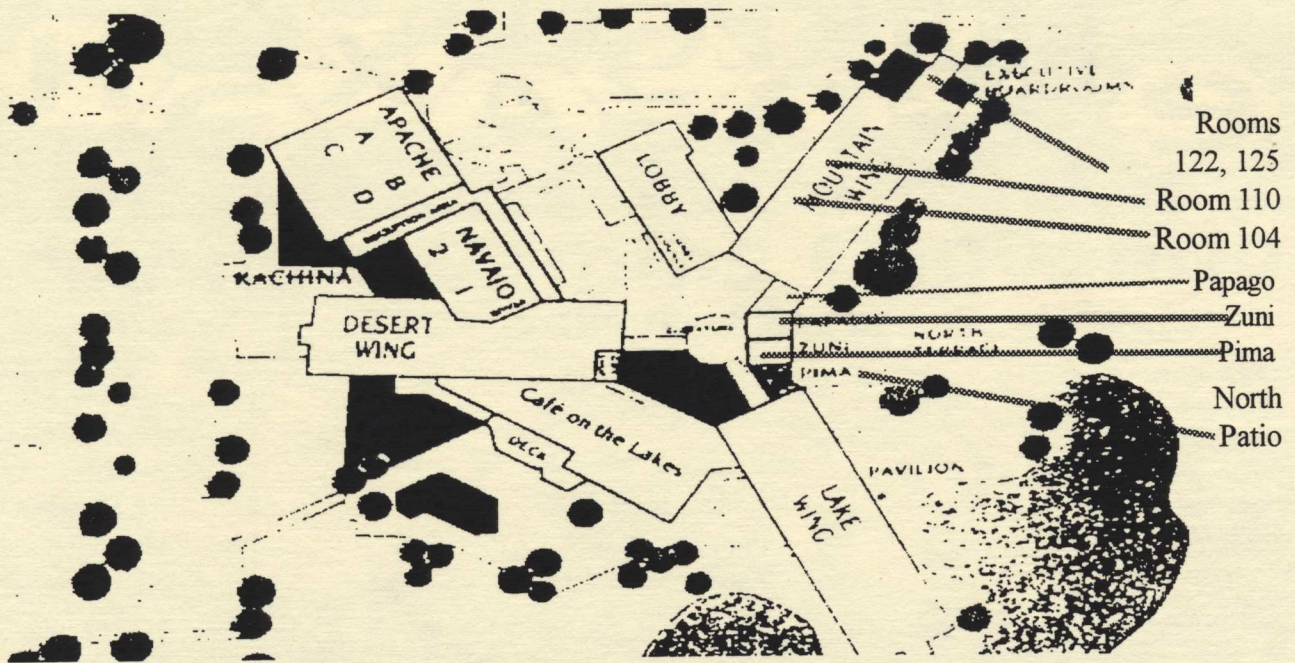


LEPRECON 25



MAY 14-16, 1999



WHERE & WHEN

Art Show: Apache Ballroom/Convention Center

Friday: 12 noon - 10 PM

Saturday: 10 AM - 7 PM

Sunday: 10 AM-12 noon

Dealer's Room: Apache Ballroom/Convention Center

Friday 1PM - 7PM.

Saturday 10AM - 7PM

Sunday 10AM - 2PM

Gaming: Apache Ballroom/Convention Center

Friday 3PM - Sunday 3PM

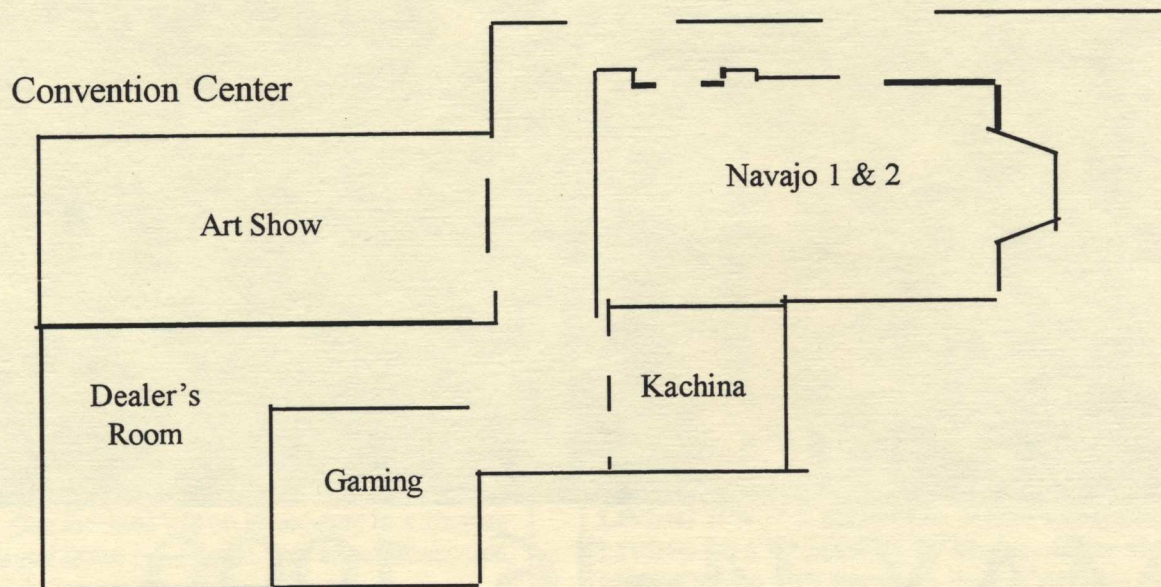
Security/Ops: Room 104

Consuite: Room 124

Programming Ops: Room 122

Japanimation: Room 110

Video: Zuni



LEPRECON 25

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OUR COMMITTEE

Chairman:	Pat Connors
Banker:	Shahn Cornell
Art Show:	Ray Gish
Con Suite:	Susan Uttke and Cyndy Smith
Dealers:	David Hiatt
Filk/Music:	Gary Swaty
Gaming:	John Thoman
Guest Liaison:	Lee Whiteside
Hotel Liaison:	Stephanie Bannon and Chuck Cady
Japanimation:	Tom Perry
Logistics:	Benjamin Kosar
Masquerade:	Frances Burns
Online Liaison:	Mike Willmoth
Operations:	Craig L. Dyer
Program:	Kitty McDonald-Neal
Publications:	Stephanie Bannon
Publicity:	Lee Whiteside
Registration:	Lonnie & Jeni Klose and Heather Pyle
Security:	Mark Boniece
Staff Lounge:	David M. Hungerford and Angel Hungerford
Video Room:	Max Sanders
Volunteers:	Rebecca Fox and Alyson Bishop

WELCOME TO LEPRECON 25!

Be a good Jedi; keep your mind on where you are and what you are doing. Have a good time while you're here, relax and enjoy yourself. That movie will still be there Wednesday, don't worry

We have great activities and wonderful guests. Larry Niven is one of my favorite authors, and Michael Whelan is among my favorite artists. Enjoy the art of our featured local artist, Robert Peacock, and stop by to listen to the music of Lynn Gold. They and the other program participants are all looking forward to meeting you. Sign up for some workshops, play some games, bid on art and nifty things in our auctions, stock up on lightsabers and other useful supplies in the Dealers' Room.

The convention is run entirely by volunteers, because it's quite a lot of fun. Volunteer yourself for an hour or two and find out how so much work becomes so much fun. As an extra thank you, we've got some really nice incentives for volunteers only.

Last but certainly not least: My thanks to the entire Committee for reducing the impossible task of running a convention to the merely improbable. Be nice to the volunteers, staff and committee. They are the ones who planned this whole thing, working long hours for no pay and not enough recognition. You guys are all the greatest! - Patrick Connors

We are happy to serve
Coca-Cola
products in our Consuite.



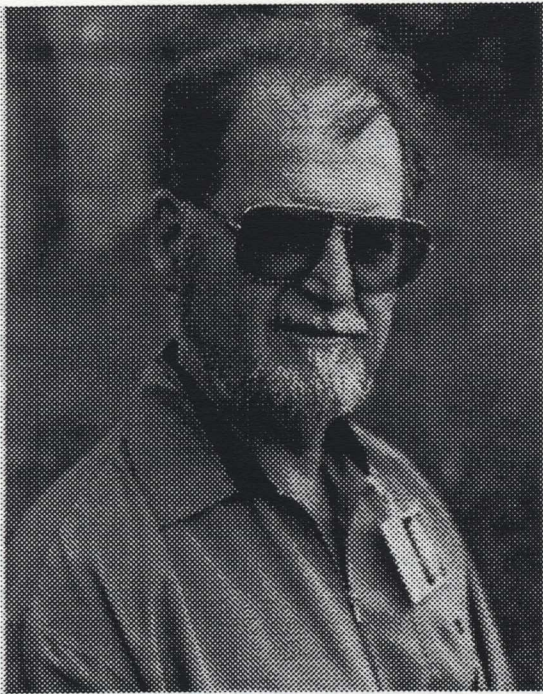
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We would like to thank

XYAN

2100 W Chandler Blvd
Chandler, AZ
917-2300

for the wonderful job printing our program book.
Please consider XYAN for all your printing needs



ON LARRY NIVEN

I heard someone once say that genius is the art of maintaining the heart and vision of a child, while allowing the critical thinking faculties to mature. If that definition holds, then Larry Niven is most certainly a genius.

It's strange: with most really intelligent people, you get a sense that they are just crunching more data than average, or can retain more facts, or even have those facts better organized or interrelated than most folks. Although Larry has these qualities in great degree, he also has something else, something that is rather magical.

It seems to be a kind of rabbit-hole trick, a way of popping from one idea to another, even though there is no apparent linear or sequential connection between them, generating insights that make sense only in retrospect. I have seen him do it often enough to, by now, simply relax and enjoy it.

I've known Larry for more than twenty years. We've written a slew of books together, vacationed together, traveled to England

and Wales, swum with dolphins, and spent endless hours arguing and discussing every conceivable aspect of life.

He's the godfather of my darling daughter, who, quite properly, adores him. He has wonderful energy, a stupefying wit, and the skills of one of the greatest writers of this century.

Larry Niven is also, very simply, himself. He doesn't try to be someone else. And that, perhaps, is the rarest and highest gift of all. — Steven Barnes

ON MICHAEL WHELAN

I wouldn't presume to write anything complimentary about Michael Whelan's work, let alone Michael Whelan himself.

It embarrasses him.

So I will not state that upon learning he would be doing the cover for *Dragon Prince*—my very first novel!—I literally went weak in the knees and had to sit down.

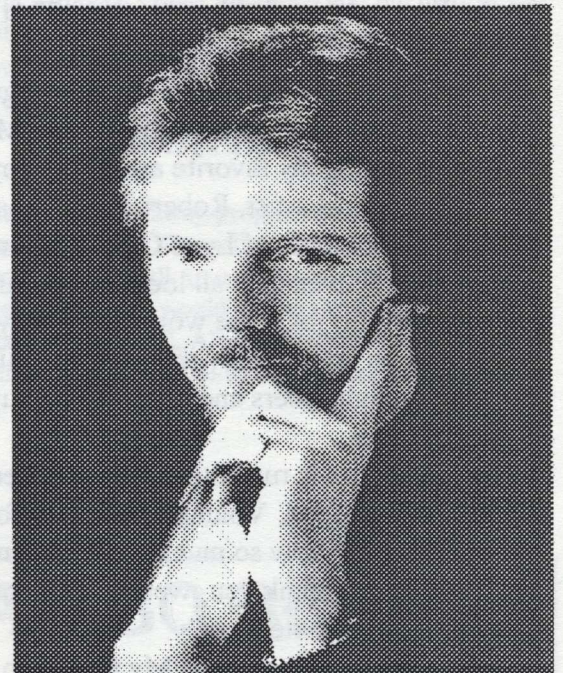
Neither will I mention that each time I receive a print from my publisher of the art he's just done for a book of mine, I write him a fan letter.

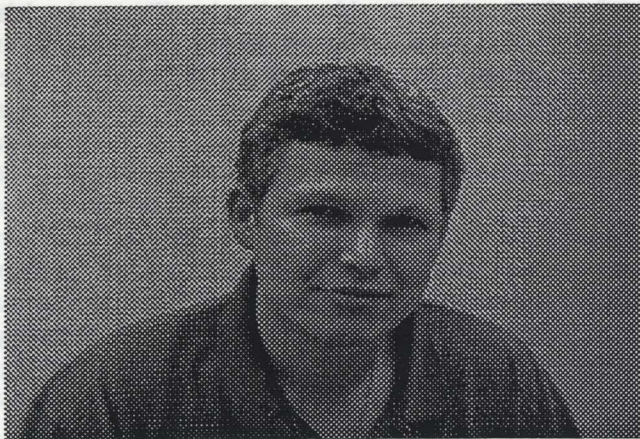
I won't write about how, when Jennifer Roberson, Kate Elliott, and I received prints of the painting he did for *The Golden Key*, we decided that if ever we were all three in the same room with him we'd fall onto our knees and abase ourselves and whine piteously, "We're not worthy!" And of course I have absolutely no intention of telling you about the times I've rewritten text to match a detail he's put in the cover art. (He can't believe I'd change my words; I can't believe my words are worth his pictures. We each think the other is crazy, but we're very civil about it.)

