

COPPERCON 5

PROGRAM BOOK

SAFARI RESORT HOTEL, SCOTTSDALE

SEPT. 6-8, 1985



GUESTS:

Pro — Nancy Springer

Fan — Keith Williams

the Cast

Chairman.....Margaret Grady
Banker.....Kim Farr
Hotel Liaison.....Bruce Farr
CSS Chief.....Bruce M. Dane
Operations Chief.....Clifton D. Baird
Security Chief.....Emily Devenport
Logistics Chief.....Evan Sakey
Staff Supervisors.....Sam Stubbs and
Naomi Karney
ConSuite Chefs.....Karl Flohrschutz and
Andrea Dennis
Chief of Staff.....Michele Kurce
Art Show Director.....Randy Rau
Masquerade Conductor.....Pati Cook
VideoMaster.....Dave Messinger
Dealers' Room Coordinator.....Dave Hiatt
Chief Programmer.....Scott Grady
Game Room Master.....Don Harrington
Registration Head.....Doreen Webbert
Computer Room Commander.....Steve Albany
Procuer.....Barry Bard
CineMaster.....Shane Shellenbarger
Publications & Publicity.....Bruce Farr
Historian.....John Fong
Photographer.....Jim Cryer

...and many thanks to:

The One Book Shop, the Readerie, and Stalking Moon Bookstore for their selling memberships; the Safari Hotel for their wonderful cooperation, especially Randy Werner (Sales Director), Don McLane (Catering Director), and John (who runs the guys in back); Kim Farr, for helping out when it was most needed; Bruce Farr, for all of his wonderful help even when his time was most precious; to the rest of the committee for their hard work in helping to make this a great convention; and last (and not least) to all of you for coming to Coppercon 5 and partying with us for another year!

GREETINGS FROM THE CHAIR

Well, I hope you're ready for a good time! I've been excited about this for over a year now, and I hope you catch my enthusiasm! We have all kinds of plans...Dimensional Masque, a Corsairs' Fighting Demonstration, a Costume Party, volleyball games, a Massage Workshop, a Meet-the-Authors Autograph Party, Midnight Movies in conjunction with the Camelview theatres and so much more!

I would like to take a minute to mention that the main reason for the convention is to educate, raise funds, and provide a creative outlet for Phoenix fandom. The con is sponsored by the Central Arizona Speculative Fiction Society (CASFS), a non-profit organization, and all members of the convention will receive MAW, the free quarterly newsletter of the club. Enjoy - it has lots of good information!

And many thanks to the following artists for their
generously contributed artwork:

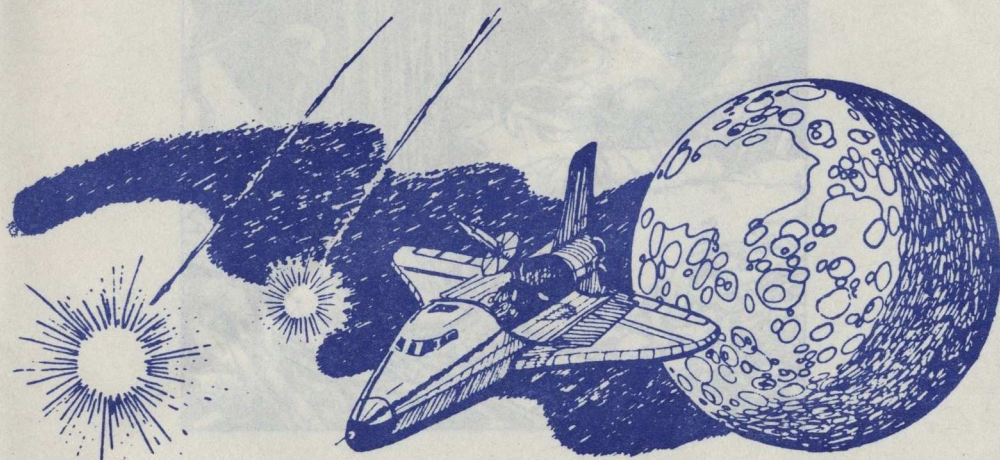
Stephen Crompton
Lynne Anne Goodwin
Michael C. Goodwin
Ken Macklin

REGISTRATION

Convention registration will run from 6-9 pm on Thursday, 10 am to 8 pm on Friday, and 10 am to 7 pm on Saturday. After-hours and Sunday will be run out of the Convention Office in the Convention Center.

If you lose your badge there will be a charge for replacement. Just remember that the person who finds the badge, if they aren't honest enough to turn it in to the Convention Office, just saved themselves from buying a membership. We'll also charge \$1 for a strap-and-clip arrangement if that's how you'd prefer your badge. We can do laminations for you for \$1. A \$1 fee also applies for doing a new badge if you want to change the name (unless it's our fault).

Please have patience with us as, in the never-ending quest to find a better way to invent the wheel, we're again messing with the Registration system. don't shoot the Registrations staff...they're only doing a job for no pay and long hours. Besides, it's all Bruce Farr's fault!



