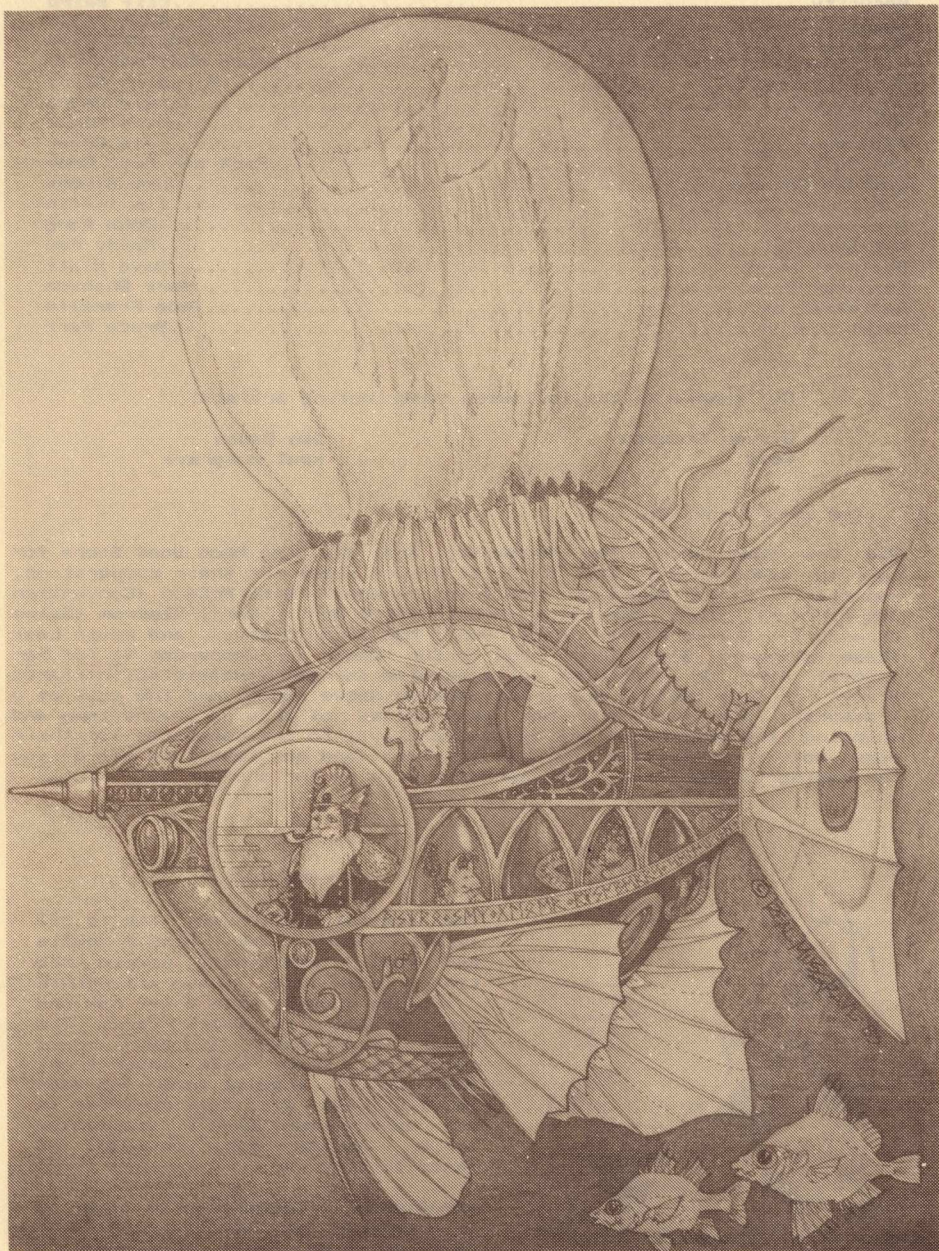


COPPERCON 4



SUNBURST HOTEL, SCOTTSDALE

SEPT 7-9, 1984

CONVENTION COMMITTEE

Convention Coordinator.....	Bruce Farr
Convention Banker.....	Margaret Grady
Programming.....	Kandy Fong
Convention Support.....	Bruce Dane
Security.....	Clif Baird
Logistics.....	Evan Sakey
Operations.....	Dwight Cass
Video Room.....	Shane Shellenbarger
Publications.....	Margaret Grady
Volunteers.....	Tarsie Dehne
Wargaming.....	Richard Moeur
Film Room.....	Jim Cryer
Con Suite.....	Rick and Pati Cook
Costume Contest.....	Curt Stubbs
Publicity.....	Jim Tiffin
Historian.....	John Fong
Art Show.....	Randy Rau
Dealers' Room.....	Dave Hiatt
Computer Room.....	Mark Shaheen
Registration.....	Thom Franklin
Hotel Liason.....	Bruce Farr

Our thanks to the following contributing artists:

Steven Crompton
Cody

Deb Dedon
Real Musgrave

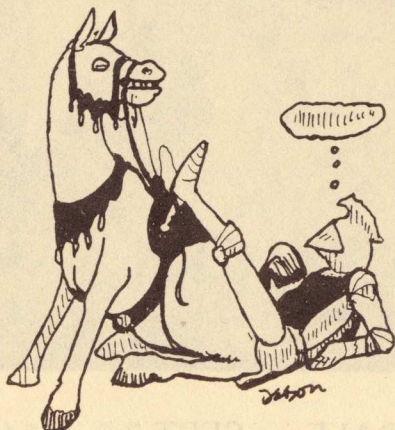
...and many thanks to:

