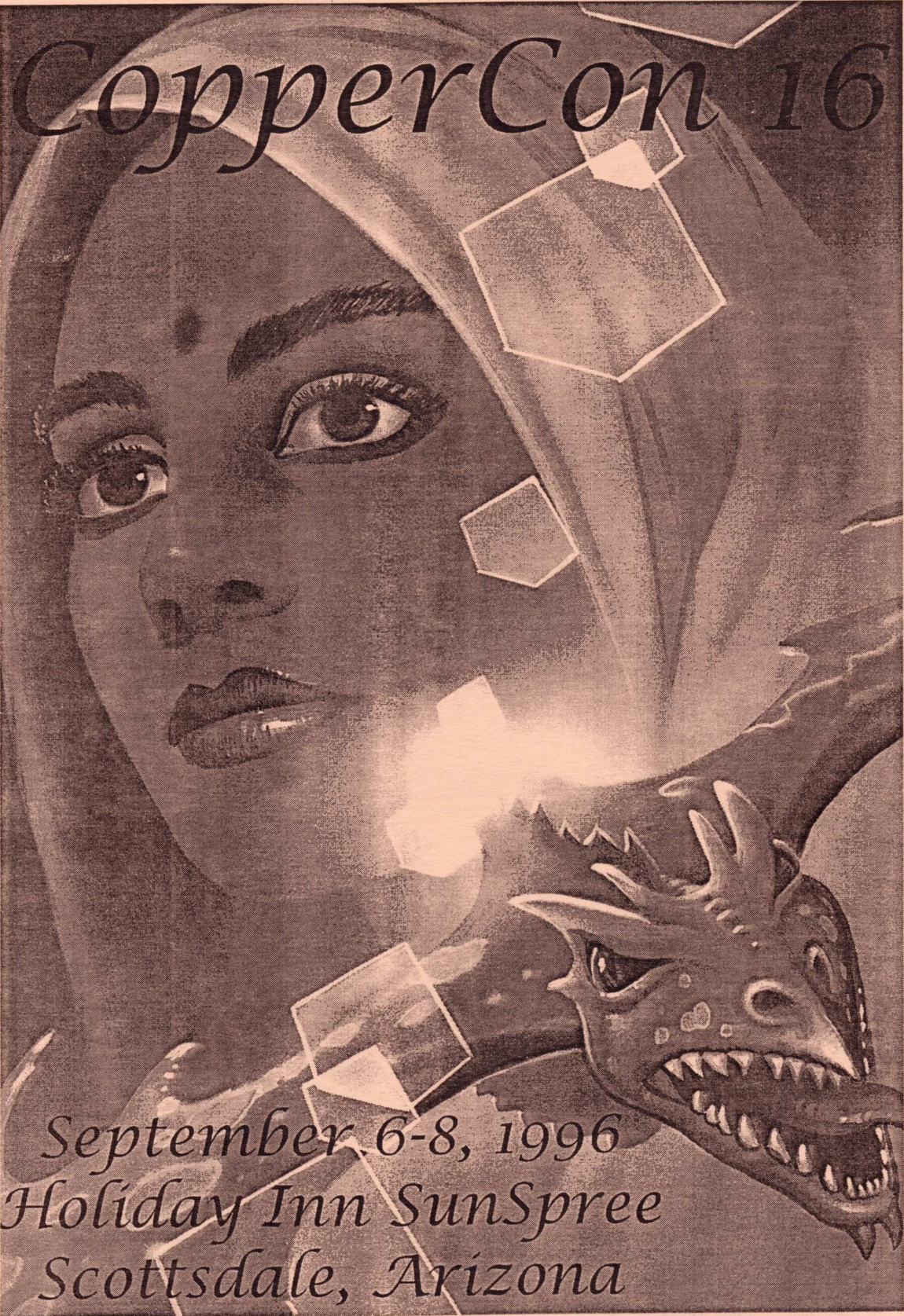


CopperCon 16



September 6-8, 1996
Holiday Inn SunSpree
Scottsdale, Arizona

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Sections of "Through Darkest Adolescence With Lois McMaster Bujold" excerpted from *Dreamweaver's Dilemma*, an anthology of Lois's short stories and essays, including the Hugo-award-winning "Mountains of Mourning." *Dreamweaver's Dilemma* is available from NESFA press for \$19.95 + \$2 postage and handling. Write to PO Box 809 Framingham, MA 01701-0203.

This program book was designed on a Pentium 100 using Microsoft Publisher 3.0 and Adobe Photoshop 3.0. Fonts used were Maiandra GD and Comic Sans MS.

CopperCon is a DBA of the Central Arizona Speculative Fiction Society, a literary/educational 501c(3). CASFS meets on the last Friday of every month from January-September and the second Friday of the month from October-December at the JB's at the corner of I-17 and Indian School Rd. in Phoenix. For more information, contact Steve Burroughs at 973-2054 or check out our web page at <http://www.casfs.org>.

Since this is my program book, I'll thank whoever I want—namely, Dave and the rest of my "family" at Chaosphere Consortium (both permanent residents and the folks who go home at night). We've almost survived this thing, guys.

Message from the Chair: Welcome to CopperCon 16!

It seems like only yesterday that I was elected to chair CopperCon 16. This is the first time I've chaired a convention and it has been a real learning experience. It all comes down to these three days in September here at the Holiday Inn SunSpree Resort. So whether you've been to all sixteen CopperCons, or if this is your first, I hope you'll enjoy this weekend.

I've been told that most people don't get around to reading their program books until after the convention. If you are one of them, I hope you had a good time and enjoyed yourself at CopperCon 16. If you are reading this at con, thanks for taking the time, and I hope you have a great con.

When I first became chair, I asked around to see what author local fans would like to see here and the name that came up most often was Lois McMaster Bujold. I'd had her in mind since seeing her at LosCon 22 and after realizing how many other people would like to meet her, invited her to join us at CopperCon 16. Shortly after returning from Glasgow with her fourth Hugo, (for *Mirror Dance*) she accepted. In an absolutely delightful coincidence, her new novel, *Memory*, is being released this month, and we get to read it before everyone else. Here's to her next Hugo at LoneStarCon....

I've always enjoyed Alan Gutierrez's artwork. Speaking of sneak peeks, the cover art for the program book will be making its debut appearance in *Marion Zimmer Bradley's Fantasy Magazine*. Among the many covers he has done are several of Lois McMaster Bujold's. I think it is a nice touch for fans to have both the author and artist available to sign their favorite books at the same convention.

I am proud to announce the addition of Chairman's Guest of Honor **Buzz Aldrin**. Buzz will be appearing on Friday only.

That's just the beginning. Thanks to the efforts of other local fan groups we have even more guests. If you see club members over the weekend, let them know that their efforts are appreciated.

Alexander Siddig is sponsored by the United Federation of Phoenix. U.F.P. has been raising money for the last several years to bring a guest to CopperCon— and what could be more perfect than celebrating the 30th anniversary of *Star Trek*? Special thanks to Gayle Stevers and the Doctor's Exchange, without whom Sid's visit

would not have been possible. Make sure you stop and visit their tables in the corridor outside the dealer's room and art show.

Due to the impending birth of his child, Mr. Siddig will be unable to join us this year. Very special thanks to Andrew Robinson (Garek) for agreeing to take his place on such short notice.

Karen Willson and Chris Weber are sponsored by the Phoenix Filk Circle. There will be a concert on Saturday afternoon, as well as the traditional late-night filk.

Sam Chupp is being sponsored by Wayne Myers and Bill Webb for P4GAC.

