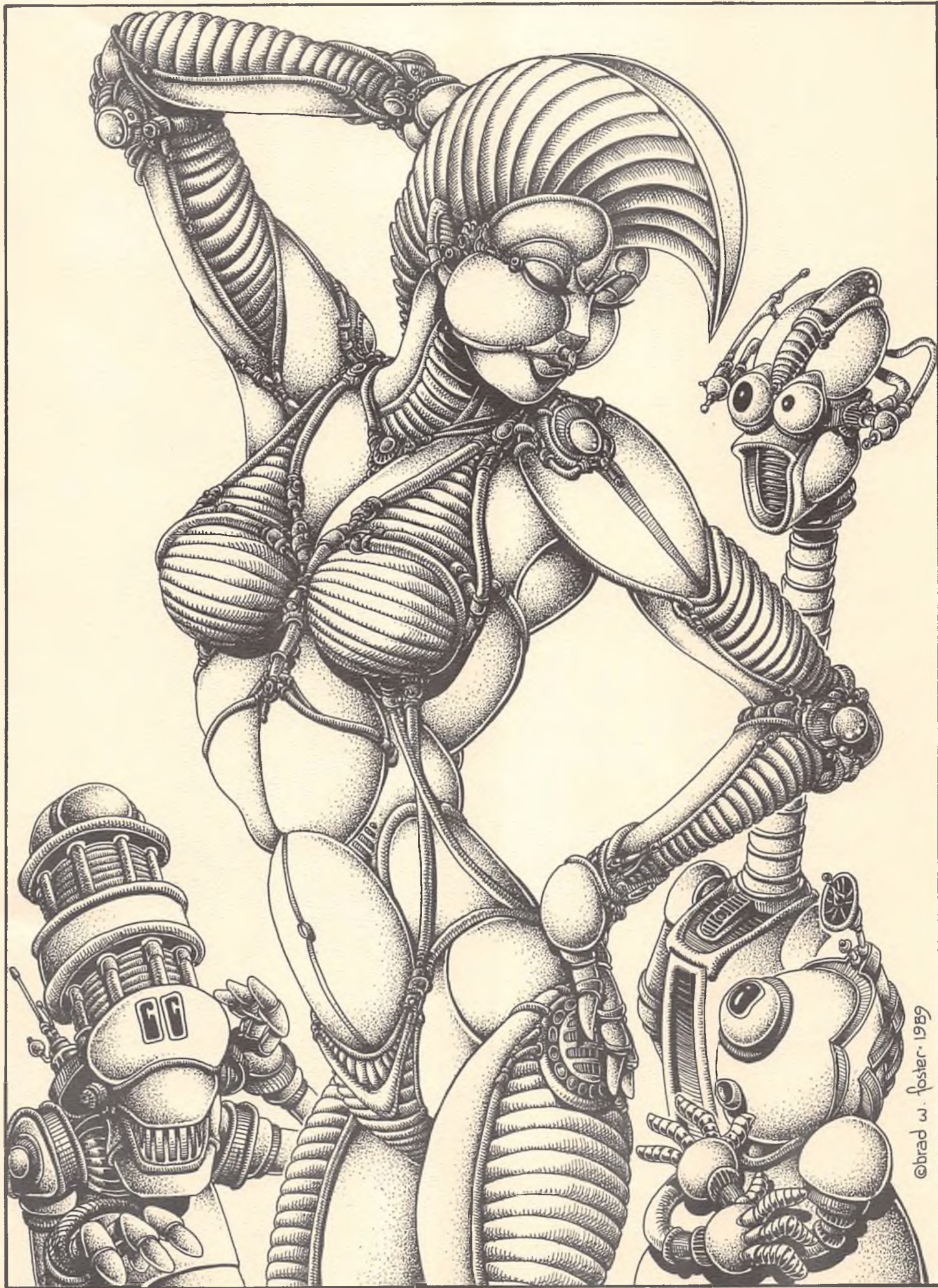




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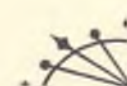
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MagiCon

The 50th World
Science Fiction
Convention

September 3 - September 7, 1992 -- Orlando, Florida

Guests of Honor

Jack Vance
Vincent DiFate

Fan Guest of Honor

Walt Willis

Toastmaster

Spider Robinson

MagiCon, Post Office Box 621992, Orlando, FL 32862-1992

Welcome to 1992!