The One Book Shop, The Readerie, and Stalking Moon Book Store for selling memberships; The SunBurst Resort Hotel for their cooperation, especially Linda Neutzman (Catering Manager), Dick McCann (Convention Coordinator), Mark Schilling (Front Office Mgr.), Larry Ekstrom (Sales Director), Steven Carver (Asst. Gen'l Mgr./Food & Bev.), and Kevin Lesk (Reservations); GiGi Dane (the prior Chair for CopperCon 4) for her initial work on the Con; Julie Douglas for her typesetting; Margaret Grady for many tedious hours of paste-up above and beyond the call of a Treasurer; Kim Farr for her many miles of driving around town and whipping the Chair into action (tastefully); to the Committee for their hard work in organizing the Con; and last (and not least) to all of you for coming to CopperCon 4 and partying with us for another year!

HOTEL

The special CopperCon rate is \$42 (plus tax) for single-double occupancy. Additional people are \$10/children free. These are DELUXE oversized rooms with a wet bar and refrigerator in every room. The hotel may have a few rooms remaining...check with their front desk or call them at (602) 945-7666 locally. They will bill no-shows if you have already made a reservation (prior notice was required for cancellation).

IMPORTANT!! Anyone who is under 18 is required to have a parent or guardian sign their hotel checkin form if they are staying in the hotel. This is required by the fact that minors cannot be held responsible for unpaid hotel bills!



GREETINGS FROM THE CHAIR

- 1) A GREAT committee, 2) a FANTASTIC hotel, and 3) a WONDERFUL convention facility add up to 6! (the Chair is rapidly losing touch)

MAW

A side-benefit of membership in CopperCon is that you will automatically receive a one-year subscription to our quarterly newsletter, MAW. This nifty publication is meant to keep fans informed about cons, clubs, books, and other noteworthy events. Anyone is invited to contribute relevant articles. You should have received (if you were a member in CopperCon 3) your first issue just prior to this convention. We are reviving MAW after over a year's hiatus.

We wish to thank the former editor, GiGi Dane, for her fine work on behalf of Arizona fandom and hope she and everyone else reading this will contribute to MAW!



...AND NOT A BITE TO EAT

The Scottsdale area abounds with restaurants, though there are few "fast food" places in easy walking distance. Your best bet is to drive or else eat at the hotel.

The hotel restaurant is excellent (many of the committee members have eaten there and not only survived the experience, but thrived on it). New Times recently reviewed them and gave high marks. For example, for those of you who are cost conscious, luncheon prices are \$4.50 for a mushroom burger and up to \$11.25 for Seafood Salad for lunch. Supper is from \$4.50 for the same mushroom burger and up to \$21.50 for Australian lobster tails. We're not saying the food is cheap, but it's not outrageous and it is quite good.

VIDEO

by Shane Shellenbarger

Prepare for a blitz, media fans! We are going to pay tribute to the movie and television adaptations of material written by some of science fiction's leading writers.

We will also be showing the adventures of several time-travelers. Who? You'll have to come to find out! And always remember...wherever you are, you're there.



F AND SF
NEWS &
REPORTS
ON SF CONS,
NEW MOVIES,
NEW BOOKS!

DR. WHO NEWS, INFORMATION AND
UPDATES BY CORRESPONDENT DEBRA BRUCE.
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ASSISTANT EDITOR OF AMAZING MAGAZINE.
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FILM PROGRAM

by Jim Cryer

The film program will be run until at least the hours shown in the Schedule. Depending on the availability of projectionists, they may run much later with repeats of the more popular films in the program. Look for additional times to be posted on the bulletin board outside of the film room.

"THE ANGRY RED PLANET" (1960)

A giant amoeba surrounds four astronauts trying to return from Mars. Good special effects, dynamite bat on stilts!

"BATTLE OF THE WORLDS" (1961)

A mysterious planet from another galaxy (as opposed to a well known galaxy from another galaxy) is speeding on a collision course with Earth. An awesome space battle between Earth and the planet ensues.

"CASINO ROYALE" (1967)

David Niven, Woody Allen, and Peter Sellers as James Bond? A lighthearted, star studded spoof of James Bond. Don't miss it!

"THE CRAWLING EYE" (1957)

A research lab in the Swiss Alps is terrorized by a strange, tentacled monster.

"DESTINATION INNER SPACE" (1966)

Oceanatus discover an invading space ship on the edge of a newly-formed, bottomless "deep".

"DESTINATION MOON" (1950)

Man's first voyage to the moon is shown in this milestone in the history of science fiction film making.

"DR. GOLDFOOT & THE BIKINI MACHINE" (1965)"

Vincent Price as the Mad Doctor who is manufacturing girl robots to acquire the fortunes of wealthy men.

"EARTH VS THE FLYING SAUCERS" (1956)

Can Earth survive the attack of flying saucers from outer space? Come see and find out!