Let's not forget all the other participants; from the locals we see every year, to the participants who travel here at their own expense from out of town.

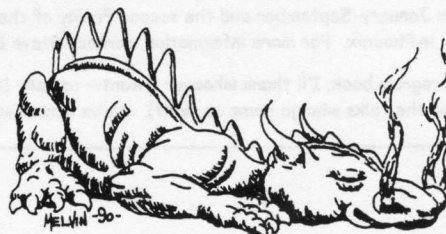
But we're not here just to have fun and enjoy ourselves. ('We're not?' I hear you cry.) Through the charity auction and raffle we can help make a difference in people's lives. The proceeds from the auction and raffle will be divided between the Phoenix Union High School District's Reading Is Fundamental program and the Phoenix chapter of Habitat for Humanity. Special thanks to the businesses and individuals who donated to the auction and raffle.

We're also collecting books for VNSA. We filled up several containers last year with books and I hope to see a repeat performance this year. If you forgot to bring your books, or can't bear to part with any of them, be sure and stop by the book sale on the second weekend in February and express your appreciation.

The Convention Committee have been putting their hearts and souls into making this convention happen. Be sure to let them know you appreciate what they've done. I'd like to thank all of them for their efforts. And don't forget that you can help them out by dropping by the Volunteers desk in the hotel lobby and putting in a few hours of your time. That's how many of the committee members started getting involved, and it's not too late for you to get started.

Thanks for joining us this year at CopperCon 16!

—Lee Whiteside



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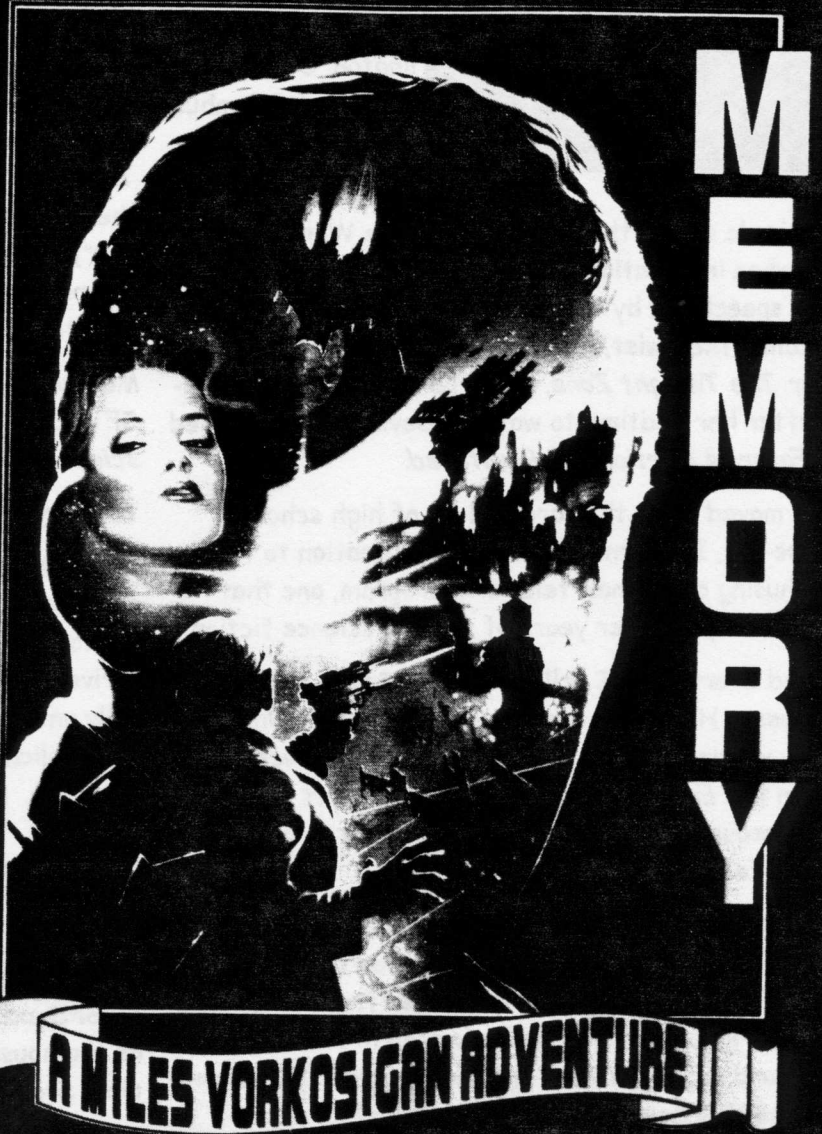
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Through Darkest Adolescence with Lois McMaster Bujold or



Thank You, I Already Have a Life

It was simple clerical whim that assigned Lois and me to section 7-2 at Hastings Junior High School in Upper Arlington, Ohio—a suburb of Columbus.

These were the years after the

Cuban Missile Crisis, the last spasm of the Wonder Bread fifties, when imagination was suspect. Our parents were shocked speechless by the haircuts of the Beatles, a dance called the Twist, and women wearing pantsuits. Except for *The Twilight Zone*, which Lois would sneak downstairs after her bedtime to watch, televised SF consisted of *My Favorite Martian* and *Bewitched*.

We duly moved on to the rarefied air of high school. Then, one fall, I returned home from a vacation to find Lois enthusing over a new television program, one that linked naturally into her years of reading science fiction.

I watched *Star Trek*. I fell for it too. Spock made intelligence classy. He was so cool, so-- unattainable. Unlike Kirk, who was incessantly Available. And there were women on the *Enterprise*. They wore miniskirts and said, "Hailing frequencies open," and "Captain, I'm scared," but they were female nonetheless.

Every Thursday evening during our senior year found us sitting in front of Lois's television (she had the color set) watching *Star Trek*. We suborned other friends into joining us. We rigged up Lois's father's reel-to-reel tape recorder and recorded each episode-- audio only, the concept of the VCR being science fiction itself.

The tape would pick up the sound of the telephone ringing in the background, chairs scooting, popcorn crunching. And during the previews to the episode "This Side of Paradise," it recorded half-a-dozen female squeals as Spock actually (be still, my teenage hormones) *smiled*!

I wish we still had the tape which immortalized her mother's voice saying, "You girls are going to be so embarrassed when you grow up and remember how you acted over this program."

For a time our writing explored the *Star Trek* universe. Then, finding ourselves choked by working in someone else's cosmos, we moved above and beyond and into a multi-generational future history that absorbed our attention for several years. Among other things, we allied our version of the Klingons with the Federation long before *The Next Generation* did.

Our graduation from high school took place on Thursday night, forcing us to miss the episode "Shore Leave." Strangely, our families refused to attend the ceremonies without us. The younger sister of a friend was deputized to do the taping and fill in the video portion with gestures and expressions.

The next fall I went away to college, in a town that only had two television stations, neither of which showed *Star Trek*. Lois transcribed the episode "Amok Time," including the stage directions ("bowl of soup flies across passageway") and sent it to me. My roommate sniffed and said I was psychologically abnormal. But another friend gave me a poster of Spock.

Meanwhile, back in Columbus, Lois had struck gold in the SF section of a bookstore: a rack of flyers advertising a *science fiction fan club*.

We were no longer alone.

By the time I returned for the summer Lois was a well-established member of COSFS, the Central Ohio Science Fiction Society. The only female member, at least until I arrived. Whether our mothers ever knew this is mercifully unrecorded. We ourselves were blissfully unaware of the implications. When 2001 opened the group attended en masse. Lois and I wore cotton dresses and sandals over bare legs. The other girl in the party, someone's date, came dressed primly in a party dress and heels.