It's **MagiCon**'s year. Things are moving along. We've got over 4,000 members. We already have over 200 volunteers. This is only a small fraction of the number we need to make **MagiCon** a fitting celebration for the 50th Worldcon. I hope you will help us to make this the best convention possible. Volunteer!

Ballots, and More Ballots

With this progress report, you will find three ballots. One is the normal Hugo nomination ballot, which we hope you will fill in with your favorites from last year. Another is, of course, the 1995 Site Selection ballot. There is also a third, *special* ballot enclosed - for the Best of the Hugos. Editor Martin H. Greenberg is planning an anthology with the best of all the Hugo winners, selected by the members of the 50th Worldcon, **MagiCon**. He has asked us to get your choices in the selection. This is your chance. Please respond quickly on this. It's a very tight deadline because of a short publishing schedule - the book is planned to be available for **MagiCon**.

Nominate and Vote! And Don't.

Yeah. That was to get your attention. The Hugo award is the highest honor that we as science fiction fans can give. Each of us should nominate and vote in all the categories in which we have the knowledge. If your familiarity with a certain category is superficial, or non-existent, don't vote or nominate in that category. Nothing lessens the worth of an award more than votes based not on quality, but only name recognition. I encourage you to fill out and send in your ballots with this in mind.

Hotels and Room Service

Rooms at our hotels are going very fast. The Peabody and the Quality Inn are nearly sold out. The Peabody is our Headquarters hotel, and the Quality Inn is our least expensive hotel - both sides of the economic spectrum are reserving their rooms early. If you haven't already reserved your room, you should put down this progress report and call your reservation in now, before you forget. Just in case you don't have the hotel reservation brochure easily available, the phone numbers are: (800) 258-7666 or (407) 363-5800. The hours are M-Th, 8 AM-7 PM; Fr 8 AM-5 PM, Eastern time.

If you've been delaying your reservations until you got more information about where things were, here are some key points. Babysitting is in the Clarion. Films are in the Peabody. There will be parties in both hotels, although the main party hotel is the Peabody. Gaming is in the Clarion. Filking is in the Peabody. Religious services will be in the Clarion. The Clarion is the closest hotel to the convention center, and has the easiest access. Costumers take note. If you have any problems getting around, you may also want to take this into consideration.

Family Members and Fellow Travellers

We have gotten many requests about things to do in the **MagiCon** area. There are a lot of them. Orlando is the family entertainment capital of the world. Each hotel has a tourist desk, where you can make last minute touring arrangements. Also, we will be manning a special information desk for **MagiCon** members in the convention center. There will be lots of details in the next progress report.

Films, the con suite, parties, the dealer's room and art show have almost universal appeal. If you have family or friends coming with you who are not fans, they might want to sample part of the convention when they're not playing tourist. You might consider getting them a membership now, while the rates are relatively low. Buying them a membership for the entire convention at the current rate (\$95) will cost about the same as if you bought two individual day's membership at the con. The current rate is good until March 31.

A lot of this sounds like I'm being a "nudge". I am. Normally, I'm irresponsible. But, they made me chairman, and so it's my job. Looking forward to seeing you in September.

Joe Siclari, Chairman

Editor's Note

We would like to acknowledge Andrew Porter's permission to reprint text from *Algol Magazine* in PR 4.

The copyright notice on Vincent Di Fate's *SKETCHES* column, which was copyright © 1976 by *Algol Magazine* and reprinted in the previous progress report by permission of the publisher and author, was inadvertently left out. **MagiCon** regrets this omission.