All this sort of discussion distresses him terribly, and he's such a truly nice man that I wouldn't for the world cause him any anguish.

Really. Would these baby blue eyes lie?

Therefore, rather than write any of those things, I'll simply report that he is reasonably competent at what he does, reasonably tolerable as a human being, and that when I take him and his family to the Grand Canyon I probably won't push him off the side into the Colorado River. - Melanie Rawn





ON ROBERT PEACOCK

I first met Robert Peacock long, long ago in a galaxy far, far away. He was building land-speeders in a factory on Tootoone by day and dreaming of space at night. I instantly recognized that the Force was strong within him. I persuaded him to go to the swamp planet Leprecon to awaken his potential. He met the great Jedi master Raygish who taught him much. He has become a master of the light-brush and a great teacher himself.

Well, even if it wasn't quite like, it makes a good story.

Actually, I first met Robert Peacock about twelve years ago when we were both working on the same project for a

major avionics company in Glendale. He seemed to be really mundane. One day we were talking about what we had done the preceding weekend: I had gone to Coppercon. I told him about all the things that go on at a convention - including the Art Show. Robert admitted that he painted space art. He really enjoyed it, but he had never done anything with it. It's not the sort of thing that goes over big at most art exhibits. I asked to see his work. A week or so later he invited me over to look at some of his paintings. He opened up a closet and pulled out a dozen or so pieces from the back. They were GOOD! As good or better than any amateur art I had seen at Convention Art Shows (and I had been to the Art Shows at most Westercons, Coppercons and Leprecons in the previous ten years.) Far too good to stay stacked in a closet! This man HAD to start exhibiting at Cons!

It didn't take too much persuading. Any artist likes to have his work seen by an appreciative audience. That year Robert exhibited at Leprecon for the first time. He seemed to be a bit amazed at the auction that people would pay lots of good money for his work. I don't think he's ever looked back. Robert's work has appeared at various Westercons and Worldcons. But his first love still seems to be the local cons where he started. His work has graced the art shows at most Phoenix conventions since then.

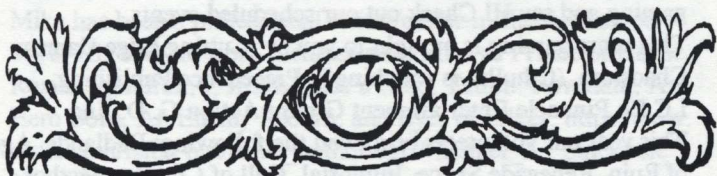
Because of Robert's example, his friend Chris exhibits at art shows occasionally (when he's had time to paint anything). Also, his younger daughter Rachel has had some work shown. Let's hope she grows up as talented as her father.

I have a nice, large, Peacock original 'landscape' hanging over my stairs at home, in a place of honor. It is an inspiration to a hard science fan - we need to go see those kind of scenes in person. And Robert is a great inspiration himself. He has a neat hobby, a good job, a fine family. (His older daughter and her husband have also caught the fannish bug and volunteer at cons!) He deserves it all.

Robert and I no longer work together. I miss him. I wish him well. May he have grandchildren who send him spacescapes they painted from life! - Tasha Cady

ON LYNN GOLD

Our Filk Guest of Honor, Lynn Gold, is a native of the east coast, having grown up in Pennsylvania, New Jersey, and New York. She currently hails from Mountain View, California, the heart of Silicon Valley. Lynn is known in filk circles for her warped sense of humor in her parodies and original tunes. She's also known for using a variety of musical styles, ranging from the acoustic folk stylings of "Grandma's Training Bra" to the 40's do-wop of "(He's) Not On The Net" to "California Love Song," her New Age counterpoint to "Pachelbel's Canon in D." Lynn is also the culprit responsible for the song "Iguanas (They're Not Just For Breakfast Any More)".



ART SHOW

We are proud to have Michael Whelan as our Artist Guest of Honor. Our local Artist Guest of Honor is Robert Peacock. We are having a guided tour of the art show hosted by Michael Whelan and Robert Peacock at about 9 pm on Friday. Check your pocket program for exact time.

Once again, LepreCon will offer fans the best of science fiction and fantasy art. We will be in Apache A and B of the convention center.

We are looking forward to the return of lots of old friends like Ellisa Mitchell, Lela Dowling, Betsy Mott, Michele Ellington, Lawrence A. Williams, Monika Livingstone, Ralph J. Ryan, Alan Gutierrez and Ruth Thompson. Also some new artists James Wappel, Philip Schulz, James Reade and three from Canada Heather Bruton, Lar deSousa and Juarne Michaud. Plus many more old favorites.

We will accept cash and checks. If we can arrange it in time we will also accept Visa, MasterCard and Discover.

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

The Art Auction will be held at 1 PM on Sunday, check the pocket program for location.

Pieces with two or more bids will go to auction and buyer pickup will be after the auction.

This year we will also 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

Art Show Hours

Friday: 12 noon - 10 PM

Saturday: 10 AM - 7 PM

Sunday: 10 AM-12 noon

CONSUTTE

We will have lots of munchies (chips, dips, cookies, crackers, etc.) as well as tea, juice and soda. Hours are flexible and will be posted on the door. Stop by and relax, talk to friends and enjoy! - Susan Uttke & Cyndi Smith

DEALER'S ROOM

Once again we have tried to get a good selection of dealers from around the galaxy to entice your \$\$\$ from your pockets. Our dealers include:

Kat-A.Tonic Dreams (AZ): Weapons and stuff

Space Ready Reserve (AZ): Space Above and Beyond stuff

Leopard's Leap (NM): Masks, headpieces

Amber Unicorn Books (NV): Books and Pocket Dragons

Bellerophon's Emporium (AZ): Jewelry, books, tapes and CDS

Ygor's Books (AZ): Out-of-print SF, Fantasy, Horror, Mystery

Moonlight Studio (IN): Stained Glass, Fantasy Jewelry

Margaret Mannatt Fine Books (CA): Books

Hutchison Books (CA): Books and Ephemera

Barry Bard's Fantasy Past-Present-Future (AZ): Books and stuff

Hagar (AZ): Books

Nighthawk Studios (AZ): Artwork, bookmarks, jewelry, head-pieces Helga & Kin (AZ): Comics, jewelry, stuff

Marty Massoglia (CA): Books

Morgan Canady and Heidi (AZ): Tarot readings, hair wraps, jewelry

Rip Roar'n Comics (AZ): Comics, T-shirts, and more!

The Master Gamer (AZ): Star Wars, Star Trek collectibles, games

Phoenix Filk Circle (AZ): Tapes, CDS. stuff

Michael Whelan (USA): Artworks

Dealer's Room Hours will be: Friday 1PM - 7PM. Saturday 10AM - 7PM, Sunday 10AM - 2PM

So, please come in, browse, spend money (that encourages dealers to return) - David Hiatt

FILK

The Filk at LepreCon 25 will be sponsored by the wonderful members of the Phoenix Filk Circle.

Our Filk Guest of Honor, Lynn Gold, is a native of the east coast, having grown up in Pennsylvania, New Jersey, and New York. She currently hails from Mountain View, California, the heart of Silicon Valley. Lynn is known in filk circles for her warped sense of humor in her parodies and original tunes. She's also known for using a variety of musical styles, ranging from the acoustic folk stylings of "Grandma's Training Bra" to the 40's do-wop of "(He's) Not On The Net" to "California Love Song," her New Age counterpoint to "Pachelbel's Canon in D." Lynn is also the culprit responsible for the song "Iguanas (They're Not Just For Breakfast Any More)".

The Filk program will include The Filk GOH's Concert Friday Evening at, 8:30 wherein Lynn Gold will entertain us with her Melodious voice and Zany Wit.

Additionally there will be a Filk 101 Pane on Saturday Afternoon. Much appreciation to Kitty McDonald-Neal for her aid in setting up the panel.

Sunday at 1 P.M. Nancy Freeman will attempt to Sing her entire Stardust County Line Song Cycle. Anyone who hasn't heard any of them can whet their appetite by catching samples during the Filk Circles.

Friday and Saturday Evening there will be Bardic Circle where we will Pick, Pass or Play until Exhaustion or Dawn settles in.

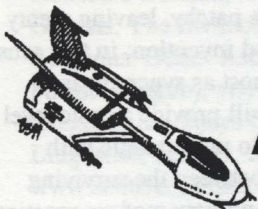
Filkers expected to attend will be Lynn Gold, The Duras Sisters (Elizabeth, Chris & Debby), Nancy Freeman, Leslie Fish., Patrick Connors, David Hodge and more. We should have a few more west coast Filkers joining us also. - Gary Swaty

GAMING

Gaming would like to thank all LepreCon 25 attendees. Without YOU there would be no convention. Please stop by gaming and say HI Check out our scheduled events.

This years gaming is brought to you by: Cutting Edge Games; Chaosium (Cthulhu is watching!); Precedence Publishing; I.C.E.; Pinnacle Entertainment Group; Action G. D. Inc.

This year our volunteers bring you the following: Badlands, Age of Ruin, Renegade Space, Immortal, Call of Cthulhu, Mythos



COPPERCON 19

September 10-12 1999

ANNUAL SCIENCE FICTION & FANTASY CONVENTION



Hotel: Holiday Inn Sunspree
7601 E. Indian Bend Road,
Scottsdale, AZ 85206
(602) 991-2400
Standard Room \$65 S/D/T/Q
Suite \$125 S/D/T/Q

For More Information, Write ...
COPPERCON 19, P.O. BOX 62613, PHOENIX,
AZ 85082 OR CALL (602)973-2341 EMAIL
TO: CUCON@CASFS.ORG or check out our
website: www.casfs.org/cucon

Memberships

\$30 until May 1, 1999

\$35 at the door

Kids 7-12 half price

Kids 6 and under -- free!

CHECK IT OUT!!

In order to show our appreciation to our members who register at the hotel, we are pleased to announce that we are having a raffle. We will choose our winners from the names of those who register by **AUGUST 12, 1999**

Prizes will be:

1 free room night

Dinner for two Friday night with the GoHs

2 memberships to CopperCon 20

First name drawn will have first choice and so on.

Additional minor prizes will be announced in the next PR

AUTHOR GOH: DAVID WEBER

We are pleased to have David Mark Weber as our GoH for CopperCon 19! David has over 20 books to his credit, most notably the popular Honor Harrington Saga. He was born in Cleveland, OH, and spent his college career studying history, political science, English, literature, comparative religion, and sociology. David currently lives in Greenville, SC, with various cats and dogs



Artwork © Brett Bass -
used with permission



ARTIST GOH: BRETT BASS

Born in November of '61, Brett spent his early years in Houston, TX, where he was introduced to the space program. As he was one to doodle extensively in his early years instead of doing school-work, it was only natural for him to start drawing spacecraft. From science fact it was only a short step to sci-fi fantasy, which took off in high school in the late '70s, when Brett picked up his first copy of *Heavy Metal*. Drawing and painting sci-fi/fantasy subjects for years with no audience was put to an end by a good friend and mentor, Robert "JR" Daniels. JR encouraged and introduced Brett to the sci-fi/fantasy world in the early '90s. Since then, Brett has been active in the Midwest sci-fi art scene. He is vice president of the Oklahoma Aviation Artists Association.

FILK GOH: TBA

There will also be a Filk Suite at CuCon 20. There will be NO SMOKING in the Filk Suite. Filkers may gather in the Filk Suite at any time during the day if they wish.

MASQUERADE:

Plans for the physical layout of the CopperCon 19 Masquerade are complete. You can view a full information page with a scaled drawing of the stage and green room at <http://members.aol.com/cumask> Mail or call for a copy if you don't have net access. Prizes include a woolen cloak for best novice, a leathern mask for sportsmanship, and special award ribbons for best hall costumes. If you are a fannish artisan merchant, or promotional agent who would like to donate prizes, please contact the Masquerade director.

ART SHOW:

4x4 panels may be reserved for \$5 per panel. 3D artwork may be displayed on 72"x30" tables for \$5 per half table. The convention will take a 12% commission on all sales. We will feature a print shop for artists to sell multiple prints of more popular works, with a 15% commission. There is no fee to display in the print shop. For info, or to reserve space, contact Ray Gish at 2527 N. Silverado, Mesa AZ 85215, (602) 641-3997, or email RGASAS@aol.com

VOLUNTEERS: Come volunteer! Meet cool people, win lots of prizes! 12 hours gets a free membership to CuCon 20. Contact alyson.bishop@asu.edu for more info!