Oh, well, so we were still dragging our knuckles.

There were enough members interested in writing that COSFS extended a pseudopod, a writing workshop meeting at the house of member Lloyd Kropp, an English prof at Ohio State. (Lloyd, too, went on to become a pro writer.)

One of the stories Lois wrote during this time concerned a hermaphrodite, no doubt a symbolic ancestor of Bel Thorne.

Some members of the group, heavily into intellectual pursuits such as *Also Sprach Zarathustra*, were dubious of our enthusiasm for *Star Trek*. Others took it in stride. Until the day that Lois and I, like Garland and Rooney declaring, "Let's put on a show!" announced that we were going to try our hands at one of those things called a "fanzine." One dedicated solely to *Star Trek*.

The other member of COSFS informed us gently that there was no such thing as an all-fiction 'zine. Neither was there any such thing as a media-dedicated 'zine. So what? we replied with the zeal of the innocent. We're going to do it anyway!

Lois and I ended up writing almost the entire 'zine ourselves. Embarrassed, we made up pseudonyms for a few pieces-- including stanzas lifted from Shakespeare's "Venus and Adonis" which could be applied to Spock. ("Art thou obdurate, flinty, hard as steel, Nay more than flint, for stone at rain relenteth...") Illustrations came mostly from Janie Bowers and from Ron Miller, now a pro artist. Intent on doing it right, we paid to have *all* the illos electronically etched. More shaking of heads among the COSFS members.

We typed every word ourselves, on long sheets of waxy purplish paper, and, since neither of us were skilled typists, became intimately acquainted with correction fluid, or "corflu."

Bribed by chocolate chip cookies, COSFS member John Ayotte agreed to run off our 'zines on his basement mimeograph machine. Janie's cartoon cover had too many dark areas, and stuck inkily to the whirling drum, but John, bless him, donated his own thicker paper for the covers. And so *StarDate* was born.

There we were, seeing our words in black and white type for the first time. Daring to air our psyches before the world. We were giddy, and not only from the fumes of the corflu.

Lois and I gathered up the precious piles of *StarDate* and headed down to Cincinnati for Midwestcon, our first convention, squabbling all the way over how much to charge for our baby. Fifty cents? A dollar?

Midwestcon passed in a blur. Rooms full of (mostly male) people talked at the top of their voices. A man showed old Flash Gordon movies in a subterranean chamber of the motel. There was a banquet at an all-you-can-eat restaurant just up the way. I suppose someone gave a speech, but all I can remember is the quantities of food put away by an enormous individual rumored to be a bodyguard.

The guest of honor, Fritz Leiber, held court by the pool, but we weren't brave enough to approach him. It had still not sunk into our feeble brains that we, too, even as women, could become Professional Writers.

I don't remember whether it was at Midwestcon or later that we discovered another Trek 'zine, the delightful *Spockanalia*. Our impulse hadn't been an aberration after all-- Trek 'zines were appearing all over the country. Today the media 'zine is a fundamental of fandom.

Within months of *StarDate's* appearance my family moved away from Ohio. Our 'zine was doomed to be a one-shot; the name was later picked up by someone else. Lois went to her first WorldCon, in California, without me. But she sent me a present, a chalk-on-velour portrait of Engineer Scott. The package arrived on my doorstep borne by a very amused postman-- all over the wrapping paper Lois had written exhortations to Handle With Care. "Oh yes," my mother told him with a patient sigh, "that's from my daughter's little friend."

We survived adolescence, only to confront adulthood. But we still had science fiction, including the paragraph that was *Star Trek*. We still wrote.

One evening, as my infant son-- who was born on a Friday the thirteenth-- crawled over our feet, Lois told me of a story she'd been toying with: a Klingon officer and a red-headed Federation scientist (the latest in a long line of red-headed heroines) are stranded together on a planet resembling the African plains which Lois had recently toured...

The years passed. Lois, too, gave birth to a son on a Friday the thirteenth. Then, one summer, soon after I'd made my first professional sale-- proving that it was, amazingly, possible-- she arrived at my house with the manuscript of her first novel. We sat until the wee hours of the morning crossing its *ts* and dotting its *is*. Like a medieval alchemist she'd taken her germ of an idea, mixed in Ignatius Loyola, Winston Churchill, and Dumas's musketeer Athos (as portrayed by Oliver Reed in the 1972 movie), and decanted Aral Vorkosigan.

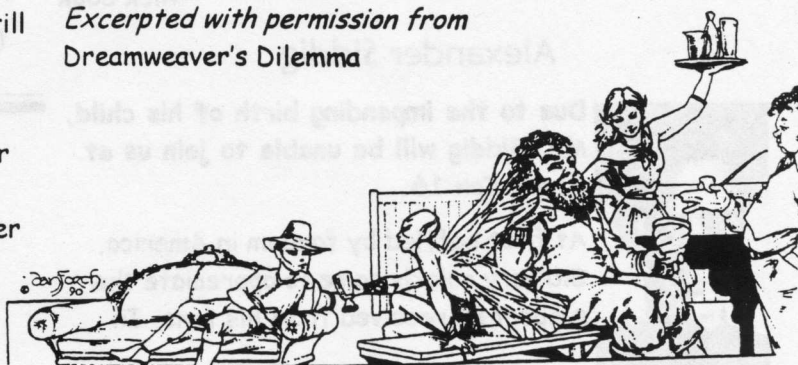
He and Cordelia Naismith trudged off across that alien plain and never looked back

All four of our children have been nourished on *Star Trek*, *Star Wars*, *D&D*, the occasional con, and, of course, books. The crawling infant is now an editor of his university newspaper and is studying Creative Writing. Lois and I each have tucked away one moldy old copy of *Star Date*.

And sometimes, small but distinct on the horizon, we can still glimpse Excalibur, the One Ring, or the *Enterprise*.

—Lillian Stewart Carl

*Excerpted with permission from
Dreamweaver's Dilemma*



Alan Gutierrez: An (all-too-brief)

Appreciation

I have a special place in my heart for Alan Gutierrez for two reasons. First, he's a genuinely nice guy. Second, he



did the cover for my first book (*Wizard's Bane*) which achieved a sell-through of nearly 80 percent.

Now as an author I like to think that the high sell-through (percentage of copies printed that actually sold -- 50 percent is more like average) is solely due to my talent, skill, and hard

work. As a realist I know damn well that the picture on the cover has a lot to do with getting people to pick up a book, especially a first novel. The job of the cover artist is to make that crucial connection with the would-be reader with an image that grabs the reader and gives some notion of what the book is about.

That's not always easy, but Alan has been doing a wonderful job of it for years. You can find his artwork in everything from *Popular Mechanics* to the cover of *Analog* and many, many books. You can tell an Alan Gutierrez cover instantly. There's something about the conception, the way the light seems to play on the scene, that is uniquely his.

If you like in-jokes, you can always study the latest Alan Gutierrez illo and play 'name the model'. Alan has used a lot of Phoenix-area fen as models for his covers, including Jim Webbert (resplendent in a cutaway coat and loud vest), Aleta Jackson (portrayed -- quite properly -- as a queen), G. Harry Stine (a general with truly remarkable eyebrows) and Cynthia Webbert (with four arms).

Or you can just talk to him. Alan is one of the nicest people I know. As far as I can see he doesn't have a trace of the 'artistic' temperament. Instead he's uniformly polite and soft spoken. I've enjoyed our meetings over the years and I'm sure you'll enjoy meeting him too.