MagiCon

The 50th World
Science Fiction
Convention

September 3 - September 7, 1992 - Orlando, Florida

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Organization Of The 50th Worldcon

MagiCon's parent body, the Florida Association for Nucleation and Conventions, Inc. ("FANAC"), is a Florida not-for-profit corporation founded in early 1987. It continues as the policy-making body for MagiCon, though responsibility for day-to-day operations falls to the MagiCon Operational Board.

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SPIDER ROBINSON

By Ben Bova
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You have to picture the situation.

I had recently become the editor of Analog magazine, after the unexpected death of John W. Campbell Jr., the most powerful and influential editor in the history of science fiction.

The stereotypical Analog story, during Campbell's three and a half decades of running the show, featured a broad-shouldered, jut-jawed, blond and blue-eyed engineer who could out-think alien empires that spanned whole galaxies, fix a doomed starship with some chewing gum and a bit of baling wire, and knock out the heavy-weight champion of the universe with a single bare-knuckled blow. Think of Robert Heinlein with muscles. And hair (blond, preferably).

In comes a manuscript titled "The Guy with the Eyes." The story was set in a place called Callahan's Bar. The author had the unlikely name of Spider Robinson. It was hardly the typical Analog story.

But it was *good*.

Memory dims, but for some reason I invited the author, who lived "on the Island" as they say in Manhattan (Long Island, that is), to come to the office for a personal chat.

Now, the typical Analog author of those days was someone like Poul Anderson or Gordy Dickson, broad-shouldered men who felt at home with chain mail, slide rules, buckets of beer and haunches of venison. Six feet tall. Keen of eye and well-muscled.

The guy who (rather timidly) entered my office was hardly the typical Analog type. A long, hairy, lean – nay, well-nigh cadaverous – young man peered at me from behind eyeglasses and introduced himself as Spider Robinson.

It was the beginning of a life-long friendship.

Spider turned out to be a graduate of the State University of New York (SUNY) at Stonybrook, where apparently the accent was on the "stoney." Like certain Presidential candidates, he admitted to experimenting with marijuana, although in Spider's case I think the experiments were considerably more detailed. (Maybe some of his early visions of Callahan's can be thought of as his lab notes.)

At the time of our first meeting, he was employed, as he put it, "guarding a sewer" out there on the Island: night watchman on a construction project. He was a song writer and guitarist/singer of some local fame, and if you haven't heard Spider perform, do it now, at MagiCon!

Spider went from sewer-guarding to newspaper reporting, taking a job with a Long Island paper. He reported on real-estate developments and developers, struggling manfully to hold down his gorge every instant of the time. Writing science fiction was his emotional

release, I think. He wrote a steady stream of stories, and I was happy to publish as many of them as I could.

One of them got me into a tiny bit of hot water. "The Time-Traveller" dealt with a man who had been held prisoner in a Latin American jail for ten years. When he was finally returned to the U.S. he didn't recognize his own nation, things had changed so much. A few months after the story appeared, in the April 1974 issue of Analog, American prisoners-of-war started coming home from Vietnam. The parallels were eerie.

Yet one of Analog's starchier readers wanted to cancel his subscription because of Spider's story. He wrote that he had been a subscriber for more than a quarter-century, but since "The Time-Traveller" was not science fiction, it was obvious that I was no longer going to publish science fiction stories and he wanted out. I wrote back and told him that one story does not make a trend, it was a good story, and he should read it as a piece of fiction and not a category. He never wrote back, and as far as I know he is still a subscriber.

Spider fell in love while he was writing those early Callahan stories. The object of his affection (now his wife, choreographer/writer Jeanne) came to New York on the train and Spider dashed out to Penn Station to meet her. His first words to her, when she alighted from the train, were, "Hello! My lung just collapsed!"

And so it had. Spider's lungs were sort of like bagpipes in those days. Fortunately, modern surgery fixed the problem, and he is a much healthier man now – for which we should all be grateful.

Spider and Jeanne co-authored a novelette, "Stardance," that was published in the March 1977 Analog. I thought it was one of the finest pieces I had ever had the privilege to publish. So did the readers. The story won a Hugo and a Nebula, but more important, it won the hearts of the readers. Letters poured in, some of them stained with teardrops. Not the typical Analog reaction.

