Science Fiction Pictionary

How do you draw *Encounter at Farpoint* or *The Master*? Play this fun game in teams with SF media themes for the pictures. Sponsored by the TARDIS science fiction club.

Prog 1 (Mesquite)

Home Brewing — Beers, Ales, and Meads

Brewing techniques and recipes. All participants and attendees must be 21 years of age or older.

Prog 2 (Cottonwood)

C. Dyer, P. Cook, R. Pechmann, R. Lee

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Saturday 1:00pm

Personal Computing Trends — Redefining the PC

The personal computer in our lives. Its impact and importance.

Prog 1 (Mesquite)

R. Cook, R. Pechmann, S. Mintz

The Glass Teat — Upcoming and Continuing Science Fiction on Television

Previews of new television shows and information on continuing shows.

Prog 2 (Cottonwood)

S. Martin, C. Dickinson, L. Whiteside, D. Markstein

Saturday 2:00pm

Meet the Clubs

Meet representatives of many local science fiction, fantasy, and gaming clubs. Find out what happens at their meetings, and how you can get involved.

Prog 1 (Mesquite)

Meet G. Harry Stine — Discussion and Reading

Prog 2 (Cottonwood)

G.H. Stine

Paper Airplane Contest

Launch your plane from the 8th floor balcony! We provide the materials, you provide the design.

Prog 3 (Suite 802) & 8th floor balcony

Filk Concert

Featuring the filk stylings of Leslie Fish (heard on the *Dr. Demento* show), Dr. Jane Robinson & Cynthia McQuillan from California, Nancy Freeman, and the Duras Sisters.

Foyer

Saturday 3:00pm

Hard Science Fiction — Putting the Science into Science Fiction

It is called Science Fiction after all, but do you need to be a scientist to write it?

Prog 2 (Cottonwood)

V. Vinge, S. Pagel, A. Niswander, P. Manly, R. Cook

Barry Bard's Movie Previews

See trailers from science fiction and fantasy films yet to be released. Hear the behind-the-scenes gossip and news, and maybe even win some great memorabilia.

Prog 3 (Suite 802) (will repeat Sunday afternoon)

B. Bard

Martial Arts Demonstration

Demonstration of a wide variety of martial arts techniques and style.

Pavilion

Mark Smith and Company

Saturday 4:00pm

Star Trek Password Game

[The word is: Ferengi] [ding] Come join the fun! Sponsored by the United Federation of Phoenix *Star Trek* club.

Prog 1 (Mesquite)

Meet Vernor Vinge — Discussion and Reading

Meet our Guest of Honor.

Prog 2 (Cottonwood)

V. Vinge

Cyborg Scramble

Individuals can try their "hand" at a few simple feats... picking up balls, dropping clothespins in a bottle, you know — easy stuff... if you had human hands.

Prog 3 (Suite 802)

Delta Clipper Launch Video

Watch this incredible new space vehicle fly!

Sage Room

H. Vanderbilt, G.H. Stine

Saturday 5:00pm

Space 1994 —

SSTO and Other Contemporary Space Technologies

What is the state of the art in space technology?

Prog 2 (Cottonwood)

G.H. Stine, K. Birnbaum, H. Vanderbilt, M. Flanagan

Live Steel Fighting Demo

Pavilion

Adrian Empire Representatives

Saturday 6:00pm

Cordial Making

Learn how to make your own fruity liqueurs.

Prog 1 (Mesquite)

Bob and Diana Crowley, C. Dyer

The Internet — Advanced Topics

IRC, FTP, WWW: neat stuff you can do with your internet account, real-time activities and file transfers.

Prog 3 (Suite 802)

J. Underwood, S. Mintz, R. Cook

Saturday 6:20pm

Sunset Watch

Bring a blanket and meet in the lobby. We'll walk to a scenic spot on the golf course to leisurely watch the sun set (weather permitting). The sun will set at 6:42pm. (It might be a good idea to have someone save a seat for you at the Masquerade if you're attending both).

Outside (meet in hotel lobby)

Sunday 3:00pm

UFO's — Fact, Fiction, or Both

UFO experts discuss sightings, visitations and more.

Prog 1 (Mesquite)

P. Manly, D. Markstein, R. Cook

Convention Costuming

Creating a fantastic costume for your next convention.

Prog 2 (Cottonwood)

P. Cook, M. Flanagan, G. Wolfenden-Steib

Sunday 4:00pm

Justice Be Damned

A local filmmaker shows his creation and discusses how to get a film made on a limited budget.

Prog 1 (Mesquite)

K. Birnbaum

Filk — Why?

What is filk, why is filk?

Prog 2 (Cottonwood)

C. Dickinson, C. McQuillin, J. Robinson

Sunday 5:00pm

Convention Critique

Here's your chance to tell us what we did right and wrong — your input can make conventions better and better. Join CopperCon's Chairman and Committee in examining this year's feats and foibles.

Prog 2 (Cottonwood)

M. Frederick, W. Harper, cast, and crew

Sunday 6:00pm

Dead Dog Party

A party for the remaining stragglers who made it through the convention. Join us for an evening of food and fun.

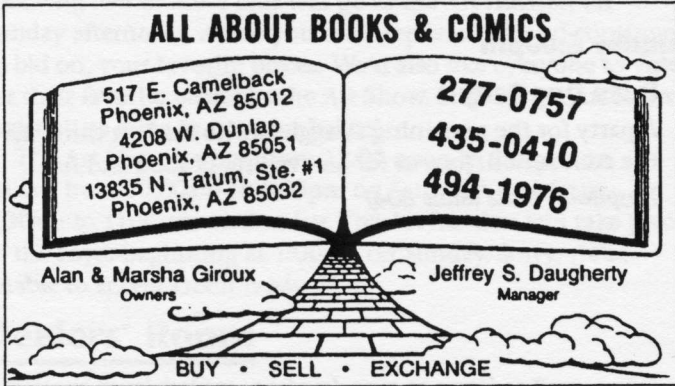
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access information and software, by simply pointing-and-clicking. With NCSA's **Mosaic**, you can view articles, pictures and movies, or even hear sounds just by clicking on icons and interactive hyper-text. You can subscribe to **NewsGroups** (over 5,500 subjects!) or log-on to BBS's around the world with **Telnet**. Here are just some of the features Internet Direct offers:

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- **Telnet** - Connect to other BBS systems without ever making long distance calls.
- **E-Mail** - Send and receive E-Mail to anyone on the Internet and other services.
- **NewsGroups** - over 5,000 subjects to subscribe to.
- **Mosaic** - Point-and-click interface to access endless amounts of information.

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