--Rick Cook

Alexander Siddig



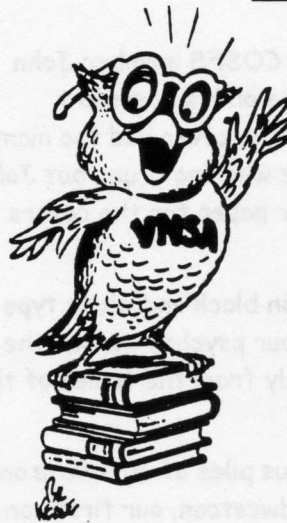
Due to the impending birth of his child, Mr. Siddig will be unable to join us at CopperCon 16.

At first baffled by fandom in America, Sid very quickly came to appreciate the support he received from his fans. In

Season 2, he came up with the idea to have a small club meeting with his fan club (which would also serve as a fund raiser for his charity, Amnesty International). The first "Lunch With The Doctor" took place in Phoenix in September, 1994 with 65 attendees. "Lunch With The Doctor II" was in Minneapolis the following year and "LWTD III" was just a few weeks ago in Anaheim. LWTD IV is planned for September 14 next year here in Phoenix again.

Somewhere in the dictionary next to the phrase "Good

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sport" there must be a picture of Sid, because he accepts with good humor all manner of practical jokes from the club. At LWTD II the club decided to tease him about his "sex symbol status" and throw lace panties at him, catching him completely off guard! He also endures being doused with confetti somewhat regularly by a group of club members who have made this a tradition. But I think the deepest shade of red seen to date came when he was leaving LWTD3 and 20 women congregating in the bar surprised him by shouting in unison, "Hey there Sid, you sure are pretty!" As I said, he's a good sport and his fans love him all the more for it!

Sid and the fan club also get a bit more serious at times as well, and in the past two years have raised in the neighborhood of \$28,000 for the club charities, Amnesty International, Habitat for Humanity and Save The Children.

—Gayle Stevers

Karen Willson & Chris Weber

Karen Willson and Chris Weber met nearly twenty years ago back in the dark ages when filking was young. Karen wrote her first SF folksong, "A Star to Steer By," at her first convention, a Doug Wright spectacular held over Thanksgiving, 1977, having just seen the promo panel on *Star Wars*. Two years later, Karen put out the very first "filk" tape

ever produced: *Children of the Future*, for Hourglass Productions, a tape company producing interviews with the likes of Ellison, Niven, etc. (This tape is still available from DAG Productions, along with a songbook.) Karen met Chris Weber, author of "Beware of the Sentient Chili" and other fun and funny stuff published in *Fantastic #1* by DAG, and the rest is history.

Now Willson and Weber are a husband and wife writing team, felling whole forests to produce trunkfuls of animation scripts ranging from musicals, such as "The Brave Tailor" in Film Roman's Animated Classic Showcase to family-oriented action/adventure in *Exo Squad* and the Family Channel's *Legend of Prince Valiant*. Together, Karen and Chris developed the Humanitas Award-winning

series *Dink, the Little Dinosaur* for Ruby-Spears and CBS. They have created a series for PBS called *The Amazing Adventures of Abby Abelskeever*, designed to teach children critical thinking skills. Chris is also writing games and editing for Educational Insights, the people that brought you (and your kids) the award-winning and very educational *Geosafari*.

Chris has a Master's degree in communication arts, and so has a license to communicate. Try it. He'll communicate with you very masterfully. We promise. He'll chat about philosophy, *Magic: the Gathering*, games, multimedia, baseball, and *Magic: the Gathering*.

Karen's degree is in history, which she translates as, "Hi, story!" She loves stories. And talking shop about the past, the present, the future, and all permutations betwixt and between. So, what's your favorite story? What are your favorite kids' books? Karen wants to know.

Chris is a member of the Academy of Television Arts and Sciences; Karen's a member of the Society of Children's Book Writers and Illustrators and ASCAP; they're both members of the WGA. They'll chat about writing in general, but try to pitch them a story and their attorney will show up to drag them both bodily off the premises, kicking and screaming. Ow. (Sounds kind of fun, doesn't it?)

—Chris Weber & Karen Willson

Sam Chupp

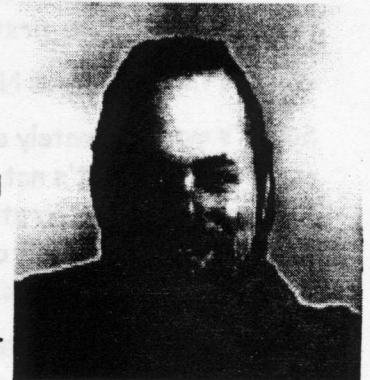
Wayne Myers cornered our Gaming Guest of Honor shortly before the con, and got him to talk about himself for awhile....

Wayne Myers: Tell me how it all started.

Sam Chupp: I was the luckiest person in the world. I fell backwards into success by getting a job as a graphic designer and working at White Wolf that way. I kind of randomly landed the job. I saw an ad on the Internet, actually, and applied and got the position by passing a weekend-long audition.

WM: So when did you start gaming?

SC: I started gaming when I was 8. I really found a knack for game design right away - I was DM'ing by the seat of my pants from the very start. I was also singled out by



the Christian school I was in at the time, called a Satanist for being involved with AD&D. Singled out in front of the whole school, in assembly. That was rough for an 8-year-old to handle.

WM: That must of been very upsetting. How did you cope?

SC: I coped by believing quite strongly that I was in the right, that nothing was wrong with what I did. I learned a lot about faith and belief at that school, but I think that was the beginning of my seeing that these people didn't have all the answers for me.

SC: And the beginning of my learning that I had to walk my own path.

SC: But it did make me commit to being different for the rest of my life, which is pretty life-changing. But... I mean, really, with an imagination like mine, since I was very small playing with Legos and dreaming...I had no choice.

SC: I was doomed to be strange.

WM: Being different, yes of all the definitions I like weird the best.

SC: Well, it's interesting because the term 'weird' is affiliated with 'wyrd' or fate. Which is very telling with people who are weird.

SC: Lately, I've been doing lots of free writing, writing exercises, poetry, small things to help me get over the tremendous life changes I've been going through. In addition to, of course, the Ubiquitous Novel. <grin>

WM: The Ubiquitous Novel?

SC: Oh yeah, everyone has a novel they're working on. I'm still refining it, but I'm trying to write something to take the taste of my first novel out of my mouth.

WM: So the Ubiquitous Novel is a bit more light-hearted?

SC: It's more ultimately optimistic. It's called *The Blood*, working title, and it's not about vampires. It's modern occult gothic horror/erotica. I think. Well, that's all I can really say, because I don't want to give too much of it away. But it will be mystic/mythic/mysterious.

SC: And it will incorporate some spiritual learning that I've had over the years.

WM: Okay, let's get to the quick and dirty stuff. What do you think about computers?

SC: I love them, think sometimes I understand them intuitively, on some shamanistic level. I love the net. I think the Internet should be supported by all the game companies, and sorry to see that White Wolf chose to lay off

their net rep in January.

WM: What do you see for the future of the gaming industry?

SC: Role-playing games have to grow and change in order to stay alive. I think the medium for them is changing. Will it become cards? I'm not sure. I think it will become mostly online/computer role-playing, with some electronic publishing, and I think it will become lots of Live Action.