I must confess to a bit of fatherly pride at cajoling Spider, Jeanne, and a short-sighted book editor into turning "Stardance" into a full-length novel. It's a good book. Read it.

Spider and Jeanne moved to Nova Scotia, and after several years there, to Vancouver, where they now live. He still writes short fiction, but his major efforts over the past several years have been novels, damned good novels such as *Telepath*, *Mind Killer*, and *Time Pressure* (Ace/Berkley).

And, of course, the Callahan's Bar stories have been collected into several volumes. Phantasia Press has put them all into one giant volume, titled *Callahan And Company*. Ask Spider how you can get an autographed copy.

A hugely successful series such as the Callahan stories can be a mixed blessing to a writer. People tend to ignore his other work and demand more of the same. Spider has fought this battle, and in typical Spider fashion he solved the problem – by nuking Callahan's (although all the characters survived, again in typical Spider fashion).

However, his publishers plied him with money, and he relented to the extent of writing a novel called CALLAHAN'S LADY, about a whorehouse in Brooklyn run by Mike Callahan's wife.

And of course Spider and Jeanne have – finally! – produced a new collaboration, *Starseed*, just out in Ace paperback. Good news for all.

It is easy to overlook the major contributions that a writer makes to his audience, especially when his work glitters with as many sparkling facets as does Spider's.

Callahan's is such a wonderful place, and Spider's puns are so thickly-strewn. (How many other writers have given us a new program item for conventions? "Punday Night" was first suggested to a Boskone program committee chairman by me, but it's Spider's conception; I merely midwifed it.) The humor in his stories is rich; so is the pathos.

But the real power of Spider's prose is in that difficult quality called empathy. All of Spider's stories deal with the love of human beings for one another. Love in all its many wondrous contexts, not just the romantic or sexual aspects of boy-girl, Moon-June stuff. Spider feels for his characters, and he makes us feel for them, too. We laugh, yes. And sometimes we weep.

Where to place this unique talent in the science fiction firmament? I think it's obvious that Spider has taken the mantle that Theodore Sturgeon regrettably dropped; he is Ted's spiritual heir. And he needn't restrict his work to science fiction. Spider is one of the few people working in SF who can – and should – be writing for the much wider audience of general readers Out There.

At least one of his stories, "Melancholy Elephants," has been reprinted in Soviet Russia. Spider even got paid for it, since he is a Canadian-resident American and is allowed to accept rubles. Maybe with glasnost extending to science fiction, U.S. writers will one day start receiving royalties from the USSR. If so, Spider is the man who led the way.

Brilliant author. Terrific performer. Incurable punster. Dedicated husband and father. Faithful friend. That's Spider Robinson – but not necessarily in that order.

Books by Spider Robinson

- Telempath (novel) - 1976
- Callahan's Crosstime Saloon (collection) - 1977
- Stardance (novel, *collaboration with Jeanne Robinson*) - 1978
- Antinomy (collection) - 1980
- The Best of All Possible Worlds (anthology) - 1980
- Time Travelers Strictly Cash (collection) - 1981
- Mindkiller (novel) - 1982
- Melancholy Elephants (collection) - 1984
- Night of Power (novel) - 1985
- Callahan's Secret (collection) - 1986
- Time Pressure (novel) - 1987
- Callahan and Company (collection) - 1988
- Callahan's Lady (novel) - 1989
- Copyright Violation (novelette) - 1990
- True Minds (collection) - 1990
- Starseed (novel, *collaboration with Jeanne Robinson*) - 1991
- Kill the Editor (novella) - 1991 [excerpt from:]
- Lady Slings the Booze (novel) - (1992)

Awards Won

- 1974 John W. Campbell Award for Best New Writer
- 1976 Hugo Award for Best Novella (*Telempath*)
- 1977 Hugo Award for Best Novella (*Stardance*)
- 1977 Nebula Award for Best Novella (*Stardance*)
- 1977 Pat Terry Memorial Award for Humorous Writing
- 1977 ALA Best Book for Young Adults (*Callahan's Crosstime Saloon*)
- 1977 E.E. Smith Memorial Award ["Skylark"]
- 1983 Hugo Award for Best Short Story ("Melancholy Elephants")



Masquerade Roundup

by Marty Gear

The Masquerade at MagiCon will be held Sunday night, September 6th, 1992, in Hall A of the Orange County Convention & Civic Center (OCC&CC). It will start at 8:30 pm.