"FIRST MEN IN THE MOON" (1964)

Man lands on the moon only to find out someone landed there in 1899

"THE GHOST IN THE INVISIBLE BIKINI" (1966)

Comedy, music, and ghost in an old haunted house where the beach party gang shows up.

"THE LAST MAN ON EARTH" (1964)

Vincent Price is the sole survivor of a strange plague, trying to find another living human being.

"LITTLE SHOP OF HORRORS" (1960)

Roger Corman's low-budget film about a floral shop with a very interesting plant.

"THE NIGHT THE WORLD EXPLODED" (1957)

A machine perfected to forecast earthquakes says the Earth will explode within 4 weeks.

"THE 30-FOOT BRIDE OF CANDY ROCK" (1959)

Abbott and Costello's last film is funnier than ever. Lou is an amateur scientist (the best kind) who invents a machine that moves people forward or backward in time with side-splitting results.

"THOSE FANTASTIC FLYING FOOLS" (1967)

The wild, wild world of P. T. Barnum...and the bang that broke the Bank of England!

"TWENTY MILLION MILES TO EARTH" (1957)

Ray Harryhausen's special effects. A space ship returns 20 million miles from Venus with interesting results.

"VISIT TO A SMALL PLANET" (1960)

Gore Vidal's witty Broadway farce about a visitor from outer space, altered to fit a mugging Jerry Lewis.

"WARLORDS OF ATLANTIS" (1978)

Seeking mankind's knowledge from the past, explorers dive to the bottom of the ocean and discover Atlantis.

"ZOTZ" (1962)

A college professor finds an ancient coin which possesses magical powers (comedy).



SOMTOW SUCHARITKUL
Writer Guest of Honor

by Bruce Farr

Somtow Sucharitkul gave me a first impression of a manic Samurai. His great wit and high energy is infectious and very appealing to everyone around. As an example, from my last conversation with him I'm fully expecting to see him in a punk haircut with a fluorescent orange stripe down the middle. That's was probably his way of saying that he had a trim at the barber's.

Somtow is Thai, educated in England (his father a diplomat who was posted to various places around the world), and corrupted in the U.S. His first career was as an avant-garde composer. He has also conducted full Symphony orchestras.

His career as a science fiction author started in 1979 with several short stories in *Analog*, *Amazing*, *Chrysalis*, *Isaac Asimov's Science Fiction Magazine*, and others. Many of these are collected in a Donning Press book entitled "Fire from the Wine Dark Sea". This book is especially significant as it contains bio information and other insights into his character. In 1981 his entrance into sf was heralded with his winning the John W. Campbell award for Best New Science Fiction Author of the Year (given at the World Science Fiction Convention in Denver).

This may be the time to kick off the Somtow in '85 campaign for the Australia WorldCon Hugo awards. Only six months or so remain until nominations for the Hugos for '85, so time's wasting!

And I'm quite serious. Starting for the 1980 Campbell award Somtow distributed buttons proclaiming "Somtow in '80" (inspired, no doubt, by the election campaign going on). His short stories and novels both are worth of consideration, though what I have most noticed lately are his novels.

His first novel was *Starship and Haiku*, a title that seems to immediately confirm that he's Japanese (sorry, I can't get rid of the Samurai image). His second book (not at all as serious in tone as the first) was *Mallworld* (my personal favorite, it's about a giant shopping center in space - even more strange than it sounds and a lot of fun). His third novel, *The Aquiliad*, is his second satire. It's an unflattering (of the Roman Empire) satire of what could have happened if Rome had relatively modern technology and had discovered the New World.

His most recent novels are the two published (of a series of four) to date in the *Chronicles of the High Inquest*. *Light on the Sound* then *The Throne of Madness* are the sort of book I find hard to put down (they put glue on the pages). It's a series as grand as the *Foundation Trilogy* and is quite serious in tone.

Somtow is now working on *Vampire Junction*, under the name S. P. Somtow, the fourth *Inquestor* series novel, an historical novel set in Bronze Age Greece, and a tie-in book for the NBC television series *V*. As a tribute to his still-active first career, we plan on playing some of his music during "half time" at the costume contest.

SAMUEL E. KONKIN III
Fan Guest of Honor

A Bheery Revery. (Of sorts)
by Curt Stubbs

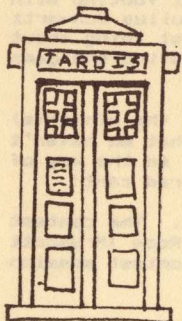
Damn Sam, how long's it been since we prowled our first con pre-dawn hall together? Do you remember? I'm not sure I do. Eight or nine years? Yeah, that seems about right, though of course it seems like only just a week or maybe two at the outside. These are precious times Sam, treasured. When the con is mostly put to bed at night and you and I have roamed the halls together looking for the last vestiges of civilisation as we know



it. Oh yeah, and don't forget how in our search for sustenance, intelligence and life as we believe it should be, we exchanged our own world views. You with your libertarian Polemic, I with my libertine anarchy. You arguing smokers' rights, I defending the purity of air (even in our respective cities? Oh, come now!). You extolling Doc Smith, I defending Harlan Ellison--the writer. Oh sweet Ghu, Sam, these debates have been multi-faceted jewels set in the often undistinguished chain of cons I wear around my psyche.