SC: I think that right now RPG's as we know them are teetering on the brink of becoming a dinosaur like the wargames of yesterday. I think the whole industry needs to re-think their approach to games in general, take a step back and consider what they're doing more carefully.

WM: What would you like to tell would-be writers about the gaming industry?

SC: Writers: find other work that pays more, unless you really, really love gaming. Most of the time, anything you write for a game company is going to be contract labor, you'll not see a cent of it after you get your one check. All your ideas will go to helping a project get popular, and then you'll get zip for royalties. And no game company will pay royalties on anything. So, find something else to write about, because game writing is not worthwhile from a monetary point of view. But if you really want to, do it with style and verve, have fun with it, and get your stuff in on time, on word count, and do what your editor says.

—Wayne Myers and Sam Chupp



Art Show

Once again, CopperCon will offer Phoenix fans the best of science fiction and fantasy art. We will be in the Apache C section of the convention center.

We are looking forward to the return of lots of old friends like: Alan Gutierrez, Cindy Glenn, Mary Hanson Roberts, Ellissa Mitchell, Leslie Hill, Mark Rolan, John Connelly, Monika Livingstone, and Robert Peacock. We also have some new artists, Shirley Runyon and Carla Marlene Trimble. I'm sure you will enjoy their work.

The Show will open on Friday at noon, and will stay open until 9 p.m. Hours on Saturday will be 10 a.m. to 7 p.m., and Sunday 10 a.m. to noon for any last-minute bidders.

If you've never bid on art at a convention before and would like more information, just stop by the Art Show desk and ask. We will be happy to explain everything.

The Art Auction will be held at 1 p.m. on Sunday-- check your Pocket Program for the location.

Pieces with two or more bids will go to auction, and buyer pick-up will be after the auction on Sunday.

This year, in addition to the art show itself, we will be featuring a print shop-- an area for artists to sell multiple prints of some of their more popular work. Come in and pick up your favorite prints.

Come in early and often to feast your eyes on all the wonderful work presented by our artist friends. We're looking forward to seeing you there!

—Ray Gish

Charity Auction and Raffle

The year's CopperCon will have several charitable events and activities. We'll be having both an auction and a raffle, the proceeds of which will be split between two worthy charities, The Phoenix Union High School District Reading is Fundamental program and Habitat For Humanity. We will also be collecting books for the Volunteer Nonprofit Service Association (VNSA), which supports several local charities with its annual book sale.

Reading is Fundamental's overall purpose is to improve literacy by providing students with a means of owning books that they are interested in and that they are able to read. The funds go towards purchasing 3 paperback books for low-achieving readers during the school year. The students are involved with the selection process and I've been told that many of them do select science fiction books. These books often are passed along to their siblings or read to them which encourages them to read

as well.

The local RIF programs are only partially funded through the national organization and matching funds are needed at the local level. Some schools have even dropped their RIF programs due to lack of matching funds. The funds from our auction and raffle will help the PUHSD RIF program meet their needs for this coming school year and will hopefully make a difference in many students' lives.

The other beneficiary of the auction and raffle is Habitat For Humanity. Habitat is one of the charities that Alexander Siddig supports through his fan club. The funds raised at CopperCon will go to the local chapter, Habitat for Humanity-Valley of the Sun. Their mission is "to eliminate poverty housing by making decent housing a matter of conscience and action." They bridge the housing gap by working with approved families and volunteers to build or renovate homes using materials donated or purchased with contributed funds.

Their current project is South Ranch II, which is an affordable housing community in South Mountain Village that will eventually provide homes for 196 families with a 1.5 acre park.

As with last year, we will be collecting books for VNSA, which raises money with their annual book sale to fund human service organizations. These charities are Literacy Volunteers of Maricopa County, Arizona Friends of Foster Children Foundation, and Toby House, Inc.

Literacy Volunteers of Maricopa County combats adult illiteracy and functional illiteracy by training volunteers, then matching them with clients who need their help, support, and encouragement to better their reading skills.

Arizona Friends of Foster Children Foundation supplements state efforts for children in foster care. The money foster parents receive covers only the basics and the foundation helps provide the



extras, such as music or dance lessons, to make the foster child flourish.

Toby House, Inc. benefits seriously mentally ill adults. Opening in 1971, it was the first psychiatric halfway house in Arizona. Today it has evolved into a multi-residential facility that provides therapeutic and vocational support for adults with problems such as schizophrenia, bipolar disorder, depression, personality disorders and organic brain syndrome.

I think this year's charitable events will help make a difference in many peoples' lives and thanks for those of you who are helping to make it happen.

—Lee Whiteside with Jeanne Hilary-Burroughs

ConSuite

CopperCon 16's Hospitality Suite is the place where convention attendees can unwind, chat with their friends, and generally enjoy themselves in a relaxed, informal atmosphere. To facilitate this, we like to serve light refreshments-- party fare, such as soda, coffee, tea, punch, snacks, and hors d'oeuvres. Like all good hosts and hostesses, we want our guests to feel special and a little bit pampered.

At this time, we plan to open our Hospitality Suite at noon on Friday. On Saturday and Sunday, the Hospitality Suite will open thirty minutes before the first programming event is scheduled. We will close for evening set-up during Meet the Pros on Friday and the Masquerade on Saturday. Friday will be Oriental night, and Saturday will be Cajun night.

So drop by ConSuite, relax, refresh, and enjoy. Hope to see you there!

—Jeanne Hilary-Burroughs

Dealers' Room

The dealers room will be open:

Friday: 2 p.m. - 8 p.m.

Saturday: 10 a.m. - 6 p.m.

Sunday: 10 a.m. - 3 p.m.

Our dealers this year:

A&M Books: used and collectible books

Archer Books and Games: comics, game supplies

Barry Bard: unusual books

Bellerophon's Emporium: new and used books, filk tapes, jewelry

Curry's Collectibles: used books

The Fang Master: vampire fangs, make-up effects

H & H Books: books

Nancy Lebovitz: buttons

Nighthawk Studio: jewelry, cloth art, original art

Phoenix Filk Circle: filk books and tapes

Patrick Connors: custom buttons and t-shirts

Pegasus Publishing: t-shirts, collectibles

Phoenix Fantasy Film Society: film collectibles, buttons, cards, toys

Starland: media collectibles

Waterloo Games: game supplies

Ygor's Books: rare and collectible books

—Pat Connors

The Games of CopperCon 16

Welcome to the Games of CopperCon 16. We have a wide selection of tourneys, card, and role-playing games to choose from. If you want to run something, we still have an open gaming table, but we are going to have to be friendly about it. If we need a few more tables or chairs I will do my best to get them. We will have a check-out booth if you want to play a game or find an appropriate tool that we may have in our vast libraries.

Live Action gaming will meet in the pillared area under the lake wing. Try and encourage as many people as possible to join, but please do not interfere with non-players while a game is in progress.

As for the actual action, we have three scheduled events planned. On Friday is our L.A.M.E. *W.O.D.* (Live Action Made Easy: *World of Darkness*.) On Saturday, we have the *piece d' resistance* as our Guest of Honor, Sam Chupp, runs a personally designed game for us. It is a M.E.T. *Werewolf* live action game entitled "Who Takes the Moon?" Finally, we finish the con on Sunday and take *W.O.D.* to a global level with *W.O.D. Ascension War* (decision making). "What is it?" you ask. Well, you'll just have to wait and see, because...

Sunday is Experimental Fun Day. We have all kinds of unusual games (such as *Battle Cattle*) and games with rules that may never be released, like *GURPS: Changeling*, and *Cyberpunk: Tournament Edition*. We'll also be experimenting with current systems such as *Rifts*.