As has been the case since the mid 1980s, there will be pre-Registration of Masquerade contestants. The registration forms will be available about January 15th, and can be returned anytime before August 1, 1992. We encourage everyone who thinks that they might be entering the Masquerade to register. Should we have to set a limit, it will be on a first come first served basis, so I encourage you to get your forms back to us as soon as possible even if you are not certain that you will be entering. There may be some slots left open for Masquerade registration at the convention, but we cannot guarantee this.

The stage will be 4' high, and 32' wide by 20' deep. NOTE: This is smaller than originally stated. The unobscured area with sight lines visible to the entire audience is approximately 12' deep by 26' wide. Please keep this in mind when planning your presentation. The MC's podium will be off the stage. There will be wings so that you will be able to enter at stage level. The wings will be approximately 12' wide by 16' deep. Entrances and exits will be from the back and sides. There will not be a runway.

You will have to bring your props and yourself through doors that are 6' wide and 6'8" high in order to get backstage. Please remember this when constructing your costume and props. Backstage the ceiling is 30' high, but once on stage, you can only be assured of 12' of overhead clearance.

There will also not be any football field sized walks to the photo area. The photo area will be in Hall B, just as close to the back stage area as we can get it.

There will be lights, sound and video. The lights will be on a "Thomas Truss" arrangement above and over the stage so that we can eliminate having to use lighting "trees" in the hall. As we are sharing the stage with the Hugo Ceremony and the other activities the exact lighting configuration has not been determined, but we will publish this data as soon as it is firmly established.

We will have video monitors back stage so that contestants will be able to see at least some of the masquerade both before and after they go on. We will also be taping the masquerade using multiple cameras, and the tapes will be available for sale.

There will be a complete Tech Rehearsal on Sunday, and we are planning a two hour "Meet The Techs" on Saturday. A representative of each group will have to attend if only to fill out a tech form; however, we will be demonstrating what we can do with the lights which may help with your presentation. We will also have two taped areas the same size as the stage available for you to

practice on, and techs will be available to talk to about what you would like to accomplish.

The OCC&CC requires that all large props, banners, drapes, and set pieces will have to undergo a flame spread test, i.e. we will have expose them to an open flame (match) and they must either not catch on fire, or the fire must go out as soon as the match is removed. This is a local fire law and/or an insurance requirement, and is part of MagiCon's contract with the OCC&CC. If you are planning any type of large prop, please be advised that it will have to pass the flame test or it will not be allowed on stage. NOTE: This does not, repeat NOT apply to costumes. We will not try to set your costumes on fire. If you have questions about this or any other aspect of the MagiCon Masquerade please contact Marty Gear, the Masquerade Director at the numbers given at the end of this article.

Props will have to be capable of being carried on and off the stage by the people using them. We will NOT be providing large lifting bodies, and there will be a limit to the number of gofers/ninjas that we can permit you to use. We also do not have unlimited backstage space so it will not be possible for you to store large props for the duration of the con. They will have to be brought in on Sunday, and go out Sunday night after the Masquerade.

Along this same line, all props must be self-powered. We will not provide A/C power and we will not permit the use of extension cords. You will have to use battery power for any lights, or plan for an effect that can be produced with the lighting that we have available.