Hey, remember...was it WesterCon in San Francisco, 1979?...Yeah, yeah, that was it. Remember? How once again we ended up together party hopping in the after-after hours just before dawn stains the eyes of unwary revelers? I have always believed that you gravitated to me that night with the knowledge that if there was bheer to be found, I would find it. And I know I sought you out knowing that if there was intelligent conversations available, you'd be in the middle of it, or provide it or somehow stimulate it. Guess what? We were both right. I guess some people just have their priorities in order, right?

Ya know what I've always admired about you, Sam? For a libertarian, you're a real democrat. No, really, I'm serious. You are always so willing to talk to anyone. For all your intelligence, knowledge and erudition you are not a snob. That's very democratic of you. I like it, and admire it. A lot. And I can see why CopperCon has chosen to honor you as Fan Guest of Honor. Now stop it Sam, allow me my say. Ghu knows I've allowed you yours. As if I could stop you. So, anyway, I want to propose a toast...yes, I know I don't have a drink, that's what we're doing in this hall at this hour, looking for a sacred bheer...a toast, To Your Health Sam, May your perspective never dim, May your wit never dull, and May we find a party real soon now...with a bathroom...and more bheer.



The Arizona Regional Doctor (Who)
Interest Society

Info:

T.A.R.D.I.S.
P. O. Box 39634
Phoenix, AZ
85069

Look for us at
COPPERCON 4
Table & Party



PARTIES!

One of the more valid reasons for having a convention is to throw a party. CopperCon 4 is helping groups that will be hosting a party at the hotel by contributing two cases of pop and three bags of munchies to each qualified party. All we ask is that you contact us through the information desk at Convention Registration, represent an organized group that we can verify, have the party open to convention members only, and get us your room numbers and other information for posting at the Con.

We already know that there are going to be parties at the con promoting other conventions. The following are confirmed; Phoenix 1987 WorldCon Bid, the 1985 LepreCon convention, the United Federation of Phoenix (the local Star Trek club), and the T.A.R.D.I.S. (local Dr. Who club). Of course, we'll also have a well-stocked Convention Hospitality Suite open through much of the Convention.

TRIVIA BOWL

by Don Markstein

This year's Trivia Bowl will feature individual rather than team competition. But you don't have to be an expert in everything to compete. Participants will have an opportunity to influence the type of questions asked by choosing from a wide selection of categories and values, in the style of the old tv show Jeopardy.

So, if you're an expert on the old pulp heroes' spaceships, but don't know much else, you'll be able to compete on an equal footing with someone whose area of knowledge is limited to 1950's Julius Schwartz comic books. That way, someone who doesn't know the first thing about science fiction wargames can put his efforts into steering the game towards the minutiae of Lost in Space.

The outrageously valuable item(s) that will be awarded to the winner(s) will be kept a surprise (which is another way of saying that we haven't chosen it (them) yet). But whatever you do or don't get in the way of prizes you can be sure of one thing - it didn't cost ~~me~~ a red cent!

A signup sheet will be available at the Registration desk. The contest will take place 4-6 pm on Saturday in the Programming Room (Prescott Room). In addition, there will be a more informal, non-contest session of trivia toss-up on Sunday from 3pm until 7

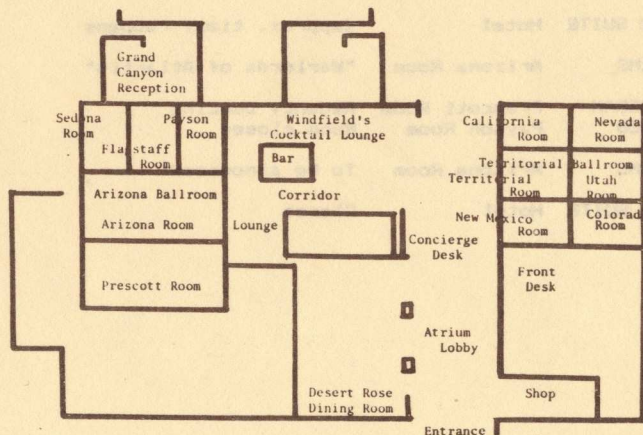
POCKET PROGRAM

CopperCon Four

Pull this section out of Program Book,
if you wish...

Friday Schedule

10am	FILMS	Arizona Room	"First Men in the Moon"
.....	VIDEO	Payson Room	Program Begins
.....	WARGAMING	Sedona Room	Program Begins
noon	FILMS	Arizona Room	"The Last Man on Earth"
.....	DEALERS	South Ballrm.	Room Opens
.....	ART SHOW	Flagstaff Rm.	Room Opens
1:30pm	FILMS	Arizona Room	"Destination Moon"
3pm	CON SUITE	Hotel	Open
3:15pm	FILMS	Arizona Room	"Destination Inner Space"
4:45pm	FILMS	Arizona Room	"The Angry Red Planet"
6pm	COMPUTER	California Rm.	Room Opens
6:15pm	FILMS	Arizona Room	"Those Fantastic Flying Fools"
7pm	DEALERS	South Ballrm.	Room closes
.....	ART SHOW	Flagstaff Rm.	Room closes
8pm	FILMS	Arizona Room	Star Trek extravaganza! "Making of Star Trek the Movie", courtesy of Susan Sackett. World Premiere of "Star Trek - The Home Movie", produced by the United Federation of Phoenix. Star Trek comedy slide shows by Kandy Fong, and bloopers from three seasons of Star Trek.
10pm	FILMS	Arizona Room	"Casino Royale"
.....	PROGRAM	Prescott Room	Regency Dancing
.....	VIDEO	Payson Room	Room closes
midnite	FILMS	Arizona Room	To be announced
7am	CON SUITE	Hotel	Closes