As for prizes, who knows what we'll have? Currently, two of our fine local gaming stores, Waterloo Games and Game Depot, have contributed some great stuff. We may also be receiving products from White Wolf, Steve Jackson Games, and R. Talisorian.

Finally, if you plan on gaming at this con, please sign the P4GAC (People For Gaming at Conventions) sheet. We

plan on sending it to all the game shops and companies that have helped support us in the past and will hopefully continue to do so in the future.

Anyway 'til we meet, (and even after we meet, unless gaming this year totally bombs, in which case I'm changing my name and moving to Aruba) I'm Wayne Myers. Have fun at the con!

GURPS is a trademark of Steve Jackson Games. *WOD* is a trademark of White Wolf Game Studios. *Rifts* is a trademark of Palladium.

—Wayne Myers

Masquerade

Attention **First Time Masquerade Participants**, and those of you who have not been in a masquerade in a long, long time-- Southwest Costumers' Guild is sponsoring a special prize (a full-circle summerweight black cape) just for you! If you are competing in the Adult category, have not entered a science fiction masquerade before, or have not entered in over 10 years and did not win any major prizes at that time, you are eligible for the special prize! Even if we only have one person who qualifies, it will be given out!

There will be two age classes. Children between 0-12 years old are in the junior class. Everyone over 18 is in the adult class. People between 13-18 may choose which class they wish to participate in.

Tentative schedule: there will be a sign-up sheet at registration and/or information. Walk-through will be 11 a.m.-noon in the Navajo B Room. Workmanship pre-judging is at 7 p.m. in the Kachina room. If you are not being judged for workmanship, please report to the Kachina Room at 7:30 p.m. I hope to start the Masquerade at 8:00.

A special, "Thank you," to our judges, master of ceremonies, half-time entertainment, catchers, den mothers, and everyone else who helped ensure a smooth Masquerade.

—Frances Burns

Hall Costume Contest

There will be several people handing out hall costume award ribbons. If you receive a hall costume award and are in costume at the masquerade, you will have special VIP seating. The VIP seating will be for the GoHs, Con Chairman, and the Hall Costume Award Winners. I hope to see you at the convention in costume.

Programming

Welcome to Programming at CopperCon 16. Herein you can:

Learn about writing, editing, science fiction's past, science's present, possible futures, making costumes, (pause to take breath) meteorites from Mars, rocks from Earth, gaming, filking, S/F in movies and TV, the Web, vampires, and more.

We have attempted to have something for everyone, but we ask your help. If you have an interest, idea, or wild hair, about something you would like to see at a convention, do us a favor. Write it down and drop it off at the Programming Operations Office listed in the pocket program. This way, it might show up next year.

A very special, "Thank you," to our Guests of Honor:

Author Lois McMaster Bujold and

Artist Alan Gutierrez

Another, "Thank you," to *Deep Space Nine* actor Andrew Robinson, for agreeing to join us at such short notice.

As always, thank you to all of our programming participants this year:

Buzz Aldrin
Joe Bethancourt
Frances Burns
Rick Cook
Emily Devenport
Maryeileen Flanagan
Scott Glener
Francis Hamit
Ernest Hogan
Peter L. Manly
Matthew J Pallamary
Darlene Rutherford
Sam Scheiner
Ken St. Andre
G. Harry Stine
Kit Townsend
Randall Whitlock

John Autore
Vanna Bonta
Sam Chupp
Sonni Cooper
Larry DiTillio
Matthew Frederick
Jaq Greenspon
Jeanne Hilary-Burroughs
Louise Kleba
Kim L Martin
Cary Riall
Kayla Scheiner
Timmie Ann Schramm
Michael Stackpole
John Theisen
John Vornholt
Gail Wolfenden-Steib

If, as is often the custom, you have waited until after the convention to read your program book, we hope you enjoyed this year's programming. Any comments, suggestions, or ideas you wish to share for next year may be sent to the CopperCon 16 Program Coordinator via e-mail at steverb@primenet.com. And again, thank you for coming.

--Stephen R. Burroughs

Registration

Well, if you're reading this, you've already registered. So on behalf of my entire staff..... Phhppprrrr! (Just kidding!)

Honestly, I have not run Registration before, and I am bound to make lots of mistakes. I tried some things suggested by others with more experience, and made up other stuff. I sincerely want your feedback. Anything I can pass on, good or bad, will help the cons to evolve. Track me down at con, or send e-mail to strait@primenet.com or snail mail via the convention P.O. Box.

Reg has the awkward task of getting as many people through the line as quickly as possible, while at the same time conveying our appreciation for your attendance. We're happy you made it and hope you enjoy (okay, enjoyed, nobody actually reads these things during the con) the entire con, starting with registration. Greetings, and farewell.

Security/Operations

Hi! My name is Eileen Phillips, and I'm the head of operations for this convention. My chief of security is Vickie Lind. We'd like to welcome you to CopperCon 16, and will do our best to ensure that your convention experience here will be safe and enjoyable.

We will not be banning any of the more traditional fannish activities. Partying and hall costumes are actively encouraged. Edged weapons with proper sheaths to protect yourselves and passers-by are permitted, as are blasters and similar holstered weapons that can NOT be mistaken for a real firearm. Fun of any and all types will be gleefully abetted as long as it does not imperil yourself, others in the immediate, vicinity, our insurance policy, the hotel facilities, and/or future amicable hotel relations. A few rules:

1. NO firearms or realistic facsimiles! Projectile weapons of any sort may not be fired without specific permission of security and then only in areas explicitly cleared for that purpose by security.



2. All edged weapons or live steel will be securely sheathed and peacebonded, unless you are participating in a demonstration that has been previously cleared with both programming and security. Violators of this provision will be required to peacebond their weapon(s).

3. Please keep your costumes

street-legal.

4. Parties where alcohol is available may not serve it to minors, and minors are expected to refuse alcohol if it is offered.
5. Badges must be worn in the public areas of the convention at all times.
6. Children left on their own recognizance will be expected to display the same common sense and good manners that an adult is expected to exhibit.
7. Do not harass passing mundanes or hotel staff.
8. Please no parties in the quiet wings of the hotel.
9. Please register your parties with security so you won't get hassled.

Any behavior that is unacceptable will get your convention badge punched. Persistent irritants who earn three badge punches will be removed from the convention. Any and/or all punches can be received at one time. Minors who earn a badge punch or actually manage to get their badge pulled will earn their parents a similar penalty.

Ops/Security will be located in the Pima Room. (Opposite the hotel restaurant.) Please stop by and let us know how we're doing or if there is anything we can do to help make the convention more enjoyable for you. **Questions? Stop by and ASK!**

—Eileen Phillips

Video Room

Yes, Virginia, there will be a video room. As a matter of fact, there will be THREE! We will be located in the Zuni room (Garden Court, opposite the elevators), and rooms 106 and 108 (first floor, Mountain Wing).

Hours:

Friday: noon- 2 am

Saturday: 8 am - 2 am

Sunday: 8 am- 5 p.m.

—John Wheeler

Volunteers

The Peanut Patrol Wants You!

Join our CopperCon mascot in helping make this CopperCon the best ever!

Fan-run cons can't operate without Fans - The contribution of your time, talents and energy is essential!

So - even if you haven't volunteered before, stop by the Peanut Patrol table. We'll help you find a place to volunteer a few hours and have fun and earn great prizes in the process!

Be all that you can be in the Peanut Patrol!