DEALERS' ROOM

PLEASE NOTE: There will be NO SMOKING in the Dealers' Room! There is, as usual, a wide selection of dealers including:

The Readerie
Barry Bard
James Reade
T.A.R.D.I.S.
The Rakish Blade
Pegasus Weaponry
Mike Barton
Pete Roman
Darren Hood
Sam Scheiner
Comix and Stuff
S. S. I.
Larry Swanson

Creative Imagery
Roderick's Figures
Benny Agguire
Emerald Dragon
Motley Merchandise
Michael (Mithril) Smith
Stalking Moon Bookstore
The One Book Shop
Nancy Strowger
Media Star Productions
David Ayers Special Effects Studio
Tracy Ann Murray
Christine Mansfield

Dealers' Room hours will be: FRI 10-7, SAT 10-7, SUN 10-4.

CON SUITE

from the ConSuite Chefs

This year the party spirit will never be far away. In addition to the ConSuite (which will be open at least 14 hours a day) there are several parties scheduled.

The ConSuite will be the scene of several special events, including: the Costume Party, the Real Thing Party, continental brunch, and a Smurf Wake (Dead Dog Party). Times are listed in the Pocket Program and posted outside the ConSuite door (rms 311-312).

Please, stop by anytime. Special edibles will be served at frequent intervals to keep up energy levels. Party hardy and enjoy yourselves!



ART SHOW

by Randal Rau

CopperCon Art Shows in the past have grown in size and quality. The outcome has been higher sales, i.e. more money for the artists. Yet, that is not the function of the Art Shows at CopperCon past, present or future. The function is to provide a constructive outlet for the artists to display their medium of expression to a large audience that is not normally open to them in the art world. If the artist can sell their work, the better they can eat.

To encourage this, the convention charges no hanging fees and only a 10% commission on all sales at the convention. If one wishes to purchase any of the art for sale, there must be 4 bids on a piece to go to a voice auction. If a piece of art doesn't have 4 bids, the item goes to the highest written bid. The Auction will be held in the Art Show on Sunday at noon. Buyers need to be aware that the convention will accept only cash, Traveller's checks, or personal checks with picture ID & guarantee card.

For feedback from the convention attendees, an award system has been set up. There will be first, second, and third place awards for the following categories: fantasy, sf, and 3-D. There will be one award for Best of Show (artists' ballot) and Most Popular (public ballot). Ballots will be given to those who come into the Art Show. The award ribbons will be given on Saturday before 6pm.

There will be a special exhibit on display by the David Ayers Special Effects Studio, as well as other attractions. Come see us!

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HOTEL

by Bruce Farr

The Safari Resort Hotel has given us a special CopperCon rate of \$35 (plus tax) for single/double occupancy! There should be a few rooms left for rent during the convention...check with their Reservations Desk. We suggest your checking in early as they may sell out before the end of the Con at these rates. These rooms are great for partying or just plain socializing.

These are resort-quality rooms, many with refrigerators. The rates are good through September 11 (Tuesday) if you want to stay over. We're reminding you that these are special convention rates for convention members only. Non-members are not allowed to stay overnight in your room for these rates...you could end up being charged the much-higher regular rates retroactively otherwise.

Scottsdale hotels have experienced a rash of burglaries lately, and the Safari has been lucky enough to so far avoid this misfortune. The hotel security staff would like to remind all guests to double-check their patio door when they leave their rooms.

CopperCon has acquired 23-hour use of the pool (one hr. is reserved for maintenance), providing that swimmers are hotel guests and are responsibly quiet. Hotel and Con Security will patrol to ensure we get to keep this privilege. Remember - no glass around the pool, please!

The hotel will bill for no-shows if you reserved and don't claim your room. 48-hour notice was required for cancellations. They will hold reservations to 6pm only unless you gave an advance-deposit. Late checkout, depending on demand for rooms, is being granted to 2pm... but call their front desk to let them know first. Please return the hotel keys to the front desk when you leave - this is a big help to the staff. If you have any questions, please contact Bruce Farr (CopperCon Hotel Liaison).

RESTAURANTS

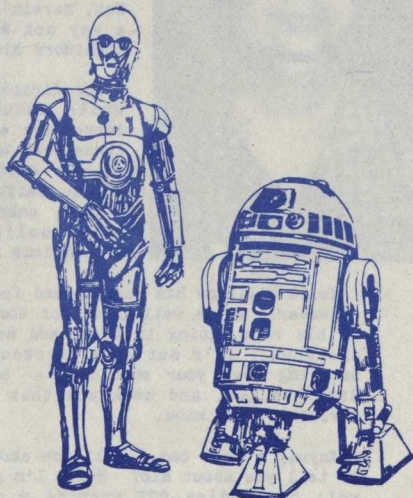
Remember we're in Scottsdale, so don't expect anything to be cheap. Closest (and 24 HOURS) is the hotel coffee shop, with quite reasonable prices. Open for lunch and dinner, with a bit higher, but still reasonable prices (for steak, etc) is the Brown Derby. These two establishments are run independently of the hotel, and so may enforce their own dress code - be prepared.