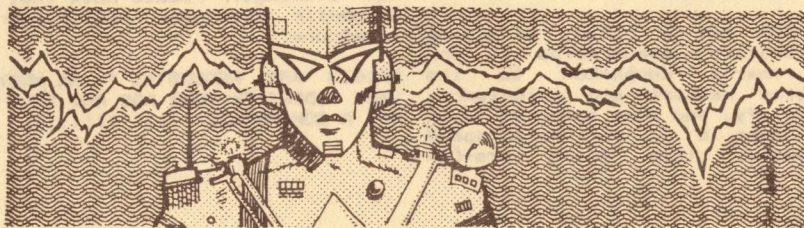


Saturday Schedule

9am	FILMS	Arizona Room	"Dr. Goldfoot & the Bikini Machine"
.....	ART SHOW	Flagstaff Rm.	Room opens
10am	PROGRAM	Prescott Room	Future Cons - Bids and Promos
.....	DEALERS	South Ballrm.	Room opens
.....	VIDEO	Payson Room	Room opens
10:30	PROGRAM	Prescott Room	Dragon Riders/Fans of Anne McCaffrey
.....	FILMS	Arizona Room	"The Ghost in the Invisible Bikini"
11am	PROGRAM	Prescott Room	Arizona Dr. Who Club/Collectables
.....	CON SUITE	Hotel	Open
noon	PROGRAM	Prescott Room	Panel: Fannish and Con History
	- Samuel Konkin III, Jim		and Doreen Webbert, G. Harry Stine
noon	FILMS	Arizona Room	"The 30-Foot Bride of Candy Rock"
1pm	PROGRAM	Prescott Room	Filkers
.....	VIDEO	Payson Room	WorldCon Masquerade video & comments
1:30pm	FILMS	Arizona Room	"Visit to a Small Planet"
2pm	PROGRAM	Prescott Room	Panel: SF and the Future -
	Sontow Sucharitkul, Samuel Konkin III, G. Harry Stine, and		Jennifer Roberson
3pm	FILMS	Arizona Room	"Zotz"
.....	PROGRAM	Prescott Room	Computer Simulation Gaming with
	Gary Grigsby		
4pm	PROGRAM	Prescott Room	Trivia contest/Don Markstein, Game
	Master		
4:30pm	FILMS	Arizona Room	"Little Shop of Horrors"
6pm	FILMS	Arizona Room	Shut down for Costume Contest setup
.....	PROGRAM	Prescott Room	Shut down for Costume Contest setup
7pm	DEALERS	South Ballrm.	Room closes
.....	ART SHOW	Flagstaff Rm.	Room closes
7:30pm	CON SUITE	Hotel	Closes for Costume Contest
8pm	PROGRAM	Prescott/Ariz.	Costume Contest (video tape shown
	Sunday)		
9pm	CON SUITE	Hotel	(approx. time) reopens
10pm	FILMS	Arizona Room	"Warlords of Atlantis"
.....	PROGRAM	Prescott Room	Regency Dancing
.....	VIDEO	Payson Room	Room closes
midnite	FILMS	Arizona Room	To be announced
?am	CON SUITE	Hotel	Closes

Sunday Schedule

9am	FILMS	Arizona Room	"Earth Vs the Flying Saucers"
.....	ART SHOW	Flagstaff Rm.	Open for 1 hr. (last time before
	auction)		
10am	VIDEO	Payson Room	Room opens
.....	DEALERS	South Ballrm.	Room opens
.....	ART SHOW	Flagstaff Rm.	Room closes for auction prep.
.....	COMPUTER	California Rm.	Room closes for rest of con
10:30	FILMS	Arizona Room	"The Crawling Eye"
11am	ART SALE	Flagstaff Rm.	All items with 3 or more bids
noon	BANQUET	Prescott Room	Tickets available to 11 am Sunday
.....	FILMS	Arizona Room	"Battle of the Worlds"
1:30pm	FILMS	Arizona Room	"The Night the World Exploded"
3pm	FILMS	Arizona Room	"Twenty Million Miles to Earth"
.....	PROGRAM	Prescott Room	Trivia Question Tossups (non-contest)
.....	CON SUITE	Hotel	Room opens
4pm	DEALERS	South Ballrm.	Room closes for con
.....	VIDEO	Payson Room	Room closes for con
4:30pm	FILMS	Arizona Room	To be announced
6pm	CON SUITE	Hotel	Dead Dog party