CCG, Deadlands, Dungeons and Dragons, Rail Wars, Battletech, Star Fleet Battles, Battletech CCG, Spellfire, Silent Death, Highlander CCG and Live Action Role Playing Events Come by early to sign up!!!! - John Thorman

JAPANIMATION

As usual we will be showing lots of Japanese animation. There will be old favorites and some brand new surprises. We plan to run 24 hours a day throughout the convention, so long as there is an audience. Stop by and see what is new for this year.

PROGRAMMING

LepreCon 25 offers an incredible variety of presentations, with topics ranging from all aspects of space exploration to efforts at divination, and of course featuring the works of our special guests, author Larry Niven, artist Michael Whelan and local artist Robert Peacock. Check your pocket program for the locations.

Barry Bard - Sun. 10am - At the Movies

Bill Bishop - Sat 11am - Beginners Guide to Copyright Law

Shahn Cornell - Fri. 8:30 pm - Brewing Your Own Mead

Craig Dyer - Fri. 10 pm - Making Cordials

Bruce Farr - Fri. 8:30 pm - The Worst of the Worst SF Films- Jeez, did THAT film stink! Are you sure it even ranks up there among the most rank? Hey, take a look at what's gone before us in REALLY bad sf films! Bring your air sickness bags. We'll vote afterwards on which is the worst after we review highlights from various SF films.

Nancy Freeman - Sun. 1pm - Stardust County Line-a ilk concert.

Peter Gersten - Sat 10am - Citizens Against UFO Secrecy FOIA lawsuit The Founder of CAUS will give us a progress report on the status of his FOIA lawsuits regarding UFOs and answer questions.

Mike Massee - Sat. 1pm - So you want to be an animator? Professional Computer Animator Mike Massee dispenses practical answers and advice about how to break into highly skilled digital media fields including 3D animation and visual effects compositing for television, film and computer games. Demo reels, both bad and good, will be exhibited along with personal work. Computer Animation and Digital Visual Effects is one of the fastest growing fields of employment in the world today. With the demand far outweighing the supply, the time to enter this prestigious field is now. As more and more film productions move overseas because of cost considerations, there are also many opportunities abroad in countries such as Australia, as well as the here in the United States.

Aleta Jackson with Mike Massee - Sat. 1:30 pm - How one company plans to get into outer space-Rotary Rocket and single stage to orbit development: Our Story So Far...

Louise Kleba - Sat. 1pm - Getting the international space station on orbit-the hardware, personalities, business culture clashes, etc.

Susan Matthews - Fri. 8:30pm - One Woman's Runes, and How to Use Them "During the past twenty years the runes, the old Scandinavian alphabet used both to write text and to make magic, have gradually been reclaimed from undeserved guilt-by-

association with Nazi atrocities. Reliable historical information on runes and their use is actually a little patchy, leaving plenty of room for individual interpretation and invention; in this sense the recent rune movement has been almost as syncretic as Haitian voodoo. This panel/workshop will provide a basic level of exposure to what runes are and how to make magic with them, with emphasis on the difference between the surviving information on how people used them and how modern practice has developed.

Susan Matthews has more than ten years' experience and study invested in the futhark (the twenty-four glyph rune sequence) and nearly forty-five years' experience in making authoritative pronouncements from On High, whether or not she knows what she's talking about. Come to this workshop and watch Susan sling the aurochs (the great horned bull of western Europe) like a pro. Readings will be done as time permits!"

Megha Morganfield - Sat. 1pm - Tuning Into The Cosmos: Unleashing Creativity POW! Megha and her Celtic harp show us how to tune into our own alpha brain wave state using music.

Robert Peacock - Sun. 10am - Slide Presentation of the works of our Local Artist Guest of Honor.

Marc Stiegler - Sat. Noon - World Wide Web 50 years on: Future Features and demos of some current experiments

Michael Whelan - Sat.. 11am - Q&A Session with the Artist

Lee Whiteside - Sun. 11am - Tube Talk

David Williams - Fri. 10pm - NASA's Current Planetary Missions

Hugh Gregory - Fri. 8:30pm - A Video presentation of "Soviet Space Disasters Update" and "Red Moon Rising (Russian Space Robotics")

Scott Malcomson - Fri. 2:30pm - A Short History of "Furry" Fandom-Anthropomorphic art and fiction.

Tom Ligon - Sun. 11am - The World's Smallest Fusion Reactor

Ken St.Andre - Fri. 2:30pm - Tarot Thru the Ages

ART WORKSHOPS AND DEMOS

Come and see how it's done! Our wonderful artists have agreed to share their talent and expertise with budding artists and interested fans at the following art workshops and demos.

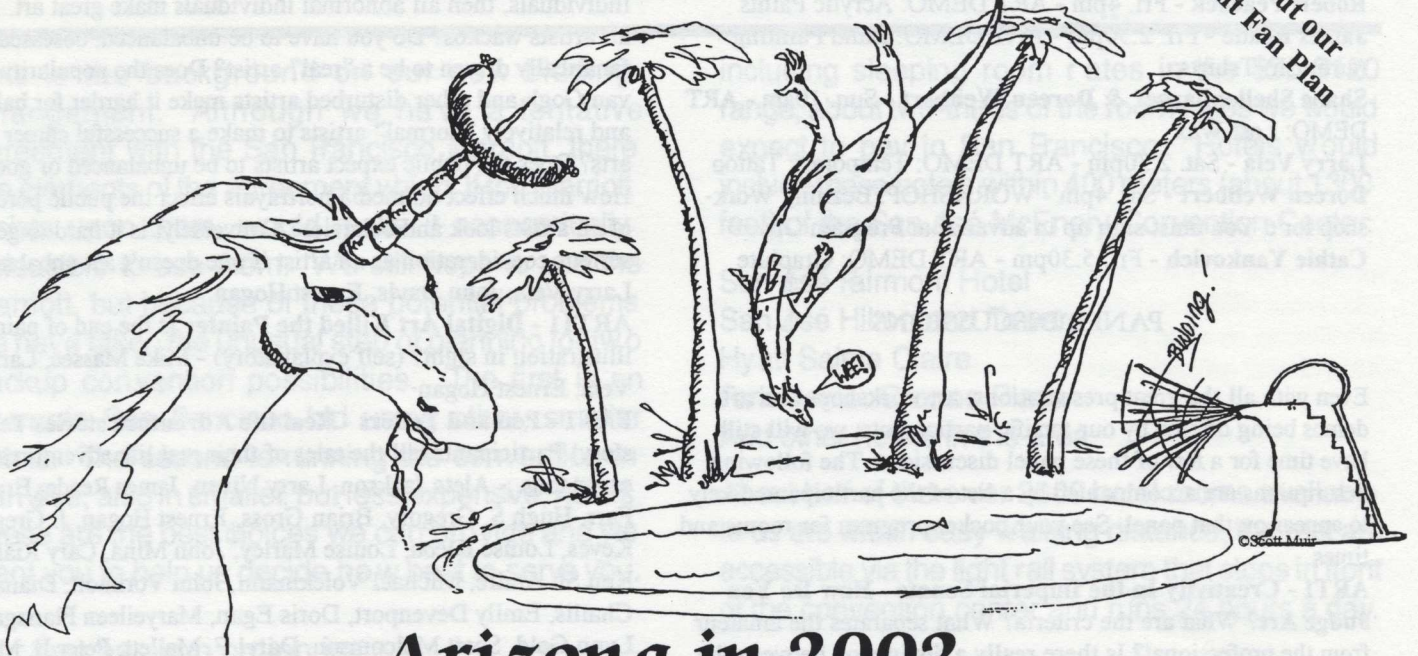
Pat Connors - Sun. 1pm - WORKSHOP: Calligraphy workshop for 8 You must sign up in advance at Program Ops

Maryeileen Flanagan & Kit Townsend - Sat 1pm - WORKSHOP: Costuming 102: Making a Tunic You will need to provide your own materials and sewing machine and participation is limited to 6. Equipment needed: —> (roughly) between 4 to 6 yards of fabric, and about a third more trim than the amount of fabric (ie, for 4 yards of fabric, get 6 yards of trim). -> Some cord or ribbon for lacing can provide for some simple variations on the basic tunic design, although rat tail should be avoided. —> Your own straight pins & scissors. —> Participants who have sewing machines, extension cords, & tape measures should make every effort to bring them. —> If you already have a pattern of your own that you'd like to use, bring that (and follow the directions for -that- pattern regarding yardage, fabric, etc.). If you don't have a pattern, bring a loose-fitting T-shirt or dress shirt to use as a pattern base.

Millie McCloskey - Sat. 10am - WORKSHOP: Bookbinding for the beginner using materials found in home or a few purchases.

Come to the "oasis"

Ask About our
Frequent Fan Plan



Arizona in 2002 Our Bid for the 55th Westercon

About the Bid

Fans in Arizona conduct three annual literary sf cons (TusCon, CopperCon and LepreCon), a gaming convention (HexaCon), and publish a 2,000 circulation 'zine called ConNotations (published four times annually and distributed free to attendees of Arizona conventions). There are other fan-run conventions, such as CorsairCon, DarkCon, and gaming conventions.

We've also hosted larger and national/international events. Members of our Bid Committee have been involved in the 1982, 1988, and 1992 Westercon, 1987 NASFIC, 1985 and 1991 World Fantasy Convention, and the World Horror Convention.

Our local conventions feature such guests as Stephen R. Donaldson, Larry Niven and David Weber. With guests like these for local conventions, imagine what we will do for our Westercon!

Membership

To support our efforts to win the Westercon for Arizona, we are offering memberships in the bid. Members of the bid who vote at the 2000 Westercon will become attending members of the convention.

☐ Pre-support \$10.00 ☐ Pre-Opnose \$20.00

Ask us about Bid Committee positions and information.

Send check to: WesterCon 2002, PO Box 7451, Phoenix, AZ 85011 (Make payable to: AZ in '02)

Membership Type: ☐ pre-supports @ \$10.00 ☐ pre-opposes @ \$20-00

You must sign up in advance at Program Ops
Michael-Scot McMurry - Sun. 2:30pm - WORKSHOP:
 Colored Pencil Workshop for 8 You must sign up in advance at
 Program Ops
Robert Peacock - Fri. 4pm - ART DEMO: Acrylic Paints
James Reade - Fri. 2:30pm - ART DEMO: Hand Painting
 (airbrush) Tshirts
Shane Shellenbarger & Doreen Webbert - Sun. 10am - ART
 DEMO: Lost Wax
Larry Vela - Sat. 2:30pm - ART DEMO: Temporary Tattoo
Doreen Webbert - Sat. 4pm - WORKSHOP: Beading Work-
 shop for 6 You must sign up in advance at Program Ops
Cathie Yankovich - Fri. 5:30pm - ART DEMO: Graphite

PANEL DISCUSSIONS

Even with all the great presentations, art workshops and art demos being offered by our terrific participants, we will still have time for a few of these panel discussions. The following descriptions are accompanied by a list of the participants likely to appear on that panel. See your pocket program for rooms and times.