The next closest restaurants are across the street in Sets Fashion Square Mall: Guggy's Coffee Shop (good prices), Pop's (Italian Specialty shop - expensive), Coco's (reasonable food & prices), and Reuben's (fancier, quieter & more expensive).

In the adjacent Camelview Mall there is the famous Duck & Decanter, a great place for a 'Nooner' (sandwich in a brown paper bag - moderate pricing).

For Mexican food, there is Macayo's around the corner in the Camelback Mall, and for Chinese, there is the China Inn on the corner of Camelback and Sets roads. For fast food, you have to drive - you'll find every one down Sets Road if you go far enough.

For those of you with 'fridges to stock, there is a Safeway store at the Camelback Mall.



NANCY SPRINGER

WRITER GUEST OF HONOR

Nancy Springer was born in Montclair, New Jersey on July 5, 1948. Her family moved to Pennsylvania when she was thirteen, and she has lived there ever since. She married while at Gettysburg College, and after graduating she worked as a library clerk, taught at a private school, and worked as a teacher's aid, meanwhile writing in the evenings. Her first child, Jonathan, was born in 1974, and Nancy completed her first novel during the baby's naps.

The White Hart, published in 1979, became an immediate success in paperback, and is now in its fifth printing, having sold 125,000 copies to date. The two successive books, The Silver Sun and The Sable Moon, which complete the trilogy of the land called Isle, have each sold over 100,000 copies. The Black Beast, an independent volume, set in a place called Vale, was brought out in 1982, and The Golden Swan, 1983, ties the five fantasies together into a quintilogy.

Nancy Springer is a member of Phi Beta Kappa, the Science Fiction Writers of America, the Authors Guild and Authors League of America, and the Southern Alleghenies Writers' Guild.

A new fantasy, Wings of Flame, came out in hardback during the spring and will be published in paperback this fall.



KEITH WILLIAMS

FAN GUEST OF HONOR

by Bruce M. Dane

I'm happy that I am getting the chance to finally write something about the (in)famous Keith Williams. Yes, herein you're about to get to know our Fan GoH in a way not known to many and hidden by most (Keith considers Blackmail an art form).

The first thing most people do when they sit down to write about a guest is to think about all the impressive and wonderful things that few know about, those very things which led to his being chosen for the (albeit dubious) honor. Well, not in Keith's case. No, in Keith's case, everything he does is behind the scenes, unknown and (mostly) unsung (discounting the very foolish filker). Well, except he won the prestigious Sampo award (for unsung heroes) in 1982.

Keith Williams has been around for years... more years than even he cares to remember. He is well-known for coming into a convention, dropping his things in his room, going to work, and next seeing his room about two hours before checkout. It's not easy to recognize Keith (look around you, he may be watching over your shoulder) -- he's the one with the beeper, walkie, Sr. Staff badges, and necklace that flashes in 17 (or so) colors. Totally invisible, you know.

Anyway - what can I tell you about Keith Williams? Rather, what do I dare to tell you about him? Well, I'm glad I'm here to get the chance to see how well he handles NOT working a con (that is, if being a guest is "not working")!



Keith has been a mainstay of conventions for - well -ever. He's come to and been part of Arizona conventions from IguanaCon to WesterCon and even CopperCons and LepreCons. While he specializes (if such is possible) in handling security and operations, he truly is a fan for all reasons. Having been a part of every type of convention from Fantasy Faire to WorldCon, his energy and experience keeps him in demand.

So, how did Keith get here? Probably by airplane... oh, that's not what you meant? Keith is also a collector; he collects Science Fiction, Westerns, stuffed animals (most especially his winged aardvark), and toy guns -- many of which were left over from cons where they were, uh, "mis-used".

Earlier, I alluded to some well-kept secrets. Well, Keith also collects left-over cats and children, turning the former into pets and the latter into Gofers for the next con. One of his favorite pastimes is to glue popcorn to Jaycees and whistle for the pigeons. But, above all, Keith probably has the finest collection of ... oh... sorry, I guess I'm out of room....

Somtow Sucharitkul

Somtow had the dubious honor of being our Pro GoH last year, and we liked him so much we asked him back as a guest this year!

Somtow is Thai, educated in England 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. 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.

He has also written Starship and Haiku, Mallworld, The Aquiliad, the "Inquestor" series, Vampire Junction, and a couple of "V" novels.

You can't miss Somtow at the convention - he's the one surrounded by all the kids.



Jennifer Roberson

Jennifer Roberson was born in 1953. In '72 she embarked on a brief career as a Rodeo Queen, winning three titles by 1975, and competing in the Miss Rodeo America Pageant. In 1982 she graduated from Northern Arizona University, with a B.S. in Journalism, and in 1985 married Mark O'Green.