—Woody and Alice Harper

The Program

Unfortunately, we were forced to go to press before all of the program participants had responded. Check your pocket program for times and guest schedules. —Ed.

°101 Gaming: *How and where to get started in gaming.*

All the World's a Stage: *Creating, assuming, and staying in persona.*

Are the F/X Special Enough?: *Is the focus in movies/TV on the special effects, to the detriment of story and performance?*

Babylon 5: *Has it lived up to its promise as a novel for television?*

Blue Pencil/Black Heart: *The role of the editor in the life of the writer.*

Bouquets and Brickbats: *Tell us how we did.*

But Einstein Didn't Write SF: *How accurate should the science be in science fiction?*

Cut...Print...Toss: *What happens to the film after the cameras stop?*

Don't Start at the Sewing Machine: *How and where to do research for costumes.*

Fang You Very Much: *Vampires in print and movies-- when did vampires become heroes?*

Filk, What and How: *Discussion on the art and subjects of filk.*

Flight 1 to Luna Boarding at...?: *When will commercial space flight be available to the general public?*

From Wood Pulp to Diamond: *Can a SF/F work become a literary classic? Which ones have?*

Get Rubbed the Right Way: *Learn massage technique, types, and application. Various oils and lotions will be used, so wear clean-able clothing. Attendance limited, so sign up in Operations.*

Give It Up, Kid, It Ain't Worth It: *Why you shouldn't consider writing as a career-- horror stories of pros.*

Happily Never After: *Writing downer endings*

"He grabbed his halberd and shield?": *How to keep fantasy writing believable, or do we care?*

Heirs of Jefferson/ Wards of Roosevelt: *Personal Liberty & Responsibility or Big Government Nanny: Where are we now, where are we headed, do we need to change directions?*

How to Rhyme and Scan - Writing Traditional English Verse: *A workshop on the techniques and technicalities of various forms of English verse. Limited to 15 attendees, so sign up in Operations, and bring some of your poetry.*

I Only Wanted One!: *Why can't fantasy stories finish in one book?*

I Write What I See: *Writing in an established universe, how and how to stay legal.*

Is Dinner Ready Yet?: *Making time to write in the real world.*

Is Mrs. Grundy Dead?: *Can lifestyle ideas from SF, i.e. marriage, sex, religion, etc., be practiced openly without inviting destruction?*

It's So Bad, It's Good: *The worst SF we ever read or watched and loved*

It Could Never Sell: *Are there subjects that are so taboo as to be unusable in SF?*

Know thy Audience: *Writing for audience segments, i.e., children, young adults, gamers, etc.*

Masked in Blood: *Introduction to Vampire Role Playing*

Melting Pot or Fractional Still: *Is the U.S. assimilating or Balkanizing its diverse cultures?*

On the Web and Out of Gas: *Stuck on the information superhighway and looking for an off-ramp.*

Playing Dress-Up: *Costume conceptualization, designing, and creating.*

Purina Vampire Chow: *The care and feeding of vampires.*

Q&A with Buzz Aldrin: *Ask and learn from Apollo astronaut and science fiction author Buzz Aldrin.*

Reading is the Lost Art: *Is audio and visual media replacing the written word?*

Romance or Porn: *Including sex in a story.*

Science Fiction Trivial Pursuit: *Demonstrate the incredible breadth of your knowledge of SF minutiae. (presented by the United Federation of Phoenix)*

See for Ourselves: *Will we ever return to a people-based space exploration mind-set?*

Seeing is Believing: *The art of acting, stage/screen performance*

Sense of Style: *The importance of self-editing.*

Sex and the Single Fan: *A light-hearted look at the rituals of meeting and trysting at conventions-- are we really that different?*

SF/F-- Creating Culture: *Building a world, culture, religion, politics*

Sign Here, Please: *Autograph sessions with GoH Lois McMaster Bujold, Buzz Aldrin, and more. Check the Pocket Program for times and locations.*

So Many Books, Where to Start: *Suggestions and discussion on where the younger readers can start.*

Space-- the Forgotten Frontier: *Can we, should we, rekindle the drive to achieve in space exploration?*

Star Trek: *Has Paramount's cash cow overstuffed itself?*

Surviving Collaboration: *Working together without violence*

The Changing Seasons: *As the leaves fall, so do the TV shows. A look at the new season, what's new, what is/isn't returning.*

The Don't-Miss List: *The books, movies, songs, etc. that every well-rounded fan should read, see, etc.*

The Evolution of Flirt: *A historical look at flirting, ancient to modern.*

The Fanling's Viewpoint: *What does fandom/conventions give me? The motivations and opinions of fandom's offspring.*

**NO ONE OVER 13 WILL BE PARTICIPATING ON THE PANEL.
LECTURING BY ADULT AUDIENCE MEMBERS WILL BE SQUELCHED.**

The Future is You: *A generation ago we looked to the moon, where does tomorrow's generation look?*

The Lives of the Artists: *What is the daily grind like for an artist?*

The Martians Have Landed: *Learn more about the recently announced possibility of the discovery of life from Mars.*

The Merry Minnuendo: *The light-hearted use of entendre and allusion*

The Outer Limits of Inner Space: *Ocean utilization, alternative habitats, sea farming, mining, etc.*

The Write Stuff: *Methods of writing, i.e. plotting, outlining, whatever*

There's the Cliff, Full Speed Ahead: *Are we marching into the sea, can it be stopped-- should it be?*

Through a Glass, Darkly: *Paranormality, ESP, Tarot, Runes, etc.*

Turning the Channel: *How long will television stay with the SF trend?*

We is an Individual: *Fads, why do they take hold-- and can they be predicted?*

What Price Fancy Clothes: *What goes into making the good costumes, and where can I learn?*

When is Censorship Appropriate?: *Is keeping Heinlein's "Stranger" out of an elementary school library censorship? How about the Bible?*

Would You Like to Swing on a Star?: *How long until the first trip to another star system?*

Writing on the Brain: *Does it take a Ph.D. to write SF?*

Writing the Spoken Word: *Differences and similarities of writing for publication or performance*

YDKJ Tournament: *Hey, think you're smart? Take a crack at this question: What do Princess Leia and breakfast pastries have in common? If you know, come to the You Don't Know Jack tournament, presented by Tardis.*