MagiCon Masquerade Rules

The Restrictions:

1. All costumes entered must have a Science-Fiction or Fantasy theme. We will not be judging "Historicals" nor do we encourage them without a fantasy or science fiction tie-in.
2. No fire, flash paper, explosions, or open flame of any type. The OCC&CC is really adamant about this. Electronic flashes and or camera flash cubes are permitted in costumes provided that you warn us so that we don't burn out any video cameras.
3. Purchased or rented costumes may not be shown in competition.
4. No live fauna on stage or backstage. This means no snakes, lizards, cats, dogs, rats, ferrets, butterflies, spiders etc. unless they're stuffed or simulated. This masquerade is for humans only. (And, yes, kids count as humans, as do seeing eye dogs.) We expect this to be a fairly long event, with a full green room, so it wouldn't be kind to your animals to subject them to this. (Not to mention the reaction of a costumer who just had his costume pee'd on!)

5. No messy substances, wet, dry, oily, glitter, talcum or other powders, foods, liquids or any other substances that might ruin the costume of any other contestant are to be thrown on or left on the stage. Do not leave anything on the stage that your gofer can't pick up in a few seconds. If you are doing body paint or makeup, be sure it won't come off in casual contact with others.

(This is the "No Peanut Butter, No Jelly" Rule, and what it means is that if we have to clean up after you, you will be disqualified.)

6. There will be NO LIVE MICROPHONES for the use of contestants. We will be able to play cassette tapes, and we will be able to accommodate Dolby B, Dolby C, and dbx noise reduction schemes. The sound will be monaural, not stereo, and we recommend that you record your sound in mono if at all possible.

7. Each contestant may appear only once on stage. However, you may enter more than one costume, providing it appears on another body.

8. This masquerade is rated PG-13 – please, no flagrant nudity since there will be young children in the audience. Remember: no costume is *No Costume!*

Other Things You Need To Know:

Time Limits:

There will be a maximum of sixty (60) seconds permitted for groups of five or fewer. There will be a maximum of one hundred-twenty (120) seconds for groups of six or more. No one will be allowed more than 120 seconds unless it has been cleared by the masquerade director beforehand, and the masquerade director is very hard to convince as he has seen some very large and effective costumes and presentations go on and off stage in less than two minutes.

Weapons:

The con's weapons policy will be adhered to. Display weapons may be worn by contestants during the masquerade if appropriate to the costume, but the use of weapons must be cleared with the masquerade staff first. No loaded projectile weapons (guns, bows, crossbows, slings etc.) will be permitted on stage. If you have weaponry in your costume, you will be required to show your complete presentation to our Weapons Master as a safety check before going on stage.

Judging:

The MagiCon Masquerade is not just for experienced costumers. We will be running the competition on the skill level division system. If you are a beginning costumer, you will be judged against other beginning costumers. Likewise, for intermediate and advanced costumers. Exact definitions of these skill levels will be published in the

next Progress Report and in the Masquerade newsletter. We will most probably treat "Recreations" (costumes that are re-creations of those used in movies, television, comics, or from paintings or book covers) as a separate class from "Originals" for the judging. Costumes from either group will be eligible for "Best in Show".

Please note that there will be separate awards during the convention for hall costumes, and costumes seen in the halls are ineligible for entry in the masquerade.

There will be optional Workmanship Judging backstage before the competition starts. This is for the exceptional accomplishment in the crafting of a costume and is the place for exquisite attention to detail to be recognized.

The masquerade newsletter, *Marty Gear's Masquerade Machine* is available to all interested parties by sending your name, first class mailing address, and a note that you would like to be put on the distribution list. You can send this request to Marty at:

Marty Gear
6445 Cardinal Lane
Columbia, MD 21044

or via Compuserve to 76566,2723; or via the internet AMG@KLGAI.COM.

The newsletter is published approximately every two months and will contain information specific to the MagiCon Masquerade.