Her first book, Shapechangers, was published by DAW in 1984. It is the first in a projected eight-volume fantasy series, "The Chronicles of the Cheysuli" -- the saga of a race of shapechangers and the prophecies set upon them. The second volume of the series, The Song of Homana was published this year, and the third,

Legacy of the Sword is scheduled for April 1986. Sword-Dancer, a fantasy novel based on a previously published short story should also be forthcoming in '86, and the fourth Cheysuli book, Track of the White Wolf, is currently being written.

Jennifer lives in Tempe with her husband, two dogs, two cats, and a word processor.

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SOMTOW SUCHARITKUL

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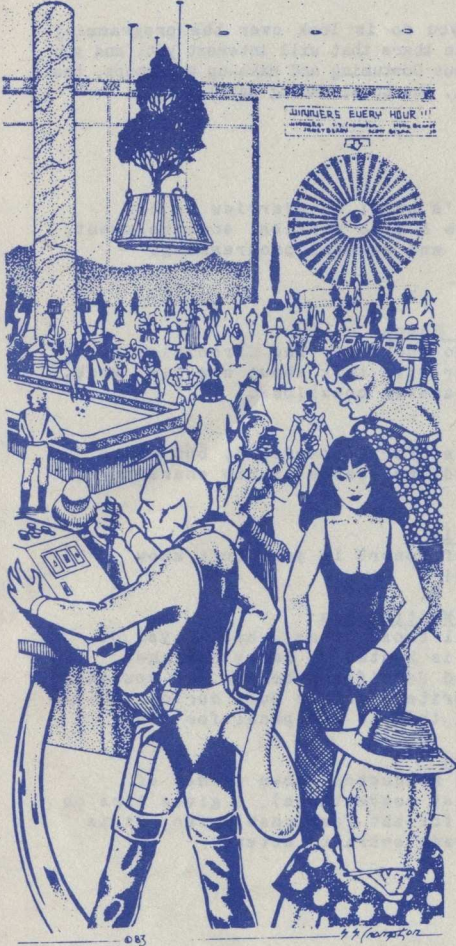
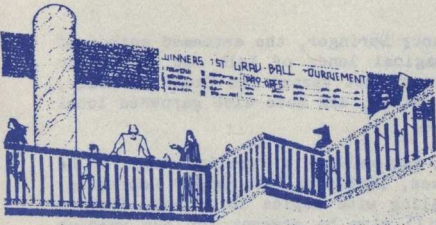
"AN AMERICAN FEVER DREAM...SUCHARITKUL HAS GROWN TO BE A
CAMPUS CULT AUTHOR...MUCH AS KURT VONNEGUT WAS A DECADE AGO...
OR HERMAN HESSE WAS A LITTLE FURTHER BACK."

—JOE FASSBINDER - UPI

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MASQUERADE

by Pati Cook



- 1) Read and understand Rotsler's rules - **THEY APPLY TO YOU!** They'll be available at the Registration Desk.
- 2) A \$1.00 fee to enter the competition. This will cover the cost of a polaroid shot for use by the judges. Because of this it's **MANDATORY** to be there early for the Masquerade. The photo will be returned to you on Sunday.
- 3) Presentations shall be limited to 60 seconds. It is a good idea to have your "spiel", if any typed for the MC or on audio cassette. Contestants will not have access to the microphone.
- 4) Convention weapons policy applies to the Masquerade (exceptions may, or may not, be granted jointly by myself and the Security Chief).
- 5) This is a family science fiction convention. Costumes and presentations should reflect this theme.
- 6) The stage is small and the ceiling is low. Plan accordingly.
- 7) There will be a **MANDATORY** meeting for all entrants on Saturday at 4pm in the Serengeti room. The stage will be prepared for for trying-out.
- 8) All contestants need to gather in the Serengeti room (or as otherwise directed) no later than 7:15 pm.
- 9) Exceptions to these rules may occur for **GOOD** reason, and only by approval of the Masquerade Conductor.
- 10) Let's have a smooth running Masquerade!

COMPUTER ROOM

We will have a computer room featuring various kinds of computers, including Commodore, Apple and TRS-80. There will be regular games as well as strategy games available to try. There might even be a small tournament - check the listing outside the door. When computers are available, there will be graphics and music demonstrations.

PROGRAMMING

Our Pro Guest of Honor this year is Nancy Springer, the esteemed author of the quintilogy (5 book series) on the magical lands of Isle and Vale. To supplement her on our panels, we have asked last years' Pro Guest of Honor, the also-esteemed Sontow Sucharitkul, to return, and have also garnered local writer (and Rodeo Queen) Jennifer Roberson.

Keith Williams, our Fan Guest of Honor, may well be a familiar face, as he has served on several convention committees, including last years' CopperCon. He will be assisting on a few panels dealing with topics in science fiction and fantasy, as he is well read, and will also be present for our wrap-up panel on the local con scene.