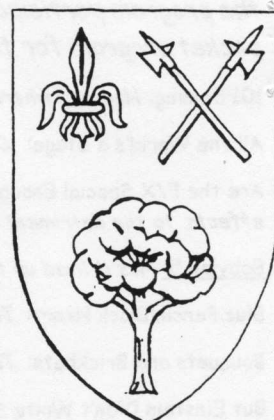
Lady Teraesa Lifestyle Coach

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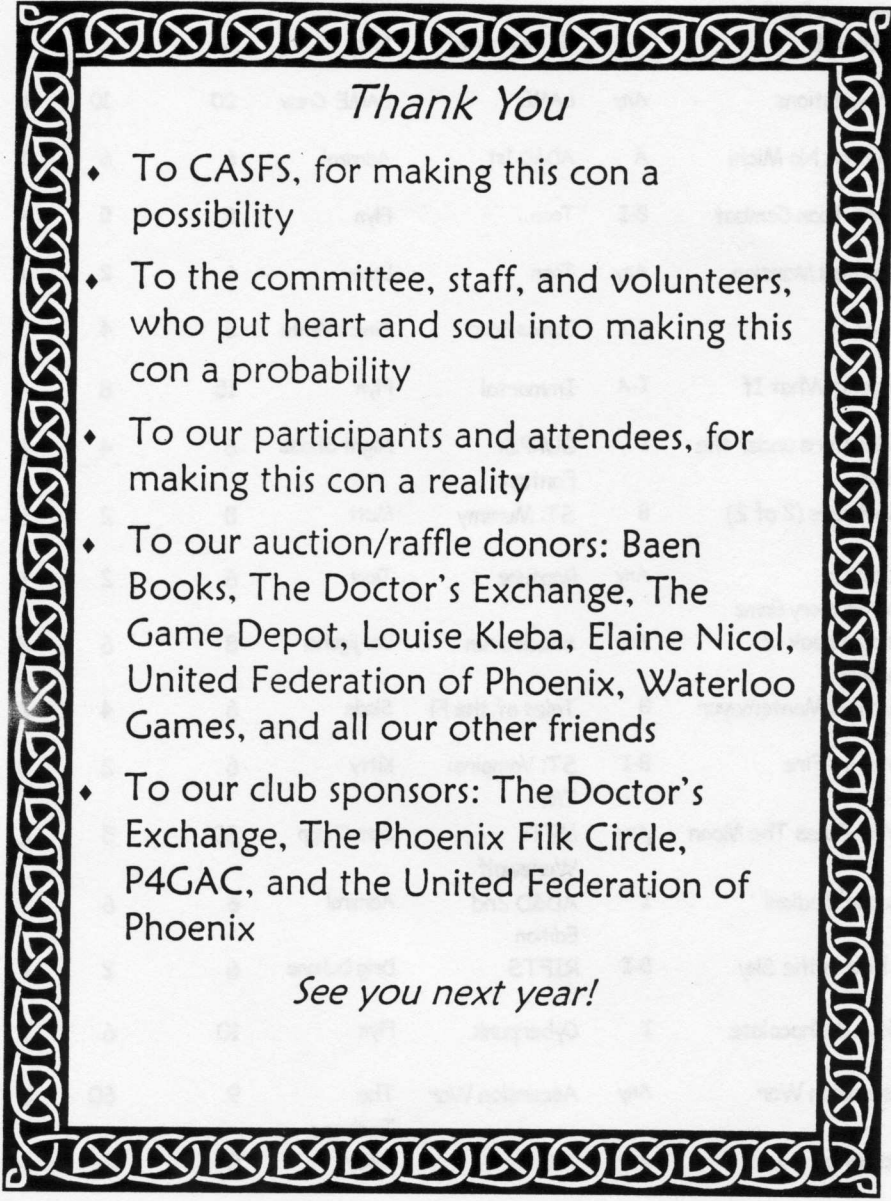
Mention this ad for \$10 off initial Consult



Autographs

Gaming Schedule

SCHEDULE	TITLE	EXP	SYSTEM	GM	PLAYERS	ALT S	TABLE	CHARACTERS
FR 03-6p	Big Prizes (1 of 2)	B	ST: Mummy	Matt	8	2	1	Provided
FR 03-6p	God Saves the Little People	I	GURPS: Palladium	Ozymandius	6	6	2	Provided
FR 06-9p	A New Life	B-I	GURPS	Simon Ventu	5	4	1	Provided
FR 6-12a	Up the Columbia without a Paddle	B	Deadlands	Numinosum	6		2	Generated
FR 6-12a	El Dorado	B-I	ST: Werewolf	Kitty	6	2	3	Provided
FR 8-1a	Tribulations	Any	LAME	LAME Crew	20	10	L	Provided
FR 9-12a	Shinobu No Michi	A	AD&D 1st	Admiral	6	6	1	Provided
FR 9-12a	More Toon Combat	B-I	Toon	Flyn	8	5	4	Generated
SA 03-6p	Haunted Mansion	Any	Toon	Lacey	6	2	1	Generated
SA 03-6p	The Oni	B-I	James Bond	Simon Ventu	5	4	3	Provided
SA 03-6p	Beyond What If	I-A	Immortal	Flyn	15	8	4	BYOC
SA 06-9p	Adventure under the Skye	I	GURPS: Fantasy	Night Shade	6	4	1	Provided
SA 12-3a	Big Prizes (2 of 2)	B	ST: Mummy	Matt	8	2	1	Provided
SA 12-3p	Rapture: Introductory Game	Any	Rapture	Tess	6	2	1	Provided
SA 12-6p	Dragonbook of Lordros	Any	Shadowrun	Verjigorm	8	6	2	Provided
SA 6-12a	Michael Montemayor	B	Tales of the FI	Slade	6	4	2	
SA 6-12a	Trial by Fire	B-I	ST: Vampire: TM	Kitty	6	2	3	Provided
SA 6-3a?	Who Takes The Moon	Any	MET: Werewolf	Sam Chupp	30	5	L	Provided
SA 9-12a	Moose! Indian!	I	AD&D 2nd Edition	Admiral	6	6	1	BYOC or Pr
SA 9-12p	A Fire in the Sky	B-I	RIFTS	Drig Dukane	6	2	1	Provided
SA 9-12p	Sloyn & Chocolate	I	Cyberpunk	Flyn	10	6	2	BYOC
SU 10-5p	Ascension War	Any	Ascension War	The Technoc	9	60	L	Provided
SU 12-3p	Scavenger Hunt	Any	Toon	Lacey	6	2	1	Generated
SU 12-3p	Battle Cattle	B	Battle Cattle	Night Shade	6	4	3	Generated
SU 12-5p	Traditional Sunday Diplomacy	Any	Diplomacy	Tess	6	2	2	N/A
SU 9-12p	Love in the Morning	B-I	GURPS: CTD	Devron	6	2	1	Prov/Crea
SU 9-12p	A Fire in the Sky	B-I	RIFTS: Experimental	Drig Dukane	6	2	2	Provided
SU 9-3p	Dream Stroke	Any	Immortal	Question	6	3	4	Provided
SU 9-3p	Scavenger Hunt CP: Tournamen	I-A	Cyberpunk (Variation)	Flyn	48	12	B	BYOC or Provided



Thank You

- ♦ To CASFS, for making this con a possibility
- ♦ To the committee, staff, and volunteers, who put heart and soul into making this con a probability
- ♦ To our participants and attendees, for making this con a reality
- ♦ To our auction/raffle donors: Baen Books, The Doctor's Exchange, The Game Depot, Louise Kleba, Elaine Nicol, United Federation of Phoenix, Waterloo Games, and all our other friends
- ♦ To our club sponsors: The Doctor's Exchange, The Phoenix Filk Circle, P4GAC, and the United Federation of Phoenix

See you next year!

TUCSON

23

SCI FI, FANTASY AND HORROR CONVENTION

Dates & location: Nov. 15-17, 1996 at the Executive Inn, 333 W Drachman, Tucson AZ (520) 791-7551. Rates \$37/41 single/double. Reserve by 10/22/96 or ASAP (this is UofA homecoming weekend)

Events: Artshow, Dealers, Gaming, Vampire LARP, Meet the Authors Party, Sat nite dance, Consuite, Video, Panels and *new this year:* Regency Dancing. Also 3 Masquerades, one for children under 14, one regular, one adults only.

Guests: Dennis McKiernan, GOH, author of Tales of Mithgar, etc. Ed Bryant, Toastmaster and Barry Bard, FanGOH

Memberships: \$25 until 10/22, \$30 at the door, kids 7-12 half price. Day memberships available at the door.

More info: Call Cristi at 881-3709 or Rebecca at 293-1455 or write to PO Box 26822, Tucson AZ 85726
<http://www.azstarnet.com/~basfa>