ART1 - Creativity In the Imperial Senate - How Do You Judge Art? What are the criteria? What separates the amateur from the professional? Is there really a distinction between the "true artist" and the "commercial artist"? If it isn't "art for art's sake", is it selling out? - Ernest Hogan, Robert Peacock, Billy Bishop, Hugh S. Gregory, Scott Malcomson, Glenn Meganck, Melanie Rawn, Michael Whelan

ART3 - Another Day, Another Gold-Pressed Latinum - Marketing Your Original Paintings, Drawings and Prints Can you make your living doing something you love? How do you market your art? Do you need an agent? Do you advertise? How do you know what to charge? Do you need a license? - James Reade, Michael Whelan, Aleta Jackson, Scott Malcomson, Michael-Scot McMurry, Robert Peacock

ART4 - Mine, All, Mine - Collecting Art What's a good investment? Does the value always increase? How do you choose what to buy? How do you know when to sell? - Bruce Farr, Jim Webbert, Mike Willmoth, Maryeileen Flanagan, Robert Peacock, Melanie Rawn, Shane Shellenbarger

ART5 - Who Will Give Me 10? 20?30? - The Art of Auctioneering How do our talented auctioneers manage to be so entertaining as they move the goods to the highest bidders? What is the secret to getting those bidding wars started? - Jim Webbert, Cary Riall, Billy Bishop

ART6 - Sew Right! - Hints and Tips for Costuming both General and Period. Renaissance, Futuristic, Roman or Civil War: what are the points to consider, what are the skills to develop? Which are the fabrics to use? - Randall Whitlock, Maryeileen Flanagan, Cary Riall, Kit Townsend, Peter L. Manly, Alice Massoglia, Melissa Settles

ART8 - Violence and Horror in F/SF Art Do artists create works of horror because they want to or because they feel they are forced to by market concerns? Can one condone such negative imagery if one is truly striving to help create a better world? If an artist feels he must create works of horror as an act of catharsis why should he expect others to share in his hang-ups? - Cary Osborne, Larry Vela, John Davis, Emily Devenport,

Ernest Hogan, Susan Matthews

ART9 - Outsider Art and the "Insane Art equals Great Art" Problem The NY art scene seems to have drawn the conclusion that, if many great paintings have been done by abnormal individuals, then all abnormal individuals make great art... Are all artists wackos? Do you have to be unbalanced, obsessed, or fanatically driven to be a "real" artist? Does the popularity of van Gogh and other disturbed artists make it harder for balanced and relatively "normal" artists to make a successful career in the arts? Does the public expect artists to be unbalanced or goofy? How much effect do media portrayals effect the public perception of an artists look and behavior? Conversely, is it hard to get serious consideration as an artist if one doesn't act unbalanced? - Larry Vela, John Davis, Ernest Hogan

ART11 - Digital Art Killed the Painter Is the end of painted illustration in sight? (self explanatory) - Mike Masee, Larry Vela, Ernest Hogan

FAN1 - Pen and Tellers - Real life Adventure stories Tell us a story! Participants tell the tales of their real life adventures to eager fans. - Aleta Jackson, Larry Niven, James Reade, Bruce Farr, Hugh S. Gregory, Brian Gross, Ernest Hogan, J. Gregory Keyes, Louise Kleba, Louise Marley, John Mina, Cary Riall, Ken St. Andre, Michael Volckmann, John Vornholt, Diana Challis, Emily Devenport, Doris Egan, Maryeileen Flanagan, Lynn Gold, Scott Malcomson, Daryl F. Mallett, Peter L. Manly, Don Markstein, Susan Matthews, Michael-Scot McMurry, Randall Whitlock

FAN2 - Jawa's Bluebook - Mired in Memorabilia Should I sell these treasures I've been accumulating all my life, and if so, how much should I charge, and how do I go about it? - Ken St. Andre, John Davis, Bruce Farr, Don Markstein, Jean Goddin, Aleta Jackson, Louise Kleba, Alice Massoglia, Susan Matthews, Shane Shellenbarger, Cathie Yankovich

FAN3 - Great Party! But What Were Those Blue Things? - Dos and Don'ts of Convention Bidding - Bruce Farr, Lynn Gold, Gary Swaty, Michael-Scot McMurry, Mike Willmoth, Jean Goddin, Don Markstein, Cathie Yankovich

FAN4 - Luring the Young Jedi - Drawing in the Youngsters Who will run the Cons when we are all old and tired? How do we bring in new blood? Are there still kids out there who belong here with us? How do we get them here? - Billy Bishop, John Davis, Bruce Farr, Brian Gross, Glenn Meganck, Christine Beaucage, David Beaucage, Emily Devenport, Doris Egan, Maryeileen Flanagan, Ernest Hogan, Tom Ligon, Scott Malcomson, Alice Massoglia, Melissa Settles

FAN5 - Bell, Book and Candle - Art Bell Discussion Groups Do you listen to the guy from the Kingdom of Nye? We'll have a radio tuned in, some coffee and other fen to discuss Art's show with you, both Friday and Saturday nights. We need participants to act as hosts for this activity. - Billy Bishop, Stevebob Pitcher, Brian Gross, Peter Gersten, Diana Challis, Louise Kleba, Scott Malcomson, Don Markstein, Michael-Scot McMurry, Michael Volckmann

FAN6 - Round Robin Reading Participants all bring stories, articles, sinus medication packages, etc, then we all take turns reading a sentence from them, going around the room and then starting over again. The resulting juxtapositions are hilarious. You don't have to be a pro to participate and it doesn't even have to be your own work. The one we did at CopperCon was very successful. - Emily Devenport, Ernest Hogan, John Davis,

Patricia Matthews, Susan Matthews, Maryeileen Flanagan, Louise Kleba

F&G1 - What Do You Say to a Hungry Werewolf? - LARP

101 Experienced live action role players help novices and newbies find out what it's all about, from LAME to White Wolf to Deadlands. - John Mina, Russell Neal, Ken Norton, Stevebob Pitcher, Billy Bishop

F&G2 - Songs of Local Earth - Filk 101 Seasoned FILKers widen their circle to take in yet more fans of music, SF&F, and fun. - Lynn Gold, Cary Riall, Scott Malcomson

F&G3 - Come and Join the Jedi Queen - Star Trek and Known Space Filk Filkers render tribute to Star Wars and to the works of our Guest of Honor, Larry Niven with an hour and a half of songs based just on those venerable works. - Lynn Gold, Scott Malcomson, Peter L. Manly

F&G4 - How to Run A LARP - LARP 301 Did you ever leave a LARP feeling used by the GMs or that you had wasted your time? Likewise, did you ever leave one pumped and wishing for more? What caused these differences? Experienced GMs tell what makes Live Action Role Playing Games enjoyable for all players vs what ruins the game. - John Mina, Russell Neal, Ken Norton, Stevebob Pitcher, Billy Bishop, Ken St. Andre

F&G5 - Dark Side of the Force - Mature Themes in Gaming Roleplayers deal with sex, violence, and the uncomfortable repercussions of shady actions in every game. Are we learning anything from it? Does the "rehearsal" give us an edge in dealing with real-life situations? How does the presence of younger players or victims/survivors of REAL violence affect the course of the game? - Stevebob Pitcher, Billy Bishop, Brian

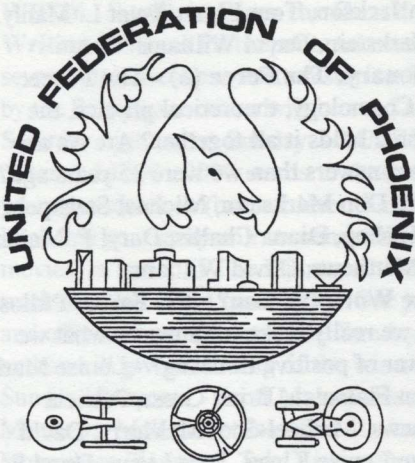
Gross, Michael Stackpole, Kit Townsend, Scott Malcomson, Daryl F. Mallett, Susan Matthews, Ken Norton, Melissa Settles, Ken St. Andre,

MEDI1 - The Making of... - Make a Movie Create a concept and story board it throughout the convention. Lots of participation, and opportunity for specialized guests to show their stuff. - Daryl F. Mallett, Ethan Moe, Louise Kleba, Tom Marcinko, Don Markstein, Randall Whitlock, David Williams

SCI1 - There Once Was A Lady Named Brigit - Current Thought about Faster than Light Travel Challenges in Physics. Examples from Fiction and their proximity to the realm of possibility. - Brian Gross, Tom Ligon, David Beaucage, Cary Riall, Billy Bishop, Emily Devenport, Ernest Hogan, Peter L. Manly, Tom Marcinko, Don Markstein, Susan Matthews, Marc Stiegler, David Williams, Cathie Yankovich, Larry Niven*

SCI2 - Paper Airplane Contest Traditionally this contest offers prizes for Longest Flight, Fastest Flight, etc. and young fans learn a little physics as a side effect of the fun. - John Davis, Peter L. Manly, Michael Volckmann, Maryeileen Flanagan, Brian Gross, Tom Ligon, Don Markstein, Randall Whitlock

SCI3 - Green Hills of Earth - Real Environmentalism Forget Greenpeace and eco-terrorism! What real and significant efforts are going on right now? Includes Species Survival Plan, Conservation, Volunteer programs with Forest Service and Parks Departments. What is the place of Zoos and botanical gardens with respect to environmentalism? Are they the modern day Noah's Ark? - Tom Ligon, Daryl F. Mallett, David Beaucage, Billy Bishop, Brian Gross, Louise Kleba, Peter L. Manly, Michael-Scot McMurry, Michael Volckmann, Randall Whitlock



Join us for
**Science Fiction
Jeopardy**
on Saturday night
after the Masquerade

The United Federation of Phoenix is the southwest's oldest *Star Trek* and science fiction fan organization, continuously operating since 1975. The club meets every two weeks at various locations around the Phoenix metropolitan area. As a group we have picnics, go bowling, watch science fiction, see movies, play games, as well as other things. We also have a monthly newsletter, *Subspace Chatter*, which highlights science fiction and sci-fi media happenings, as well as other events that pertain to fandom. If you would like to attend one of our meetings, please contact Jim Strait (242-9203) for the details.

If you would like more information about our club, write to us at:
U.F.P., P.O.Box 37224, Phoenix, Arizona 85069

Phone: (602) 242-9203
Web Site: www.U-F-P.org

Email: Info@u-f-p.org

Deep Space Nine Finale Bash on Sunday, June 6th

UFP in conjunction with The Doctor's Exchange and The Official Andy Robinson Fan Club will have a **Deep Space Nine Finale Bash** on Sunday, June 6th at The Bash on Ash, 230 West Fifth Street in Tempe, Arizona. Doors open at 6 pm, Charity Auction to benefit Save The Children at 7 pm, and the Two-Hour Series Finale at 8 pm. **Admission is FREE!**

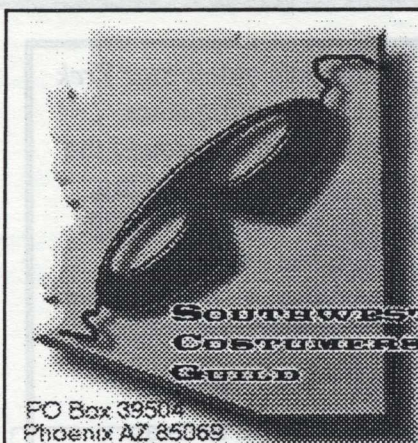
For more info contact Lee Whiteside (623) 465-5327, leew@goodnet.com

SCI4 - Why or Why Not? - Y2K The end of civilization as we know it? Or just another unremarkable day? - Russell Neal, Cary Riall, Marc Stiegler, Christine Beaucage, David Beaucage, Emily Devenport, Jean Goddin, Brian Gross, Ernest Hogan, Louise Kleba, Don Markstein, Michael Volckmann, John Vornholt, Mike Willmoth, Cathie Yankovich, Billy Bishop, Doris Egan, Lynn Gold, Tom Ligon, Scott Malcomson, Susan Matthews, Ken St. Andre

SCI5 - Web Maturity - WWW Comes of Age More and more folk are getting connected, putting up web pages and subscribing to mailing lists. Where is this taking us? What are the possibilities? - Lynn Gold, Marc Stiegler, Christine Beaucage, David Beaucage, Jean Goddin, Daryl F. Mallett, Louise Marley, Ken St. Andre, Mike Willmoth, Joanne Bertin, Billy Bishop, Doris Egan, Maryeileen Flanagan, Ernest Hogan, Tom Ligon, Scott Malcomson, Peter L. Manly, Tom Marcinko, Don Markstein, Alice Massoglia, Michael Volckmann, John Vornholt, Michael Whelan, Lee Whiteside

SCI6 - Heavenly Hollywood - Astronomy So you want to roam among the stars? Can you name them? How do you tell time by the stars... - Brian Gross, Diana Challis, Tom Ligon, Peter L. Manly, David Williams, Mike Willmoth, David Beaucage, Hugh S. Gregory, Tom Marcinko, Don Markstein, Randall Whitlock

SCI7 - The Kessel Run in 2 Parsecs - Phooey Physics Inventing believable technology; lessons from the past. Okay, here is your chance to pick holes in the technology of Star Wars, Star Trek etc. What is wrong with the ideas behind the mechanisms and what could be done to fix them? - Diana Challis, Brian Gross, Randall Whitlock, Tom Ligon, Scott Malcomson, Peter



The SouthWest Costumer's Guild is deeply involved in bringing you the Masquerade at LepreCon 25 and CopperCon 19

Want to Learn more about costuming? Would you enjoy workshops on: Cloak Making, Bodice

Construction, Middle Eastern men's and women's garb, fine finishing details? These are just some of the topics we have planned for this year. We try to gear our workshops to the beginning and intermediate costumer.