Anyway, be sure the FIRST thing you do is look over the programming schedule. There's probably something in there that will interest you, and you won't want to miss it! (Like the various Costuming and Make-up workshops, the Autograph party, the Shapechanger panel, the Local Gaming panel,.....)

Friday

11:00am - What? Who's Where?

A This is a general "who's who"; an overview to the convention, local clubs & club parties, entertainment, special gaming events, and general programming.

12:00pm - L U N C H B R E A K

1:00pm - Jennifer Roberson Takes Shape

A Known for her first two books of "The Chronicles of the Cheysuli," Jennifer will talk about her past work, her current work, and answer questions.

2:00am - Sontow Speaks

A Sontow was the Pro Guest for CopperCon 4, but since he's as interesting and improbable as his characters, he's back again!

3:00pm - Nancy Springer Tells All!

A Who is our Pro Guest of Honor? If you don't know already, come find out!

4:00pm - Getting Started in the Writing Biz

A Now that you've got all those ideas, what do you do with them? This panel is hosted by Nancy Springer, Sontow Sucharitkul, and Jennifer Roberson. If you plan to be a professional writer, or are just curious about "how it is done," then this is the panel for you!

5:00pm - Pati Cook on Fan-Fashion

A This year's Masquerade Conductor shows slides of stylish suits (from past conventions), & gives tips on what's "in" this year for the fashionable fan. It is suggested that Masquerade entrants attend.

6:00pm - (Films begin.)

A

Saturday

10:00am - Tracking the Local Game

A Flying Buffalo and Reality Simulations will describe what they have to offer to the local gaming fan, with time at the end for questions and answers.



11:00am - The Good, the Bad, and the Misshapen

- A A prevalent species of character in fiction is the "shapechanger". Our guests (Nancy Springer, Somtow Sucharitkul, Jennifer Roberson, and Keith Williams) will discuss this subject in depth -- in general, and specifically in terms of their own work.

12:00pm - L U N C H B R E A K

1:00pm - Make-up Workshop

- A Learn how to enhance your costuming arts with expert advice on the application of make-up. Matt Marich and Dave Ayers are professionals, and have worked for film and television. Note that this presentation is being given before the Masquerade! (2 hrs.)

3:00pm - Meet the Authors/Autograph Party

- G Come see these wonderful folks up close! Here's your chance to ask that embarrassing question and get an authentic signature for your collection as well! (Springer, Sucharitkul, Roberson)

4:00am - A Most Trivial Pursuit

- A Refereed by Doug Cosper, this is that ever-popular event in which fans gather, in teams of four, to vie for the title of "Most Trivial". Who will be the Most Trivial Fans of CopperCon 5? Be there and find out! Prizes will be awarded for first and second place. (2 hrs.)

6:00pm - (Masquerade blocks off rooms.)

12:00am - Somtow's "Midnight Readings"

- G A truly "horrific" experience!

Sunday

10:30am - Building a Fictional World (and everything else!)

- A Our esteemed guests gather once again to knowledgeably chat on what it takes to make a fictional world convincing. On panel: Nancy Springer, Somtow Sucharitkul, Jennifer Roberson, and Keith Williams. This is your last opportunity to ask them questions! (2 hrs.)

12:00pm - L U N C H B R E A K

1:00pm - Mask-making Workshop

- A Tired of looking at the same old face? Make yourself a new one! Matt Marich and Dave Ayers demonstrate what it takes to make you look even more fannish.

2:00pm - CopperCon 5 Staff Panel

- A CopperCon staff and Keith Williams moderate a discussion on the best way to manage a convention, with an eye to imperfections at this one, and possibilities for the next one. Recent and future non-"Copper" conventions will be discussed as well (including the upcoming World Fantasy Convention in Tucson). The presentation will begin with slides of this CopperCon, taken by our staff photographer. (2 hrs.)

Notes:

- A = Programming room (Senegal room)
G = "Green Room" (near ConSuite)

POCKET PROGRAM

CopperCon Five

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

GENERAL FUNCTIONS PROGRAMMING/FILM ACTIVITY RM. WARGAMING

Thursday Schedule

6:00pm	ConSuite opens	WHATEVER FILM WE	--	--
8:00pm	Opening Nite Mixer	WANT TO SHOW	--	--
9:00pm	Registration closes		--	--
12:00 m	ConSuite closes	--	--	--