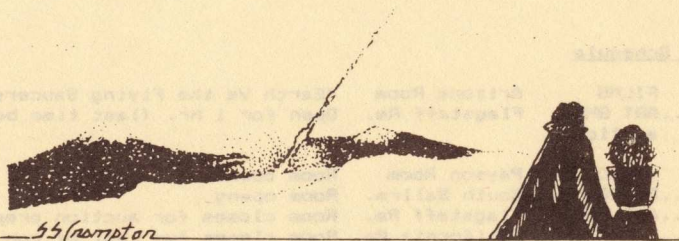
Schedule at a Glance

		<u>Friday</u>	<u>Saturday</u>	<u>Sunday</u>
DEALERS' ROOM	South Ballroom	noon-7pm	10am-7pm	10am-4pm
COMPUTER ROOM	California Room	6pm & on	all day	until 10am
CONVENTION OFFICE	Nevada Room	9am & on	all day	until 6pm
PROGRAMMING	Prescott Room	8pm-10pm	10am-6pm	3pm-5pm
REGENCY DANCING	Prescott Room	10pm-?	10pm-?	-----
BUFFET BANQUET	Prescott Room	-----	-----	noon-2pm
COSTUME CONTEST	Prescott/Arizona	-----	8pm-10pm	-----
FILMS	Arizona Room	10am-12pm*	9am-12pm**	9am-4:30pm
VIDEO	Payson Room	10am-10pm	10am-10pm	10am-4pm
ART SHOW	Flagstaff Room	noon-7pm	9am-9pm	9am-10am
ART AUCTION	Flagstaff Room	-----	-----	11am-noon
WARGAMING	Sedona Room	10am on	all day	to 6pm
CON SUITE	Hotel	3pm-?	11am-?***	3pm-?
DEAD DOG PARTY	Hotel Con Suite	-----	-----	6pm-?

* or later, if projectionists are available...revised schedules will be posted outside the room

** closed during Costume Contest setup/teardown; 6pm to 10pm on Saturday

*** closed during Costume Contest (7:30pm-9pm)



55/Ampton

VOLUNTEERS

We would like to thank all of you who have volunteered to assist us in running CopperCon this year. Please check in with our Information Desk in the Convention's Registration Lobby and let them know you want to help. They will direct you from there!

We are offering the usual substantial rewards of good company, fun times, and strange happenings. But seriously, we do need your assistance and would like to hear from you! We're always looking for people who would like to know what it's like on the inside of running a Con, and this would be a good place to learn!

CopperCon has a policy of giving complimentary memberships in the next year's CopperCon to its Committee members and volunteers. To qualify, you must spend at least four hours a day working or spend substantial time doing pre-Con work.

CON SUITE

We have a large Con Suite arranged for this year's CopperCon, including two Hospitality areas (leading out onto the pool area) and a bedroom. The second Hospitality area is used for Filking in the late hours or whenever the Filkers get going.

The bedroom is the only area where smoking is permitted. The large poolside patio is right outside the door, so you won't be cramped in any case.

We will be including beer (both light and dark), pop, munchies, veggies, nachos, and tea. Non-beverages will be served only in the evenings. Please note that no alcoholic beverages will be served to minors.

BADGES ARE REQUESTED TO BE WORN AS THEY IDENTIFY YOUR AGE AND THAT YOU ARE A CON MEMBER!!!!!!!!!!!!!!

COPPERCON SECURITY

by Clifton D. Baird

Here we are again, folks, ready to help you have a great convention! We have a few rules we'd like to have you follow while you are here.

- 1) Please leave any firearms in your room, car, or preferably at home. That also applies to any realistic model of a firearm, any projectile toy or weapon, and any form of spiked apparel.
- 2) All blades you carry must have a protective sheath or scabbard.
- 3) Unreasonable behavior, particularly when weapons are involved, will not be tolerated. Weapons which are holstered, sheathed, or peace bonded will be considered generally reasonable (see also #1 above). In all cases, the judgement of Security is the guideline by which reasonableness will be decided.
- 4) Convention badges are considered convention property until the convention is over. Badges will be punched for a first infraction and membership will be revoked and your badge will be requested to be returned for a second.

It will be great seeing you here. Ask us for help if you need any assistance.

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- AND LOTS MORE !!



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ART SHOW

by Randall Rau

Over the years CopperCon has become a RelaxaCon, just as it was designed to be. A place to have fun after the involuntary goings on of a WorldCon. Due to the hard work of all of Phoenix Fandom, this has now become a Con to have fun at with no long forms to fill out and simple rules to follow. What art show attendees need to know is:

- 1) Any work with three or more bids will go to voice auction. Pieces with one or two bids will be sold to the last bidder. There can be direct sales if the artist so wishes. A commission of 10% on all art sold will go to the convention (it's included in the amount you bid, so the artist gets 90% of what you pay). Purchases can be paid by cash or check. With a check you need a bank guarantee and should be a member in good standing. No I.D. required with check.
- 2) There is no #2

Now, wasn't that simple! By the way, there will be a first, second, and third place ribbon for each of the following: Best Fantasy, Best Science Fiction, and Best 3-D. There will also be one for Best of Show that the Con members can vote on, so please look for the ballots when you stop by the Art show. The art auction will be at 11 am on Sunday in the Art Show room (Flagstaff Room).

IF WORLDCON HAS A NAME



IT MUST BE ST. LOUIS IN 88

ST. LOUIS IN '88 WORLDCON BID COMMITTEE

P.O. BOX 1058

ST. LOUIS, MO 63138

To support the bid, send \$5 for a pre-supporting membership, which will get you a periodic bid-progress newsletter and, if you vote for site selection at the 1986 Worldcon, a matching reduction in the price of a membership when we win the bid. For a bid t-shirt (S/M/L/XL), send \$5 plus \$2 P&H. For our multi-page bid statement, send a #10 SASE.