UpComing Meetings

May 23 - Intro to Chainmail

June 13 - Pool party and how to wrap Kilts and Saris

August 1 (July meeting) - Leather Belts

August 29 - Cape making

September 19 - Fitting and finishing Collars

For more information wrtie: SWCG, PO Box 39504, Phoenix, AZ 85069 or call (602)944-0160 between 6PM-9PM Or email francesb@primenet.com or check out our webpage at: <http://members.aol.com/souwesgld/guild.html>

L. Manly, Don Markstein, Cary Riall, Marc Stiegler, David Beaucage, Billy Bishop, Emily Devenport, Tom Marcinko, David Williams

SPEC1 - Evolutionary Elevator - Uplifting Other Species to Sentience. Zookeepers, biologists and psychologists talk about the sentience of cetaceans and primates as compared to humans. How does it differ? What is the same? Is Uplifting possible, necessary, desirable or ethical? - Scott Malcomson, Diana Challis, Emily Devenport, Ernest Hogan, Louise Kleba, Daryl F. Mallett, Marc Stiegler, David Beaucage, Billy Bishop, Tom Ligon, Peter L. Manly, Tom Marcinko, Don Markstein, Louise Marley, Susan Matthews, Michael-Scot McMurry, Ken St. Andre, John Vornholt, Larry Niven

SPEC2 - Twigs in Space - Silent Running Revisited What would it take to create orbital biomes for the purpose of preserving biological diversity (forests in space) (desert in space) (tundra in space) etc.? - Hugh S. Gregory, Larry Niven, David Beaucage, Billy Bishop, Diana Challis, Ernest Hogan, Aleta Jackson, Louise Kleba, Tom Ligon, Peter L. Manly, Tom Marcinko, Don Markstein, Susan Matthews

SPEC3 - Beam Me Up Scotty - Alien Abductions Silly or Sinister? Real or imaginary? What is going on? - Susan Matthews, Emily Devenport, Brian Gross, Don Markstein, John Vornholt, Mike Willmoth, David Beaucage, Billy Bishop, Maryeileen Flanagan, Ernest Hogan, Aleta Jackson, Scott Malcomson, Peter L. Manly, Tom Marcinko, Michael-Scot McMurry, Michael Stackpole

SPEC4 - Forcing Your Hand - Military SF and FTL Drives A discussion of the tactics of space warfare. - Hugh S. Gregory, Brian Gross, Scott Malcomson, Susan Matthews, Larry Niven, Ken St. Andre, Michael Stackpole, Marc Stiegler, Billy Bishop, Emily Devenport, Aleta Jackson, Tom Ligon, Peter L. Manly, Tom Marcinko, Don Markstein, David Williams

SPEC5 - Wiley's Dictionary: The Force (n) - The Force: Cosmology & Physics Cosmology, theoretical physics, the universe itself: What Force holds it all together? Are we any closer to knowing all the answers than we were 25 years ago? - Brian Gross, Tom Ligon, Don Markstein, Michael Stackpole, David Beaucage, Billy Bishop, Diana Challis, Daryl F. Mallett, Tom Marcinko, Susan Matthews, David Williams

SPEC6 - Can the Force Work for You? - the Force: Philosophy & Spirituality Do we really make to future by what we think today? By the power of positive thinking? - Louise Marley, Billy Bishop, Maryeileen Flanagan, Brian Gross, Patricia Matthews, Susan Matthews, Michael-Scot McMurry, David Beaucage, Ernest Hogan, Louise Kleba, Tom Ligon, Daryl F. Mallett, Don Markstein, Alice Massoglia, Melissa Settles, Michael Volckmann

WRIT1 - Rhyming Reason: the Under-utilized SF Art - SF Poetry Is there much SF poetry out there? What makes it poetry? Examples, critiques, and debate between the rhyme&meter crowd vs the free formers. - John Davis, Maryeileen Flanagan, Don Markstein, Lynn Gold, Tom Ligon, Daryl F. Mallett, Patricia Matthews, Susan Matthews

WRIT2 - The Jedi Masters Speak - Authors Down to Earth Authors talk with new authors and hopefuls about the practical aspects of getting started with getting published-where to send their manuscripts, is an agent necessary, etc. - Darlene Bolesny, Emily Devenport, Louise Marley, Susan Matthews, Michael Stackpole, David Beaucage, Joanne Bertin, Ernest Hogan, J.

Gregory Keyes, Tom Marcinko, Patricia Matthews, Dennis McKiernan, Larry Niven, Cary Osborne, Melissa Settles, Marc Stiegler, John Vornholt, Doris Egan, Maryeileen Flanagan, Tom Ligon, Daryl F. Mallett, Peter L. Manly, Don Markstein, Glenn Meganck, Ken St. Andre

WRIT3 - The Wind in Your Sails - Making the Sales Authors Discuss ways to market their work after publication, from book-signings to convention participation and more. - Darlene Bolesny, Emily Devenport, Louise Marley, David Beaucage, Tom Marcinko, Cary Osborne, Melissa Settles, John Vornholt, Doris Egan, Ernest Hogan, Daryl F. Mallett, Patricia Matthews, Dennis McKiernan, Glenn Meganck, Michael Stackpole, Kit Townsend

WRIT4 - What Lobochevsky Taught Me - Researching Your Novel How to get that historical or scientific accuracy that makes your story believable. - David Beaucage, Darlene Bolesny, Emily Devenport, Louise Marley, J. Gregory Keyes, Daryl F. Mallett, Peter L. Manly, Tom Marcinko, Susan Matthews, Dennis McKiernan, Cary Osborne, Melissa Settles, John Vornholt, Joanne Bertin, Diana Challis, Maryeileen Flanagan, Brian Gross, Ernest Hogan, Don Markstein, Patricia Matthews, Melanie Rawn, Ken St. Andre, Marc Stiegler, Kit Townsend, Cathie Yankovich

WRIT5 - Bang Bang You're Dead - Killing Off Characters That We Love Authors discuss how and why our favorite characters must meet their demise. - Darlene Bolesny, Emily Devenport, Susan Matthews, Michael Stackpole, Joanne Bertin, J. Gregory Keyes, Don Markstein, Louise Marley, Dennis McKiernan, John Mina, Cary Osborne, Melanie Rawn, Kit Townsend, David Beaucage, Ernest Hogan, Peter L. Manly, Tom Marcinko, Patricia Matthews, Ken St. Andre, John Vornholt

WRIT6 - Spotlight From the Guard Tower - Amateur Writing Critique Participants take a red pencil and go over several attendees' pre-written stories. Those stories deemed best by the Participant critics will be read aloud by their authors late Saturday night or on Sunday. - **RULES:** Bring your short story of around 1500 - 2000 words to the green room at LepreCon 25 when you check in (but not later than 8pm Friday, 14 Apr). We hope that your story will somehow tie in with the Star Wars movies, in honor of The Phantom Menace which opens next week, but that is not mandatory. Our judges will read the stories and offer critique at a panel on Sunday morning. The winning author will give a reading of the winning story poolside on Sunday afternoon. - Scott Malcomson, Don Markstein, Susan Matthews, Melissa Settles, Ken St. Andre, David Beaucage, Maryeileen Flanagan, Tom Ligon, Daryl F. Mallett, Tom Marcinko, Louise Marley, Patricia Matthews, Glenn Meganck, Cary Osborne

WRIT7 - The Songs of Distant Earth - Musical Themes in SF What you hear while you are reading affects your perception of the story. Do authors take advantage of this? Does music affect the authors as they write? And is that effect incorporated into the story? - Ernest Hogan, Louise Marley, John Davis, Emily Devenport, Susan Matthews, David Beaucage, Lynn Gold, Daryl F. Mallett, Tom Marcinko, Don Markstein, Patricia Matthews, Glenn Meganck, John Mina, Kit Townsend

READINGS

In the relaxed, quiet, poolside area, come sit with your sun hat and soft drinks to hear some of the following authors read aloud from their selected works. A schedule will be posted poolside and at Program Ops. - Christine Beaucage (TBA), David Beaucage (from The Shiloh Project), Joanne Bertin (something from my first novel, The Last Dragonlord, and probably something from my second, Dragon and Phoenix), Darlene Bolesny (First or Second Book), Emily Devenport (The Tennessee Waltz" or "Mousies of the Id), Doris Egan (TBA), Hugh S. Gregory (TBA), Ernest Hogan (TBA), J. Gregory Keyes (A Calculus of Angels), Tom Ligon (TBA), Daryl F. Mallett (Family TIES, a Star Wars story; parts of a novel I'm working on), Tom Marcinko (The Nixon Wrangler's Tale), Louise Marley (The Terrorists of Irustan), Alice Massoglia (a children's or YA SF for children's programming), Patricia Matthews (TBA), Susan Matthews (from The Avalanche Soldier (due out 11/99)), Dennis McKiernan (from Silver Wolf, Black Falcon), Michael-Scot McMurry (TBA), Glenn Meganck (TBA), John Mina (Short Story from Yesterday's Gods), Cary Osborne (Darkloom), Melanie Rawn (whatever strikes me at the time....), Ken St. Andre (an original unpublished story), Michael Stackpole (a selection from THE DARK GLORY WAR), Marc Stiegler (my new book EarthWeb, coming out in May)

KAFFEE KLATCHES

Sit out on the patio "shooting the bull" with your favorite authors and artists. Sign at Program Ops for Kaffee Klatches with some of the artists and authors listed: Christine Beaucage, David Beaucage, Joanne Bertin, Billy Bishop, Darlene Bolesny, Diana Challis, Emily Devenport, Doris Egan, Lynn Gold, Hugh S. Gregory, Brian Gross, Ernest Hogan, Aleta Jackson, J. Gregory Keyes, Louise Kleba, Tom Ligon, Scott Malcomson, Daryl F. Mallett, Peter L. Manly, Tom Marcinko, Don Markstein, Louise Marley, Patricia Matthews, Susan Matthews, Dennis McKiernan, Michael-Scot McMurry, John Mina, Cary Osborne, Jim Pavelec, Robert Peacock, Melanie Rawn, Ken St. Andre, Michael Stackpole, Marc Stiegler, Michael Whelan, Randall Whitlock, Cathie Yankovich

AUTOGRAPHS/BOOK SIGNING SESSIONS

Come to the Dealer's room and get the following authors to sign your copy of their book. Schedule will be posted in the Dealer's room and at Program Ops. David Beaucage, Joanne Bertin, Billy Bishop, Darlene Bolesny, Diana Challis, Emily Devenport, Doris Egan, Lynn Gold, Hugh S. Gregory, Ernest Hogan, J. Gregory Keyes, Louise Kleba, Daryl F. Mallett, Peter L. Manly, Tom Marcinko, Don Markstein, Louise Marley, Susan Matthews, Dennis McKiernan, Michael-Scot McMurry, Glenn Meganck, John Mina, Cary Osborne, Jim Pavelec, Stevebob Pitcher, Melanie Rawn, James Reade, Ken St. Andre, Michael Stackpole, John Vornholt, Michael Whelan, Randall Whitlock

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AGENTS OUTSIDE USA (make cheques payable to agent)

Australia (p-s membership A\$25)

Terry Frost

5 Temple St.

West Brunswick VIC 3055

hlector@netspace.net.au

Pre-opposing memberships: 2.5 x p-s price

UK/Europe (p-s membership GB£12)

Steve Davies & Giulia de Cesare

52 Westbourne Terrace

Reading, Berkshire, RG30 2RP

Steve@vraidex.demon.co.uk

Canada (p-s membership C\$25)

John Mansfield

333 Lipton St.

Winnipeg MB R2G 2H2

pgh@mail.pangea.ca

Friend of the Bid: 5 x p-s price

Name: _____
Address: _____
City: _____ State/Region: _____
Country: _____ ZIP/Postal Code: _____
Phone number: _____
CC # (Visa/MC/Discover/AmEx): _____ Exp. date: _____
Signature: _____

	#	\$	Total
SF'02 p-s		x \$20.02	
Seattle			
cross-grade		x \$10.01	
SF'02 other		x	
		Total	

San Francisco in 2002 is a committee of San Francisco Science Fiction Conventions, Inc., the people who brought you ConFranciscoSM.
"World Science Fiction Convention" is a registered service mark of the World Science Fiction Society, an unincorporated literary society.

San Francisco in 2002

San José in 2002

Two Bids for the Price of One!

This is the background on our new bidding arrangement. Although we have a tentative agreement with the San Francisco Marriott, there are elements of the agreement which, if the Marriott insists upon them, would make it economically unfeasible to use them. We still hope to use the Marriott, but because of these potential problems we have taken the unusual step of planning for two backup convention possibilities. The first is an alternate San Francisco bid using other, smaller hotels. The second is running the convention in San José, also in smaller, but less expensive, hotels. These are the best choices we can provide and we want you to help us decide how best to serve you.

Our first backup option is:

San Francisco

Convention Center/Hotels

These are the other hotels within a 500-meter (about 1500 foot) radius of the San Francisco Moscone Center:

Argent (former ANA)

W (a new hotel chain from the Starwood group)

Sheraton Palace

In addition, there are other nearby hotels, too numerous to list.

Nearby Attractions

San Francisco's Moscone Convention Center is part of the Yerba Buena Gardens development, including:

Sony Metreon Entertainment Complex

<http://www.metreon.com/>

Museum of Modern Art <http://www.sfmoma.org/>
Center for the Arts

<http://www.yerbabuenaarts.org/>

Moscone Rooftop Center

<http://www.moscone.com/rooftop.htm>

Our second backup option is:

San José

Convention Center/Hotels

The San José Convention & Visitors' Bureau has presented us with an extremely attractive offer,

including sleeping room rates in the \$95-\$120 range, about two-thirds of the room rates we would expect to pay in San Francisco. Hotels would include these hotels within 400 meters (about 1300 feet) of the San José McEnery Convention Center:

San José Fairmont Hotel

San José Hilton and Towers

Hyatt Sainte Claire

Park Center Crowne Plaza

And other hotels in the area.