Friday Schedule

10:00am	Registration opens	--	Dimensional	--
	Dealers' Rm opens		Masque	
11:00am	Computer Rm opens	"What? Who's Where?"		--
12:00 n	ConSuite opens	(lunchbreak)		WarGaming opens
1:00pm		"Jennifer Roberson Takes Shape"		--
2:00pm	--	"Somtow Speaks"		--
3:00pm	--	"Nancy Springer Tells All"		--
4:00pm	--	"Getting Started in the Writing Biz"		--
5:00pm	--	"Pati Cook on Fan-Fashion"		--
6:00pm	Art Show opens	WIZARD OF S & T PINOCCHIO	↓	--
7:00pm	Dealers' Rm closes	--	AD&D game	"Tunnels & Thompsons"
7:20pm		WIZARD OF S & T		
7:25pm	--	SUPERMAN CARTOONS	--	--
7:30pm	--	SPLASH!	--	--
8:00pm	Registration closes	--	--	"Pirate Gaming Special"
9:25pm		WIZARD OF S & T		
9:30pm	--	STAR TREK II: KHAN	--	--
10:00pm	Art Show closes	--	--	--
11:00pm	THE REAL THING PARTY - ConSuite Computer Rm closes	--	--	--
11:30pm	--	PHANTOM OF THE PARADISE	--	WarGaming Closes?

Saturday Schedule

8:00am			Dimensional	
			Masque	
9:00am	Art Show opens	--		--
10:00am	Registration opens	"Tracking the Local Game"		"Timelost"
	Dealers' Rm opens			WarGaming opens
11:00am	Computer Rm opens	"The Good, the Bad & the Misshapen"		--
12:00 n	ConSuite opens	(lunchbreak)		--
1:00pm	--	"Make-up Workshop"		"Toon" & "Champions of Barsoom"
2:00pm	--	--	↓	
3:00pm	"Meet the Authors/ Autograph Party" (Green Room)	--	Corsairs Demo	--
4:00pm	--	TRIVIA BOWL	Masq'rade prep	--
6:00pm	Art Show closes	--	--	--
7:00pm	Registration closes	--	--	--
	Dealers' Rm closes			

	GENERAL FUNCTIONS	PROGRAMMING/FILM	ACTIVITY RM.	WARGAMING
8:00pm	Masquerade Alternative - ConSuite		MASQUERADE BEGINS	
9:00pm	--	--	--	"Paranoia"
10:00pm	COSTUME PARTY - ConSuite	--	Dimensional Masque	--
10:25		WIZARD OF S & T		
10:30pm	--	GEO. PAL PUPPETOONS	--	--
11:00pm	Computer Rm closes	--	--	WarGaming
11:25pm		WIZARD OF S & T		Closes?
11:30pm	--	PHANTOM OF THE PARADISE	--	--
12:00 m	Midnite Readings by Somtow (Green Rm)	--	--	--

Sunday Schedule

8:00am			Dimensional Masque	
9:00am	Art Show opens	--		--
10:00am	Dealers' Rm opens	--		--
10:30am		"Building a Fictional World"		WarGaming opens
11:00am	Computer Room opens	--		--
	Art Auction prep.			
12:00 n	ConSuite opens	(lunchbreak)	Massage	--
	Art Auction begins		Workshop	
1:00pm	--	"Mask-making Workshop"	Dimensional Masque	--
2:00pm	--	"CopperCon 5 Staff Panel"		--
4:00pm	Dealers' Rm closes	--		WarGaming Closes?
5:00pm	SMURF WAKE	--		--
6:00pm	Computer Rm closes	--		--

Schedule at a Glance

	Th	Fri	Sat	Sun
Art Show.....		6p - 9:30p	10a - 6p	9a - 11a
Dealers' Room.....		10a - 7p	10a - 7p	9a - 4p
Video Room.....	6p			7p
Computer Room.....		11a - 11p	11a - 11p	11a - 5p
ConSuite.....	6p - 11p	12n - ?	11a - ?	11a - ?
WarGaming Room.....		12n - 11p	10a - 11p	10a - 4?
Registration.....	? - 9p	10a - 8p	10a - 6p	
Films.....	6p - 10p	6p - 1:30a	10p - 1:30p	
Programming.....		11a - 6p	10a - 7p	10a - 3p

TRIVIA CONTEST

Without doubt, the most trivial event to occur at CopperCon Five will be a team event; competing groups of four, to be exact. Oh, there can be fewer people in a group, say one very audacious fellow, daring to pit his wit against overwhelming odds.... But no group will exceed four, and they will register beforehand under a group name (the "Smurf Smashers", "Deep Thought", etc.). Be forewarned that the largest category for questions will be literary SF & F, although we have been collecting questions in every conceivable category (including comics, Star Trek, and more). For this reason, you will want a well-balanced team.

Finally, while there will be prizes given to the ultimate winners, and probably the runners-up, it should be no secret that knowing you are one of the Most Trivial people is good egoboo. And THAT, my friend, is the Coin of the Realm!

FILM PROGRAM

by Shane Shellenbarger

Our first film will be Pinocchio, the Disney classic of a boy and his cricket, with great visuals. This will be followed by a Superman cartoon from the 1940's by Max Fleischer. Then we'll see Splash!, the Disney classic of a boy and his mermaid. See Madison eat a lobster... thrills, chills, spills! Next is Star Trek II: The Wrath of Khan, the film that brought back the true feeling of Star Trek. Kirk, Spock, 'Bones', Scotty, and the greatest villain since Moby Dick...Khan! Our Friday program will close with a "Midnight Movie" - Phantom of the Paradise- for which Paul Williams wrote a wonderful soundtrack ... rock'n'roll Faust.