CONVENTION SUPPORT SERVICES

by Bruce Dane

CSS is that group of people who work behind the scenes to help keep the con running smoothly, provide communications and co-ordination, and who are generally there to help keep the outside world from affecting us. The CSS group consists of the following departments:

Logistics; this is that bunch of overly dedicated, highly trained and sincerely, "starved-for-something-better-to-do" individuals with names like "Gofer Paper" and "Will Uget". Logistics is responsible for getting materials to and from the convention, as well as getting all those things we both ran out of and forgot prior to the convention...generally at about 7:30 Sunday morning or 11:15 Friday night. This year, we are finally trying to find out how well logistics would work if we gave them something to work with...like, transportation equipment for the art flats...or money to buy those batteries with.

Security; this is a team effort. Security's purpose at a con is not, repeat not, to keep you from having fun. Rather, it (and the Operations group working together) has the unenviable task of keeping the hotel, the real (gasp!) world (including other con members), and petty problems from hassling you, the hotel, or the real world. For the most part, this includes watching what is happening, and having a feel for what is coming...before it actually does. A well-organized con security team will be visible when needed, and invisible when not; this is our goal.

Operations; is the last (but not least) part of CSS. Operations is responsible for the convention office, radios, logs, interfacing with the hotel and members, and in general providing a good, warm (albeit fuzzy) feeling for everyone. The idea that anyone who actually takes the time to ask questions or report a problem deserves some action or response is not new to this bunch, no way! You may have to wait for some minor crisis to either be solved or resolved, but, if you don't get a valid answer...we want to know!

As for CSS, it has been said that anyone who voluntarily and of their own free will works with us is certifiably insane, and that merely showing one's name-badge and presenting \$1.50 (U.S. funds) will almost assuredly buy coffee in any Phoenix eating or drinking establishment. It has also been said that CSS is, simultaneously, the most egotistical, self-centered, humble conglomerate of truly altruistic fen ever assembled.

Oh, if you want to know what the truth is... join us and find out, first hand.

BANQUET

We have an all-you-can-eat buffet limited to 75 members of CopperCon 4. As of press time for the Program Book there were still a few tickets available. They can be purchased at the Con's Registration Table. The cost per person (including tax and gratuity, etc.) is \$15.00. The banquet is from noon until 2pm on Sunday and includes a speech by our GOH's and other "entertainment".

Menu

Roast Prime Rib of Beef
Chicken Breast with Burgundy Mushroom Sauce
Filet of Sole Meuniere

Vegetables
Antipasto
Sliced Fresh Fruit
Delmonico Potatoes
Flan de Coco
Beverages

Hot German Potato Salad
Tomato and Cucumber Salad
Artichoke Hearts
English Trifle
French Pastries

Please get your reservations ASAP!

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MASK.Y.RAID CONTEST RULES

by Curt Stubbs

- 1) Honor thy Judges - keep their words as law.
- 2) Thou shalt not use or display weaponry of any kind without the express pre-arranged consent of thy mask.Y.raid coordinator.
- 3) Thou shalt not plagiarise - all costumes should be original, made up thyself, or the source of the design acknowledged.
- 4) Good taste is relative. Bad taste is subject to audience reaction.
- 5) Thou shalt not leave the room until the post-contest photography session is done.
- 6) Thou shalt not occupy the stage longer than 3 minutes. Watch thy step both entering and leaving.
- 7) Thou shalt not be late. The mask.Y.raid shall start promptly at 8 pm. contestant should be there no later than 7:40. Latecomers will be properly ridiculed.
- 8) Thou shalt not become irate when the coordinator/MC garbles thy incomprehensible name/title/or land of origin.
- 9) Thou shalt note in appropriate place and manner all necessary music (pre-recorded on cassette), stage directions, or other special needs.
- 10) Thou shalt remember in all things costumerry; *Neatness counts.*

DEALERS' ROOM

by Dave Hiatt

The Dealers' Room will be open on Friday from noon to 7 pm, Saturday 10 am to 7 pm, and Sunday 10 am to 4 pm. Dealers include The Readerie, The One Book Shop, TV Chariot, Visions, Mere Dragons, Stalking Moon Book Store, Nighthawk Studios, Pegasus Weaponry, Sleepy Lion Graphics, Adventure 3, James Reade Custom T-Shirts, Tardis, Marty Massoglia, Cristi Simila, Carla Langille, Stephen Knoll, Rusti and Shannon Smith, Barry Bard, TRANSIT, Benny Aguirre, and Ed Schoonover-Gladiator Games. As usual we have a fine variety of dealers for you to browse, and all are grateful for your business!

Please be advised that there will be enforced no smoking in the Dealers' Room.

COMPUTER ROOM

by Mark Shaheen

The computer room will be featuring Apple IIE and Commodore 64 computers. We hope that Gary Grigsby of SSI fame will be our guest speaker. He has released quite a few games; North Atlantic B6, Bomb Alley, Carrier Force, etc. Please come and meet him!