About half of the over 2000 hotel rooms available to us are within easy walking distance; the rest are accessible via the light rail system that stops in front of the convention center and runs 24 hours a day.

Nearby Attractions

San José's McEnery Convention Center is part of the San José Downtown Redevelopment Area, including:

The Tech Museum of Innovation

<http://www.thetech.org/>

Children's Discovery Museum

<http://www.cdm.org/>

The San José Museum of Art

<http://www.sjmusart.org/>

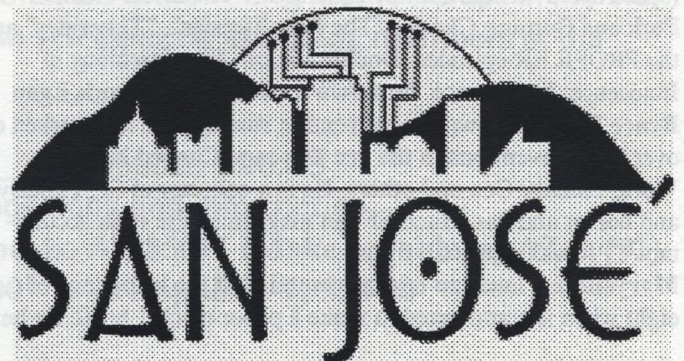
Other local sites of interest include:

The California Trolley and Railway Corp.

<http://www.ctrc.org/>

The Rosicrucian Egyptian Museum

<http://www.rosicrucian.org/mus-plan/0-museum.html>



THE PARTICIPANTS

David & Christine Beaucage: Author of The Shiloh Project and a member of the SFWA, David is also the leader of the Christian writer's critique group, Holy Scrollers. He has been a computer professional since 1959 and spends his free time designing web pages and writing films, his current project being "The Last Flight of Dr. Ain" <http://home.earthlink.net/~recroom/shiloh.htm>

Joanne Bertin: Writer of "Dragonlord Justice", which appeared in the Ultimate Dragon Anthology, Joanne is currently working on her first novel. For fun, she enjoys silver smithing items fitting for the SF/Fantasy genre. <http://www.weredragon.com>
http://www.sfsite.com/isfdb-bin/exact_author.cgi?Joanne_Bertin

Bill Bishop, an attorney licensed to practice in the State of Arizona, and currently employed by the Dept. of Environmental Quality, is also known in Phoenix area fandom for his involvement in playing, running and writing roleplaying games. Bill and wife Jenny have just returned from a trip to Hawaii and are expecting their first child in July. <http://www.primenet.com/~bjb>

Darlene D. Bolesny http://www.sfsite.com/isfdb-bin/exact_author.cgi?Darlene_D._Bolesny

John Davis is the author of "The Potted Fern", "Our Hero Meets A Bloodsucker". "Killdozer" as well as many sci-fi and fantasy stories and poems. He has also written text adventure games, several of which have been sold, and spends much of his time reading.

Emily Devenport is the author of 7 novels and many short stories including "Shade", "Larissa", "Scorpienne", "The Kronos Condition and stories in Aboriginal SF, Asimov's SF and the Full Spectrum Anthology. She enjoys studying many different fields including History, neurology, psychology and mythology. http://www.sfsite.com/isfdb-bin/exact_author.cgi?Emily_Devenport

Craig L. Dyer or Lord Craig of the White Cliffs as he is often known, can usually be found at cons accompanied by several large, white, wooden ammunition chests, in which he keeps a generous supply of homemade vodka-based cordials. He combines the spirit of a vintner with the showmanship of a low-key P.t. Barnum, as he joyfully discusses the ingredients and watches the pleasure on the faces of his (new and long-held fannish friends. In the real world, he is a highly proficient computer techie for the Maricopa County Community College District, an ardent player/collector of RPG's and collector card games, owned by several cats, dogs, ferrets, rabbits, birds and turtles and hailed as a generally pleasant fellow.

Doris Egan is known for her novels, short stories, and Television Scripts, including; "The Ivory Books", "City of Diamond" (space opera-written as Jane Emerson), "The Sweet of Bitter Bark and Burning Clove", "The New Tiresias", "Timerider" and the PROFILER episodes: Double Vision, The Ceremony of Innocence, Inheritance. <http://www.sff.net/people/Doris.Egan>

Bruce Farr is known for convention running. He has worked on over 100 conventions in the last 20 years, Chaired NASFiC, World Fantasy Con and others. He is a collector of SF, Fantasy and horror and has edited SF fan magazines. He is an accountant/CPA and enjoys SF films.

Maryeileen Flanagan began costuming at the tender age of eight when she attempted to make a paper mache' horse for her

jockey "character" to ride on Halloween. Since then she has advanced to costuming live horses and their riders as part of the "Once Upon a Time" and "Life of the Party" parade groups. After this fourth generation native Tempean graduated from Texas A&M with a BA/BS in English (and a minor in genetics) she entered the work force as a professional costume designer for the ASU Department of Dance. The author of several articles, poems and photographs published in small circulation horse magazines, she is currently an English teacher at Tempe High School where she sponsors both the Creative Writing Club and the Literary Society (reading club) and sometimes teaches science. She has volunteered in the area of programming for several local cons and also a World Fantasy Con. In her "copious amounts of spare time" she breeds Appaloosa and Walkaloosa horses using applied genetics and, by herself (not contracted out), is building a house/ranch near Gila Bend. She lives on the minimally completed facility with her roommate, Kit, five dogs and fifteen (or so) horses.

Peter Gersten is the director of Citizens Against UFO Secrecy (CAUS) and is the attorney responsible for filing FOIA lawsuits vs the Department of Defense regarding UFO information. Currently, Mr Gersten is in the process of writing The Ultimate Secret, a fictional tale based on lots of factual information, which will be serialized with a new installment, each week at <http://caus.org/ultsecret/index.htm> or <http://www.caus.org>

Jean Goddin Well known for her involvement in running conventions, Jean is a computer programmer and web developer who is also an online moderator for 2 services. She co-chaired the World Horror Conventions of 1994 and 1998, both held in Phoenix. Calling herself a "certifiable info - junkie," Jean enjoys research of everything, as well as cats, travel and the internet.

Hugh Gregory Cheers! Hugh is the Spaceflight Historian for SpaceBase(tm) - The Astronomy and Space Sciences Educational Information Service in Vancouver, BC, Canada.

Brian Gross has studied Astronomy, Physics and Geology at the U of A, as well as studying Investigation of the Paranormal at Pima CC. He has been SMOF'ing for 25 years (DesertCon, TusCon). He is interested in Science Fiction and as been a role player for many years. He has worked in computer support for the last 20 years and served in the Army Reserves as a tank driver. <http://www.azstarnet.com/~basfa>

Alan Gutierrez http://www.sfsite.com/isfdb-bin/exact_author.cgi?Alan_Gutierrez

Ernest Hogan is the author of several novels, "Cortez on Jupiter", "High AzTech", as well as stories and articles SFage, SF E9E, Amazing, Penthouse, Hot Tach. He is also working on an Online Serial at www.senselessbeauty.com/hogan called Brainpan fallout. Ernest studies precolumbian culture, travelled in Mexico, climbed pyramids from Teotihuacan to Chichen Itza. He also collects stories with the words "Dracula" and "Frankenstein" in the titles. <http://www.senselessbeauty.com/hogan> or http://www.sfsite.com/isfdb-bin/exact_author.cgi?Ernest_Hogan

Aleta Jackson, a rocket scientist employed by Rotary Rocket, has written a story in ANALOG and several articles, as well as articles in the Washington Post, Earth Space Review, and Shashin Shinbum (a Japanese newspaper) as well editing the Journal of Practical Applications in Space from 1989 until 1996. She enjoys reading SF, cooking, model trains, the SCA and cats.

Charles Jarvis <http://www.eigi.com/catblack/>

J. Gregory Keyes has written The Waterborn, The Blackgod,

Newton's Cannon, A Calculus of Angels /Babylon 5 Dark Genesis: The Birth of the Psi Corps, Babylon 5: Deadly / Relations: Bester Ascendant. /Short Stories: Wakes the Narrow Forest (Dragon), and An Air of Deception (Amazing). J. Gregory also enjoys Classical Fencing, Anthropology, Linguistics, History, Mythology, and Folklore. http://www.sfsite.com/isfdb-bin/exact_author.cgi?J._Gregory_Keyes

Louise Kleba is rarely encountered without an accompanying "TARDIS", i.e. books from a broad spectrum of subjects mostly read while flying domestically and internationally. She collects memories, more books, flight suits (some with fascinating histories and origins), space and Babylon 5 memorabilia. At other times, Louise enjoys beadwork, watching action movies (SF/drama), dancing (ballroom to bellydance), and writing letters as time permits.

Thomas A. Ligon Jr. brings us The World's Simplest Fusion Reactor, and has also written Amateurs; Prospectus; The Delicate Crunch of Marshmallows; Dear Colleagues; The Gardener; and other short fiction, all appearing in Analog Science Fiction and Fact, from the mid-80's on. http://www.sfsite.com/isfdb-bin/exact_author.cgi?Tom_Ligon

Scott Malcomson Most recently known as the Reform Party candidate for governor of Arizona, Scott is a well known part of Arizona fandom having been involved with filk, BBS and most of all FurFandom since before the decade began. Scott is involved with ZonieCon, a not-for-profit organization celebrating the diversity of independent comics, particularly those involving anthropomorphism (animals with humanlike characteristics). ZonieCon will happen at the Best Western Executive Inn in Tucson over the Halloween weekend of 1999. http://www.sfsite.com/isfdb-bin/exact_author.cgi?Peter_L._Manly

www.geocities.com/Area51/Rampart/4608/

Daryl F. Mallett has been a freelance writer and editor, an actor and a producer/director since 1988. He has been a contributing editor and series editor at The Borgo Press, series editor of SFRA Press' STUDIES IN SCIENCE FICTION, FANTASY AND HORROR, associate editor of Gryphon Publications, Other Worlds and Hardboiled; among others; assistant editor for Xenos Books. He is also the founder and owner of Angel Enterprises, Jacob's Ladder Books and Dustbunny Productions. He has also been assistant to the curator of The J. Lloyd Eaton Collection of Science Fiction, Fantasy and Horror Literature-the largest cataloged collection of such materials in institutional hands in the world. He has also appeared in films like Star Trek VI and Cannibal Women in the Avocado Jungle of Death; on TV shows like ST:TNG and ST:DS9, and worked on movies like Sphere. <http://www.geocities.com/Area51/1295> or <http://www.bluefiretech.com>

Pete Manly has written fiction including Dragon Three Two Niner; Symphony for Skyfall (with Rick Cook); Unfinished Symphony (with Rick Cook); Ben Franklin's Spaceship (with Joe Lazzaro), as well as non-fiction like Unusual Telescopes; The 20 cm Schmidt-Cassegrain Telescope. He is interested in History including historical engineering including building recreations of Galileo's telescope and Medieval castles. He also refurbishes and flies antique airplanes. http://www.sfsite.com/isfdb-bin/exact_author.cgi?Peter_L._Manly

Tom Marcinko is the author of The Nixon Wrangler's Tale, Event Horizon, to be posted 4/15; "Henry the Human Flea," The Edge; "Deep Space Sein," SF Age; "Whiter Teeth, Fresher Breath," Interzone; "Faith in a Higher Power," Rosebud;

SLOGANEER NEWS

Leprecon 25 Edition - Patrick Connors, Sloganeer

NEW SLOGANS:

- FAILURE IS NOT AN OPTION!
It comes bundled with the software.
- A fool and his money can throw one heck of a party
- What happens if you get scared half to death twice?
- First draw the curve, then plot the data.
- Computers are the tools of the devil. It is as simple as that.
- Philip Greenspun, Web design guru
- It's 1999. Shouldn't Martin Landau be on the moon by now?
- Bill Amend, "Fox Trot", January 1999
- Your reasoning is silly, illogical, irrational and beginning to make sense
- Sapere aude (*Dare to know*).
- The gazebo eats you
- If Bill Gates had a nickel for every time Windows crashed...
...oh wait: he does.
- Unix IS user-friendly - it's just picky about its friends
- Cat: (n) A small furry mammal with a tropism for the 'delete' key.

The Button Guy

is Chairman of the convention.

So he's not selling buttons this time around.

Look for new buttons and other surprises at:

DarkCon	CopperCon
TusCon	LosCon

or check out the catalog at our Web site:

www.finger-rock.com/sloganeer

Thanks! Enjoy the convention!