Saturday's films will begin after the Masquerade with some stop-motion animation called Puppetoons, by George Pal. Warning: black stereotypes abound! We'll show more Superman cartoons, and close with another showing of Phantom.

Special Attraction - Dave Messinger is loaning us a copy of Mike Jittlov's classic Wizard of Speed and Time which we will try to show before each movie! Come catch this quickie - it's worth it!



GAMING

by Don Harrington

Besides the pre-scheduled and yet-to-be-announced gaming activities (see Pocket Program for times), we will also have game check-out, including AXIS & ALLIES, TALISMAN, CONQUEST OF THE EMPIRE, CLOSE ASSAULT, and dozens more. Game check-out will be open in the Embassy Room on Friday, from 12:00 noon to 10:00 pm; on Saturday from 10:00 am to 7:00 pm and 9:00 pm to 12:00 midnight; and on Sunday from 10:00 am to 4:00 pm. Gaming will be going on during all these hours and somewhat later into the night, although no official events are planned for the early morning hours (the hotel has to clean up sometime, folks). NOTE: Gaming events will be run using advance sign-up sheets and reserved tables for scheduled events. All prizes will be awarded within 30 minutes of the end of the game. Far more things will be happening than the pre-scheduled items, so check the Embassy Room regularly for new events. Good Gaming!

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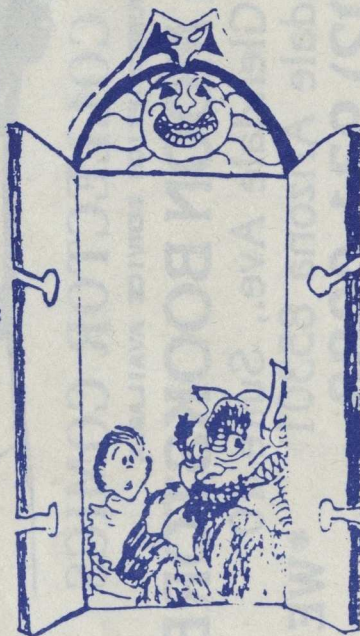
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COPPERCON SECURITY

by Emily Devenport

When fans first began to come together for conventions they policed themselves. This was possible because everyone knew everyone else; fandom was more like an extended family. But in the last several years we've grown considerably larger. We have lost much of the family feeling in our conventions, just as we have lost the general attitude that we should be responsible for each other.

The security force will attempt to remain in the background of convention activities this year. However, all local, state, Federal laws and hotel rules will be enforced at this convention. It is our hope that this warning is unnecessary, and that all members of CopperCon will accept the responsibilities along with the privileges.

NOTE: The hotel has recently informed us that knives and other edged weapons are not allowed by their own policy. Please do us and yourself a favor and don't wear it - sorry.

The weapons policy this year is:

- 1) No real firearms.
- 2) No projectile devices (includes water pistols, lasers, ping-pong ball guns, bows and arrows, etc.)
- 3) No realistic guns (fake, but look like the real thing)
- 4) No spiked apparel
- 5) No edged weapons will be permitted. Unedged weapons (theatrical, practice, or ornamental) MUST be accompanied by a sheath of scabbard capable of protecting the entire blade. Peace bonding is not required, but is guaranteed to be a "reasonable" weapons behavior, as in #6
- 6) All behavior involving weapons must be "reasonable" as judged by Security.

Also note that:

We will be strictly enforcing the age-limit on alcoholic substances originating from the ConSuite.

Convention badges remain the property of the convention until the close of the con Monday morning.



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We have reserved the Cincinnati Convention Center for our convention activities. With 300,000 sq. ft. of exhibit space and over 40 additional meeting rooms, we've got enough space to run a World Con larger than any to date.

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Our People

We are planning a responsibly run, financially sound World Con. Our committee is composed of people from all over the Midwest with a broad range of convention experience.

Our Programming

We are planning a diversified multi-track program with your needs in mind. We are interested in your programming ideas and encourage you to write with your suggestions too:

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Thursday

by Bruce Farr

We will be starting convention activities (see Pocket Program) on Thursday night, beginning with early registration from 6pm to 9pm. One-day memberships will not be available for Thursday due to the abbreviated schedule.

Hospitality (ConSuite) will run from 6pm to 11 pm, the Activity Room will host Bring-Your-Own Games from 6pm 'til you drop (or 10 am Friday) and the Video Room will begin its 72 hours of steady programming at 6pm. Most activities start on Friday including Films, Art Show, Dealers' Room, and Programming.

VOLUNTEERS

Got some spare time? Want to meet people? Drop by Operations and volunteer your services! If you need help finding Operations, look behind the Registration Desk.