**IF YOU CAN'T WEAR A
COSTUME -- WHY WEAR
ANYTHING AT ALL?**

**FOR MORE INFORMATION
ON NATURISM, CONTACT:**

**THE AMERICAN
SUNBATHING
ASSOCIATION**

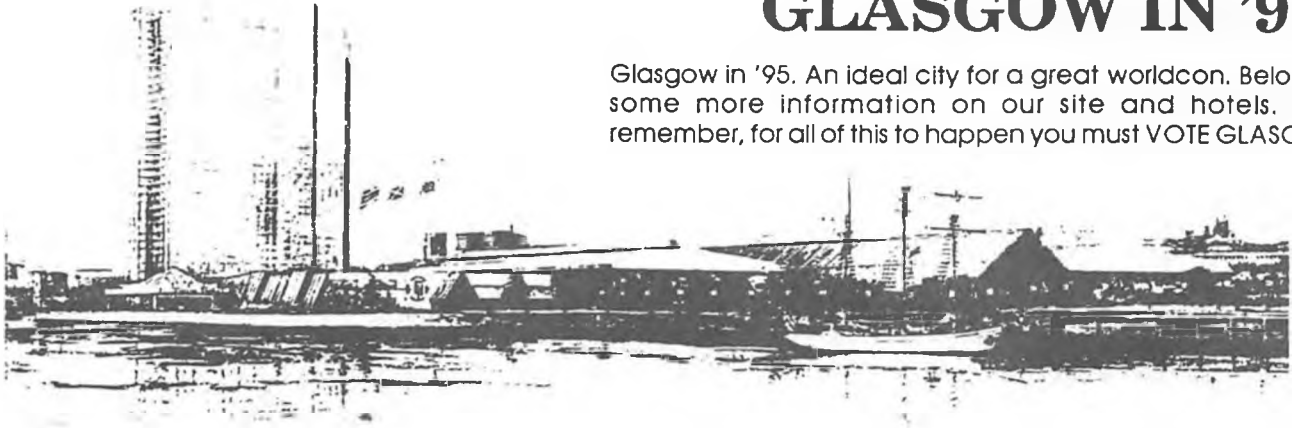


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(407) 933 - 2064**

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CALL 933-5870 FOR DIRECTIONS
AND RATES. OR, COME VISIT
THE NORTH END OF PLAYALINDA
BEACH, ON THE SPACE COAST.**

GLASGOW IN '95!

Glasgow in '95. An ideal city for a great worldcon. Below is some more information on our site and hotels. But remember, for all of this to happen you must VOTE GLASGOW!



THE SITE

The facilities we plan to use for the 1995 Worldcon are the Scottish Exhibition and Conference Centre (SECC) and the Moat House Hotel in Central Glasgow. The two buildings are physically connected and stand on their own landscaped site next to the river Clyde. Consequently, all the programme will be held on one site, with no roads to cross.

The SECC will contain the majority of the convention programme. It is the premier con/exhibition facility in Scotland and has played host to a range of national and international events from medical conferences and rock concerts to the 10,000 strong World Baptist Youth Conference.

There are five major function halls in the SECC plus a suite of smaller rooms and offices. We intend to have main programme (up to 2,000 seats), extravaganzas (up to 4,000 seats), films, dealers room and art show (a total of 4,000 square meters of floor space), informal programme and a large social space here.

The SECC already has two permanent fast food cafes and two bars. Further temporary bars, (including an English Real Ale bar) and food outlets will be installed. The main concourse of the SECC will have seating and also has a range of shops, including a bank, news-stand, and accommodation booking service.

All function areas in the SECC (apart from the suite of small rooms) are on the ground floor with direct access for wheelchairs. The upper floor has lift access from the main concourse.

The Moat House Hotel will hold the remainder of our convention facilities and accommodation for those fans who must be on-site. There are 14 function rooms in the hotel ranging in seating capacity from 30 to 800. Several of the rooms can be sub-divided.

The site is well served with road, bus and train links (with its own station less than 5 minutes from the city centre). We will also arrange a bussing service which will run into the night. The international airport can be reached by car in 15 minutes from the site and Loch Lomond or Edinburgh in an hour.

THE HOTELS

Apart from the Moat House, (which has 300 twin/double rooms), the majority of hotels we will be using are in the centre of Glasgow, approximately a half to one mile from the SECC.

We currently have 3500 rooms booked in hotels in the city, 2000 in 3 to 5-star hotels like the Hilton, Holiday Inn, Albany and Copthorne and 1500 in budget accommodation. In addition we expect that there will be bed and breakfast accommodation in smaller establishments throughout the city.