- Patrick Connors

Various writings on film, including an essay on Star Wars, Star Trek & Babylon 5 in "Creative screenwriting". Tom enjoys cult movies and music. <http://www.primenet.com/~tomaq> or http://www.sfsite.com/isfdb-bin/exact_author.cgi?Thomas_Marcinko

Donald Markstein is a writer and editor who has worked on Mickey Mouse, Donald Duck, Uncle Scrooge, Eek! the Cat, Tiny Toon Adventures, Mighty Morphin Power Rangers, and Bucky Bug. Right now he is mostly working on comic books.

Louise Marley is an author, speaker, and a teacher, as well I'm a classical concert and opera singer. She has written the novels Sing the Light; Sing the Warmth; Receive the Gift; The Terrorists of Irustan (June of 1999). She has also written the short stories Small in the Saddle; Body and Blood (Divine Realms Anthology) <http://www.sff.net/people/lmarley> or http://www.sfsite.com/isfdb-bin/exact_author.cgi?Louise_Marley

Mike Massee is senior animator, graphics designer and resident computer systems expert for Fat Box Inc., a video and film production facility in Redwood City, California. He has taught 3D modelling at the Academy of Art in San Francisco and occasionally writes articles and reviews for industry publications. In his spare time he greatly enjoys photography, mixing his skills in the digital arena with traditional imaging to produce surreal portraits, nudes and landscapes. <http://www.raindrop.com/>

Alice and Marty Massoglia A fan and seller of Science Fiction and Fantasy Books for the last 17 years, Alice has worked at Staff or Committee level for approximately a dozen regional or larger SF Conventions, and about the same number of local SF Conventions. She is a part of the group putting on Regency Dance events both locally and at conventions and is a member of one of the Baker Street Irregulars. Although living in Los Angeles, Alice considers herself to be part of Arizona fandom. <http://home.pacbell.net/ambooks>

Patricia Matthews has 40 years experience writing science fiction, horror and fantasy. In her free time, she like to play Kings Quest and other fantasy role playing games on computer. A few of her works are "The Other People," "The Night Visitor," and "The Unquiet," as well as short stories in various magazines like the Magazine of Fantasy and Science Fiction.

Susan R. Matthews is the author of four military science fiction novels: three in a series, one stand-alone with another in the works. Her hobbies and interests are rune reading, homely magics, and most recently, history of the hardships encountered during mountain climbing and exploration of polar regions. My body of work includes An Exchange of Hostages, Prisoner of Conscience, Hour of Judgment, and Avalanche Soldier. <http://www.sff.net/people/susan.scribens> or http://www.sfsite.com/isfdb-bin/exact_author.cgi?Susan_R._Matthews

Milly McCloskey is a retired teacher who moved to Phoenix from New Jersey in 1989. Her hobbies include: Research and writing about Medieval military history, gardening, bookbinding and compiling both a medieval military dictionary and a glossary. Milly's pets include a Shih Tzu named Jenghiz Khan, a domestic short haired kitty named Miss Kitty II and seven Koi.

Dennis L. McKiernan Author of such SF titles as Caverns of Socrates, and fantasy works like the Mithgar series and many anthology stories, Dennis McKiernan has a Masters in Electrical Engineering and worked in antiballistic missile R&D, hardware, software and think tanks. Along with Steven King and other horror writers, he has a story in the anthology 999: The Final Horror Anthology. Dennis' interests also include gaming, and he

is the co-creator of the Destiny Deck (a roleplaying game aid), as well as the author of two "establishments" in the Flying Buffalo "City Books." He is also a member of the "Tanque Wordies" writers' group of Tucson, all professional writers in SF, fantasy, animation, YA, comics, etc. Other interesting notes: Dennis has been married to Martha Lee for 42 years, and rides a mountain bike for exercise.

Michael-Scot McMurry has been a participant in the APA's Rowrbrazzle, Huzzah!, and Furthest North Crew. His works include Zonie (Comic strip and comic book) and he has illustrated, a number of Crunchy Frog Games such as "Critter Commandos," "Kill the Commie Bastards," "Kill the Commie Mutant Alien Bastards," "Hostage of the Government," "The Zen Role-Playing Game," "The Great Alaskan Clean-Up," and "Nuke the Gay Baby Whales for Jesus" (Hey, I don't name 'em!) **Glenn Meganck**, whose sci-fi writings include BIG DEAL, BIG DEAL AT THE CENTER OF THE EARTH, NO BIG DEAL, BIG DEAL AND THE FOUNTAIN OF YOUTH, BIG DEAL GOES BATTY, and BIG DEAL IT'S A HURRICANE, a series of chapter books for kids with sci-fi adventure elements. As J.R. Ripley he writes Tony Kozol mystery series, STIFF IN THE FREEZER and coming this year, SKULLS OF SEDONA.

John Mina, whose work includes "Jacus the Slug" from "The Day the Magic Stopped"; "Yesterday's Gods" from "Bolos the Cast Stand"; and "Viva L' Amiral" from "Alternate Generals", has been designing Live Role Playing games for 10 years. He enjoys D&D, Live Roleplaying, and playing Magic:The Gathering.

Megha Morganfield Returning to LepreCon this year is composer and songwriter Megha Morganfield, who plays, among other things, the celtic harp. She will not only appear in concert on Friday evening, but will also present a very relaxing workshop on tuning in to the alpha brain-wave state through musical tones. Among her works are Noticing Roses, Sacred Torch (out of print), and The Solstice Carols — 13 Celebrations of the Winter Season, and of course, Shores of Avalon. <http://www.morganfield.com>

Wayne Myers has been involved with Phoenix area fandom for several years, as program staff, gaming director and volunteer at various conventions. By day he does computer tech support for Arizona Dept of Transportation. <http://www.geocities.com/southbeach/lights/4248>

Rusty Neal, a software engineer for the past 20 years, has degrees in both Computer Science and Biology and has also dabbled in game authorship and consulting. He can be found performing with the royal court at the Arizona Renaissance Festival every spring. His hobbies and interests include both tabletop and live action role playing, and he has been running games at Phoenix area conventions for several years. His body of work includes Highway 2000 and portions of the Dr. Who RPG.

Ken Norton has served as a playtester for such games as the Immortal roleplaying game and Shadowfist, a collectable card game. He has run live action Vampire, Werewolf and Changeling, both during outside of conventions such as LepreCon, and Coppercon. He has also performed with the royal court of the Arizona Renaissance Festival.

Cary G. Osborne Thus far, Cary Osborne has published 5 science fiction novels and a fantasy novel (due to be released in Jan. 2000,) but most of her published short stories have been horror, including one in the first Women of Darkness anthology and one in Cthulhu's Heirs. At the opposite end of the spectrum,

she has followed the space program, both fictitious and real, with interest and hope, and as an historian, history often figures into Cary's written work. Titles in her list of credits include Iroshi, The Glaive, Persea, Deathweave, Darkloom. http://www.sfsite.com/isfdb-bin/exact_author.cgi?Cary_G_Osborn
Jim Pavelec is an illustrator for card and role-playing games, as well as comic books. His body of work includes L5R, Battletech, Dune, Doomtown, Spellfire, Galactic Empires CCG's, Unknown Armies RPG Dragon's Bane #2, and The Tenth comic books.
Stevebob Pitcher is a play tester for FASA Inc. Testing includes Battletech and Shadow Run game systems. Past play testing experiences include AEG and Five Rings Publishing for their Legend of the Five rings lines. He writes: "I am a gaming geek. (as described in TV's wanna be hit Jesse, which no one watches on NBC.)"

Jonathan V. Post <http://www.magicdragon.com> or http://www.sfsite.com/isfdb-bin/exact_author.cgi?Jonathan_V_Post
Melanie Rawn's sizable body of work includes Dragon Prince, Star Scroll, Sunrunner's Fire, and The Golden Key (with Jennifer Roberson and Kater Elliott) as well as Quantum Leap: Knights of the Morningstar.

James Reade is the founder of RipRoarin' Comics, publisher of Marked by the Beast and Blood and Sunder. His other talents include drawing caricatures, and creating airbrushed Tshirts.

Cary Riall, who is a Master level costumer, is credited professionally with creating autopilots for several commercial air transport aircraft. He has been very much involved with Phoenix area fandom for a number of years, and is the MC for LepreCon 25's Masquerade. Other interests include near-future technology, medieval history, historical combat, ocean sciences, and space technology.

Alan Rodgers <http://www.sff.net/people/alanr> or http://www.sfsite.com/isfdb-bin/exact_author.cgi?Alan_Rodgers

Melissa Settles Now working on her first fantasy novel, Melissa Settles is the Mountain States Regional Coordinator for Thunder Castle Games' Highlander: The Card Game.

Shane Shellenbarger is a staff writer on ConNotations Magazine, and article contributor to the San Diego Comic-Con Program Book. Shane is proud to have recently convinced the director of the Glendale Community College Speakers Forum to bring Harlan Ellison as a speaker.

Ken St.Andre is a well-known fantasy role-playing game designer, an active member of S.F.W.A. with several published short stories to his credit, an ex-computer game reviewer with dozens of professional publications in magazines ranging from Computer Gaming World to Compute! He collects swords and sorcery fiction, high fantasy comics such as Conan and Poison Elves. Ken also studies all forms of magic, and is a pretty fair hand with the Tarot. A professional librarian working at Cholla Branch Library at Metrocenter in Phoenix, Ken is currently hard at work on creating a 6th edition of Tunnels and Trolls <http://www.geocities.com/area51/cavern/9921> or http://www.sfsite.com/isfdb-bin/exact_author.cgi?Ken_St_Andre

Michael A. Stackpole Well known to Phoenix area fandom, Mike has been a professional writer/editor in the field since 1978. His body of work includes such titles as Prince of Havoc, Rogue Squadron; I, JEDI; Once a Hero, Talion: Revenant, A Hero Born, An Enemy Reborn, and Eyes of Silver. http://www.sfsite.com/isfdb-bin/exact_author.cgi?Michael_A_Stackpole

Marc Stiegler is a past President of the Xanadu Hypertext

project, and also a past executive officer of Autodesk from the days when Autodesk was funding development of a complete electronic marketplace before the Web was developed. An ongoing member of the Foresight Web Enhancement Project, Mark also has a number of science fiction titles to his credit, such as: EarthWeb, to be published May, 1999 *The Gentle Seduction, Nebula first-round nominee, 1990 *David's Sling, Prometheus Award finalist 1989 *Hypermedia and the Singularity, 1989 *Valentina, Hugo finalist in 1985 <http://www.skyhunter.com>
Kit Townsend is a 1987 graduate of Clarion West Writer's Workshop. She was co-founder of a writer's group for semi-professional writers and a founding member of eWorld's Science Fiction, Fantasy and Horror Forum. Formerly a regular RPG player, she still spends a lot of time creating new characters, worlds, and adventures, although these creations go into fiction now days. Costuming is another creative outlet for her, with costumes ranging from no-sew designs to historical to equestrian costumes for mounted parade groups. In RL, she worked for thirteen years as the SF/F/H buyer for an independently owned general bookstore in Tempe, and professionally raises and trains horses for a variety of disciplines.

Henry Vanderbilt, the executive director of the Space Access Society, is also an essayist, reporter and political activist in the cause of getting us affordable space travel while we're still young enough to enjoy it. He's into the intersection of history and technology as a hobby; and he is a futurist in that he likes to speculate on how the past and present may evolve over the next few generations, particularly on the effects of expanding into space and forming new societies there.

Larry Vela This Mesa resident and Arizona native is a favorite among Phoenix fandom, and a frequent participant at local conventions. Science fiction and fantasy have been the main influences on his airbrush work. Decorating mainly show cars, race cars, motorcycles and most recently, private airplanes, Larry is celebrated for body-painting on human subjects. His work has been seen in numerous magazines and has received several awards.

Mike Volckmann A Phoenix resident and FIDO sysop, Mike is a computer programmer by trade. Recent projects include web design and maintenance work management software. A private pilot, Mike is working on a commercial pilot's license and is married to artist Cathie Yankovich.

John Vornholt A resident of Tucson, John Vornholt has run the gamut in writing from nonfiction, to playwriting to screenwriting and since 1989, books. Masks, the first numbered Star Trek: The Next Generation novel to make the New York Times bestseller list, is among his many credits. <http://www.sff.net/people/vornholt/> or http://www.sfsite.com/isfdb-bin/exact_author.cgi?John_Vornholt

Doreen Webbert Well known to Phoenix fans for her efforts in running all aspects of conventions, Doreen co-chaired the World Horror Conventions of 1994 and 1998, both held in Phoenix. She also does artwork in various media such as beadwork and fabric painting.

Jim Webbert A professional chemist, Jim is a longtime fan of science fiction, having attended conventions since the 1950s. His hobbies include collecting art, reading, and in Phoenix fandom he is known for his involvement in running conventions, and auctioneering.