VIDEO

The Video Room this year is featuring hi-fidelity stereo sound for the first time! Highlights include some classics as well as more recent releases.

Check the schedule outside the Video Room for some surprises!

DIMENSIONAL MASQUE

by Richard House

PLEASE JOIN US for a new concept in convention programming: interactive theater production where everyone participates in the creation of original film or video productions. We are 100 members and growing!

We have high quality logo Tee Shirts on sale to members for \$10. Proceeds will help defray expenses of Dimensional Masque.

On Friday we will have an orientation session with new member registration, organize our workshops, begin on-camera auditions and show production work. On Saturday, more work will be put in on projects until showing time at 11pm. Sunday will provide us with time for a wrapup discussion, plans for continuing production work and possibly more time to view short pieces put together during the con.



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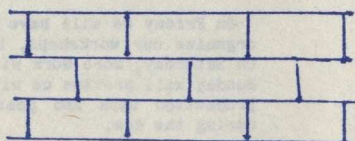
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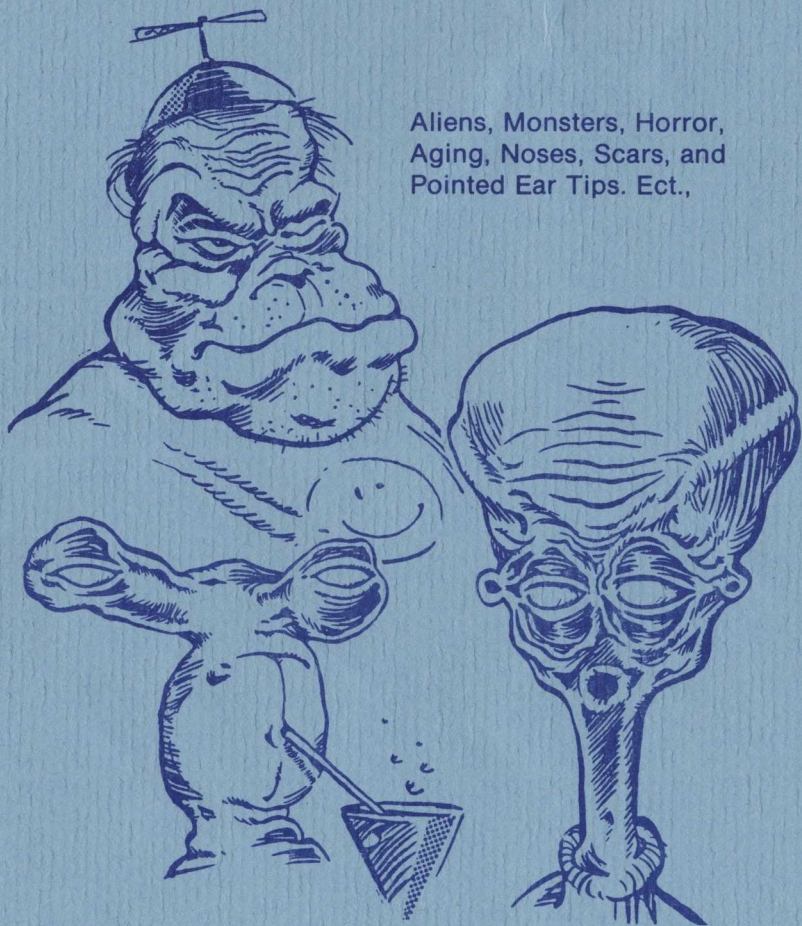
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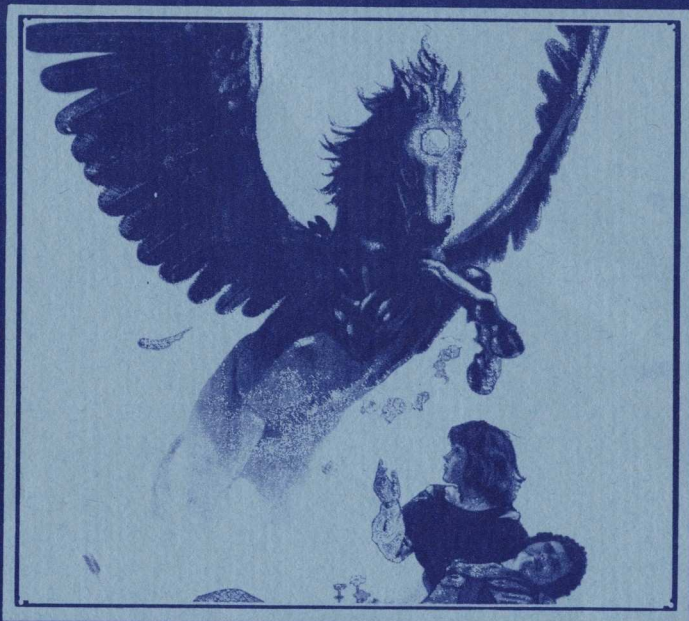


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