We will also have a short lecture on Apple IIE vs. Commodore 64. "Bring your gun" on Saturday 10 am to 2 pm. Plenty of programming (games) - have fun! With any luck, we may be able to arrange a big-screen tv as well (maybe).

See you there!

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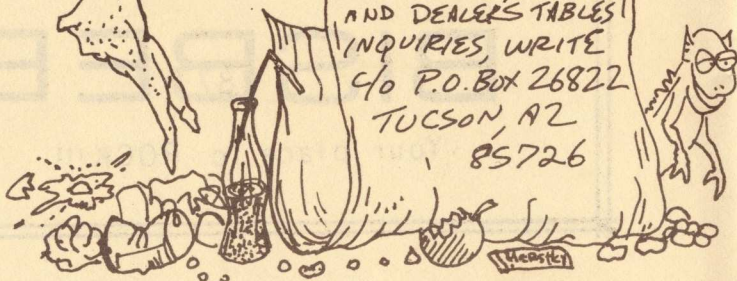
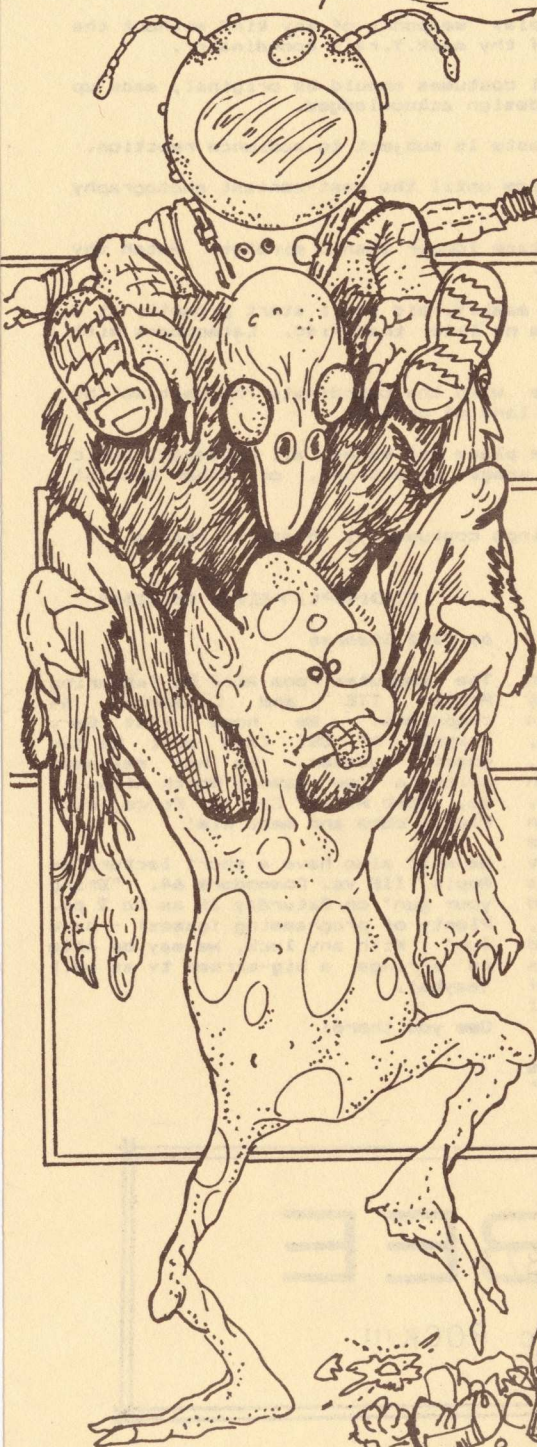
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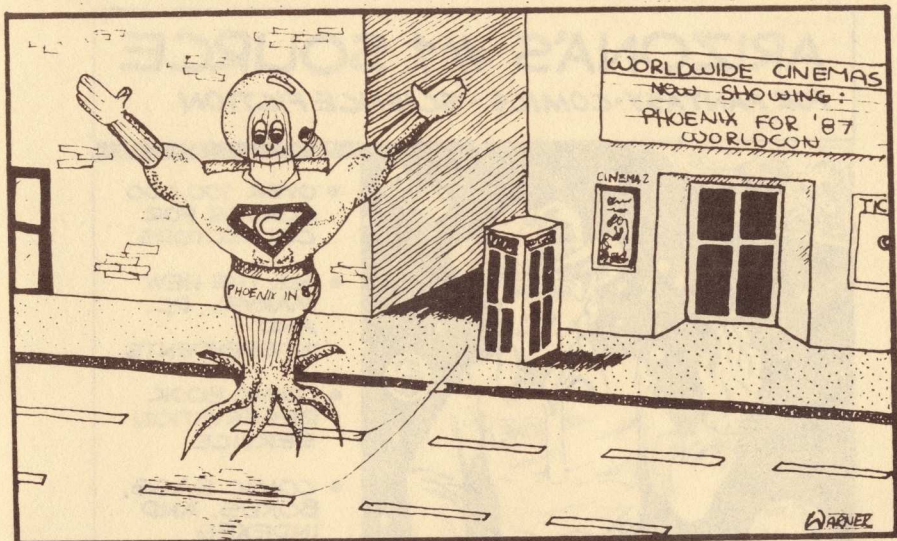
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