Lee Whiteside, whose real job is software engineering and LAN

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administration, is SF Tube Talk columnist for ConNotations and also maintains the Magrathea/SFTV web page and mailing list at www.goodnet.com/~leew. A SysOp with the Compuserve SF/Fantasy forums, Lee has also been involved with local conventions for many years, and chaired CopperCon 16. <http://www.goodnet.com/~leew>

Randall Whitlock A registered geologist with background in Meteorites, AZ geology, and environmental assessments, Randy also operates "MoiRandall's," a custom costume and desktop clothing pattern publishing business. Currently president of the Southwest Costumers Guild, he is known to fandom for the costumes he builds for convention masquerades and occasional service as Masquerade director. Randy claims to suffer from chronic Paronomasia-the compulsion to make the worst pun possible at the worst possible time. <http://members.aol.com/randwhit/moirandall.html>

David A. Williams performs scientific research in volcanology and planetary geology, and is a member of NASA's Galileo spacecraft Solid-State camera imaging team. He is a member of the United Federation of Phoenix and a fan of SF films/shows, including; Star Trek, Star Wars, Battlestar Gallactica and X-Files.

Mike Willmoth is an applied mathematician with physics and astronomy. He has worked in the computer industry, both for state government and self-employed, for 19 years. He helps run and attend SF/F/H conventions around the world. Mike has also written convention reviews for ConNotations, and has been a sysop on Compuserve in all the SF/F forums since 1984. He is also the treasurer of an investment club that started with all sf/f fans and an advanced level SCUBA diver and amateur radio operator.

Cathie Yankovich has had several works of art published, multiple exhibits in science museums, art galleries, and has also had several short stories published in ConNotations.

MASQUERADE

Calling all stage hams and other people interested in costuming! **Prizes!** A full circle black wool cape for Best in Show. (If I weren't masquerade director I'd be trying to win it,) an 8" Ginger Dressmaker's Shears, for the workmanship award, and a sewing repair kit for the Novice Division. All donated by the Southwest Costumers Guild. And (if they arrive in time some) Japanimation Video tapes donated by L25.

How to Sign Up There will be a sign-up sheet and information posted at the convention's volunteers table by registration. Please sign up at or before the Masquerade walk through

When/Where There will be contestants' walk-through on Saturday at 11 AM in Room 122. This is the time to bring your completed entry forms, tapes, notes for the MC, documentation, and to clear any presentation questions with the director. Check your pocket program for the exact time and last-minute changes. Contestants will meet in the Green Room (Kachina Room, a meeting room that adjoins the ballroom) before the Masquerade. If you want to have your costume judged for workmanship, please arrive at 6 PM. For all other contestants please arrive at 6:30 PM to check in. At the Kachina Room you can change into your costume (sorry there are no private dressing rooms) and queue up for your presentation. We will have water, dry

munchies, mirrors, tables and volunteer den mothers for your convenience. The Southwest Costumers Guild will provide some emergency repair supplies. You should expect, however, to bring whatever tools and materials you will need for basic setup and maintenance of your costume. **Masquerade starts at 7 PM.**

Crew and Tech information Assuming that his schedule does not conflict, Cary Riall will be the Master of Ceremonies. If you have attended Phoenix-area masquerades before, you will remember Cary as a gentleman with the wonderful voice who can make almost any thing sound good. We will be using 3 by 5" index cards for the MC's notes you can fill these out at the walkthru. Limit your introduction to 25 words or less. Please spell strange names phonetically (fone-et-ick-al-lee). If the MC cannot read your writing he may improvise something you did not have in mind!

Have your tape queued up and marked "**Play this side.**" The tape should be marked with your name, costume title, and "play this side." Give your tape to the director or sound man at the walk-through on Saturday afternoon. I recommend that you submit a copy of your tape, not the factory original. We'll endeavor to get your tape back to you, but Murphy's Law rules at SF Conventions. Personally I highly recommend a tape to help you time your presentation. You can use it to slow down your walk so the judges and audience can see you or keep track of your time so your presentation does not go tooooooo long. 60 seconds may not seem like it is a long time, but it can seem to last forever. I am hoping to also have a selection of generic music that can be used if you don't have a tape. Lights? Yes, there will be lights but only a hot spot for the stage. The stage will be 24' by 12' with a 6' runway. There are stairs leading up to the stage and off the stage. The entrance will be from Stage right. The doorway onto the stage will be standard size.

Classes On your masquerade registration form there are three classes. Junior for children 0-12 years, Adult for everyone over 18 (People 12-18 may choose if they want to compete in the Adult or Junior Class), and a Special Class for adults who have not previously competed and won a major prize in a SF Convention Masquerade, or have not completed in over 10 years. If your costume is something you designed yourself, it is an original design. If your costume was taken from a picture, it is a recreation. Please bring a copy of the picture from which a recreation was taken to show the judges. You do not need documentation for a historical costume, though I would suggest bringing a picture if it is a recreation of a historical costume. If you bring documentation, please limit it to five pages, with enough copies for all four of the judges.

THE RULES (ACK)

1. Relax and have fun!
2. Please limit your presentation to 60 seconds or less. It's longer than you think.
3. No fire or flame allowed on-stage. It's a hotel thing.
4. Purchased or rented costumes may not be entered for competition, but are welcome as display-only. You can use purchased components, but the overall costume is to be fan-made. If you take a ready made garment and add details or decorations it qualifies as fan-made. If you go out and purchase an entire Darth Vader costume from a costume shop it does not. If you collect a bunch of thrift stores finds and combine them into something wild and wonderful it qualifies. When in doubt ask

the Masquerade Director.

5. The designer, builder, and model of the costume do not have to be the same person. Costumes are a great place for teamwork.
 6. No messy substances (wet, dusty, oily, etc.) that might damage the stage or interfere with other contestants. Thou shalt not slime thy neighbor.
 7. There will be children present, so this masquerade is rated PG-13. Please, no flagrant nudity or deliberately offensive language and action. If you have an idea that sounds good, but might be over the top, talk to me first I have very liberal ideas of what PG-13 is.
 8. No smoking in the green room or ballroom.
 9. No flash photography while participants are on-stage. Posed pictures can be arranged off-stage or after the masquerade.
 10. Weapons or other sharp, pointy, and loud things must be approved in advance by the masquerade director at the walk-through or earlier.
- If the weapon and its presentation have not been cleared, you will be disqualified from competition. This is a safety thing. I like weapons (particularly sharp pointy ones), but I want to see for myself what you are carrying and what you intend to do with it. This safety approval rule also applies to off-stage action, stunts, energetic dances, et cetera.
12. NO ATTACKING THE MC! (It really happened.) You will be disqualified.
 13. The masquerade director has full authority to eliminate anyone from the competition on the basis of unrepentant bad taste, danger to the contestants or audience, violation of the above rules, or any other reason deemed sufficient. There will be no appeal. This rule is intended to protect you and the convention (see Rule 12) and will not be invoked frivolously.
 14. Relax and have fun!
- Copies of the stage layout are available at the Volunteer Desk. - Frances Burns

REGISTRATION

Hi. If you are reading this you most likely have already registered so we won't go through the "how to's". Please remember to keep track of your badge during the convention. If you lose your badge you will need to pay the full current price to replace it.

SECURITY

This year, LepreCon is back in Phoenix, after several years in Casa Grande. Many of the reasons that the convention had to be relocated related to security issues at past events. We need to make sure that no such issues arise this year at LepreCon. To this end, our security team asks you to PLEASE be extremely careful that you do not damage hotel property, or cause problems for the hotel staff. The future of LepreCon in Phoenix depends upon us re-establishing a favorable reputation with the hotel community. Remember that the hotels all talk to each other, and compare notes. There are several upcoming conventions that will be at the Sunspree, both this year and next. In all probability, other conventions in the future will be employing this facility as well. We need to make sure that we don't cause

potential problems for these other events.

The security staff will be present to ensure that any behavior that is not consistent with these goals can be resolved without involvement by the hotel. We will be there to help with friendly suggestions in case anything looks like it might lead to a problem.

Security's purpose is not to act like a police force, or to allow ego-centric people free reign to bother attendees, but to keep the atmosphere consistent with everyone having a good time, both at this convention, and at future events. Remember, we are there to make sure that YOU have a great convention experience.

As always, no real or realistic firearms will be allowed. There will be no concealed weapons of any kind. All bladed weapons must be peace bonded. There will be no bottled beverages allowed on the hotel grounds (plastic cups are OK). All room parties for the weekend need to be registered with the security office no later than 8:00 PM on FRIDAY NIGHT. Alcoholic beverages must be kept under control at all times. If we detect that any alcoholic beverages are being supplied to underage minors (That's UNDER 21 in Arizona), we will shut you down IMMEDIATELY. Nudity is NOT permitted in the pool area. Cameras will NOT be permitted in the Art Show area. We will have a secured storage area in operations where you may leave valuable property, if you are not staying at the hotel.

As always, we will need some volunteers for security. If you are interested, please see our volunteer coordinator.

VIDEO

The video room will open Friday afternoon and run more or less continuously until Sunday afternoon. We will have a few surprises as well as some old favorites. Drop in and join the fun.

VOLUNTEERS

Come volunteer! Meet exciting people, win nifty prizes, avoid boredom! (Fun! Fun! Fun!) The volunteer desk is conveniently located near registration - talk to us for more information.

The volunteer coordinator would like to thank Dave, Angel and Nick for being really cool, Alyson, Stefanie and Alda for their tireless effort as staff and all the volunteers for their hard work.

RAINBO BREAD

WE WOULD LIKE TO THANK OUR
FRIENDS AT RAINBO BREAD FOR
THEIR GENEROUS DONATION TO
OUR CONVENTION CONSUITE AND
STAFF LOUNGE

AUTOGRAPHS

HEXA CON 9

Arizona's Gaming Convention

July 9 - 11, 1999 Sunspree Resort, Scottsdale

Hotel Information
Holiday Inn Sunspree
7601 E Indian Bend Rd
Scottsdale, AZ
(602) 991-2400
Room: \$59 S/D
Suite: \$98 S/D

Sanctioned
Tournaments

Memberships Rates
\$15 until 5/31/99
\$20 at the door

Tournament Space
Limited
Register Early

Memberships & Information:
HexaCon 9
PO Box 62613
Phoenix, AZ 85082
email: boniece@aol.com
Website:
<http://members.aol.com/boniece/index.html>

Board Gaming

Dealer's Room

Miniatures

Full Consuite

Miniatures
Painting Contest

GoH: Derek Pearcy
Author of In Nomine

CCG Tournaments

For the **Sanctioned Magic Tournaments**, we should be running an Urza's Saga Sealed Deck on Saturday, a Type 2 Standard Tournament on Sunday, and up to 20 Booster Draft tournaments over the course of the weekend. There should also be a Highlander Tournament either Saturday or Sunday, and Great Dalmuti will be running all weekend. We haven't got any other tournaments set up yet, but hopefully we will have an Legends of the 5 rings tournament, as well as a Star Wars card game tournament.

SPACE IS LIMITED FOR THE MAGIC TOURNAMENTS, PRE-REGISTER BY MAY 31, 1999 For more info contact Russ Stanley at Russ_St Stanley@worldnet.att.net

RSI

LARP

Game
Auction

Video
Room

BotBash

Its time for the 1999 BotBash everybody! So break out your R/C cars and strap on the chainsaws! This year we are adding something new to the mix. BotBash in conjunction with PAREX (Phoenix Area Robotics eXperimenters) is proud to announce the Autonomous maze competition. You will have to design, build and program a robot to navigate through a maze unassisted by the operator (see the BotBash page for more info on the fascinating contest). We are still having the robotic combat event, don't get me wrong, but this is for a person how like a real challenge. We've got weight classes from 5 to 23 kg for combat, so there will be a place for everybody. The trophies are back again this year as well as the possibility of other prizes. For more information (like the rules) and pictures of past events, go to "<http://www.primenet.com/~johnkit/bash.html>" on the world wide web. If you can't get to the web, give me a call at 334-3234, and I'll help you out. So check out the rules and start brainstorming, we'll see you in the arena in July! John Kittelsrud.

US Chess Federation
Sanctioned Tournament

Chess Grand Master Exhibition

Computer Gaming

For our Computer Gaming Room, RCM Enterprises in Scottsdale is supplying 16 gaming machines for use at the convention, which will be for sale at the end. One machine will be given away in a drawing at the end of the convention. For more information on our computer room contact Tannon at mrcompuatr@asu.edu

RPGA

The RPGA is a cool organization devoted to getting role playing gamers like you together with other gamers (possibly not like you) for great role playing. We run role playing games at conventions, in stores, on the world wide web, and one-day game days every weekend all around the country. There's always a high- quality game within reach if you're a member. Come play our games at HexaCon 9 and join the RPGA.

LIVING CITY MODULES: Legends; Good Evening Ladies and Gentlemen; The Gathering;

LIVING JUNGLE MODULE: Mantu's Sacrifice.

LIVING DEATH MODULE: Murder In the Ozarks.

PREGENERATED GAMES: Task of the Red Death; Musketeers For The Queen For info contact Brandon at KavanaghB@aol.com