Presupporting memberships are £5 or \$8

**Glasgow in '95
121 Cape Hill
Smethwick Warley
West Midlands
B66 4SH UK**



**Glasgow in '95
P.O. Box 15430
Washington, DC
20003-0430
USA**

Compuserve: 70511,603 GENIE: K.Siege11

1995 Worldcon Bidders' Questionnaire

1. List those members of your bid committee whom you expect to hold major positions on your Worldcon committee.

ATLANTA IN '95

Anticipated major position holders: Don Cook, Penny Frierson, Charlotte Proctor, Avery Davis, Terry Fowler, Ken Garrison, Tom Hanlon, Samanda Jeude, Alex Lucyshyn, Teri Lucyshyn, Daniel Taylor.

GLASGOW IN '95

The board of Glasgow '95 has 12 members. They include Vince Docherty, Tim Illingworth, KIM Campbell, Mark Meenan, Karen Kelly and Kathy Westhead in the UK, Theresa Renner and Henry Balen in the USA and Martin Easterbrook in Belgium. The active committee numbers about 20, including the board.

2. Explain why these individuals are well qualified to run the World Science Fiction Convention.

ATLANTA IN '95

These individuals have:

- Over 150 years' convention experience
- Served on over 75 convention committees/staff, including eight of the last ten Worldcons
- Chaired Worldcons as well as major regional conventions
- Held such positions as SCA seneschal and Kingdom chronicler, management consultant, accountant, corporate operations manager, financial analyst, manager of 25-person staff, computer programmer

GLASGOW IN '95

Vince Docherty is co-chair of the bid, with responsibility for the administrative side. He has been involved in many Scottish conventions, twice as chair and has been on the committees of three Eastercons, as Chair, Treasurer or Member services. He was technical manager of the 1987 Hugo Awards and worked on Operations at ConFiction.

Tim Illingworth is the other co-chair of the bid, with responsibility for the operational side. He has been involved in many British conventions, including four of the last 5 Eastercons, chairing the 1989 and 1993 cons. He is an elected member of the WSFS Mark Protection Committee and ran the Ops Room at ConFiction.

KIM Campbell is head of Finance of the bid. She was Treasurer of the last two Eastercons, neither of which made a loss. She was head of security at both Conspiracy and ConFiction.

Theresa Renner is well known throughout American fandom for her involvement in con organisation. She is handling the North American activities for the bid. She is currently Head of Services Division for MagiCon. She has not been on an Eastercon Committee (yet).

Mark Meenan was on the committees of most of the recent Scottish Conventions including the 1986 and 1991 Eastercons. He is handling liaison with the site and local authorities.

Martin Easterbrook has been a long-term fan publisher and con-runner. He ran the newsletter at Seacon '79 and has not looked back since, culminating in chairing the 1990 Eastercon.

3. Describe your principal meeting facility(ies), including number of meeting rooms, amount of function space, size of largest meeting rooms and distance from your hotels and other meeting facilities.

ATLANTA IN '95

Meeting Facilities:

- Atlanta Marriott Marquis
- Atlanta Hilton and Towers
- Hyatt Regency Atlanta
- Number of meeting rooms: 128
- Total function space: 329,000 sq. ft. (30,600 sq. meters), handicap accessible
- Size of largest exhibition halls: 50,000, 41,000, and 39,000 sq. ft. (4600, 3800, and 3600 sq. meters)
- Size of largest meeting rooms: 28,900, 18,600, and 16,000 sq. ft. (2700, 1700, and 1500 sq. meters)
- Distance from our hotels: Zero

GLASGOW IN '95

The facilities we plan to use for the 1995 Worldcon are the Scottish Exhibition and Conference Centre (SECC) and the Moat House Hotel in Central Glasgow. The two buildings are physically connected and stand on their own landscaped site next to the river Clyde. Consequently, all the programme will be held on one site, with no roads to cross.

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The site is well served with road, bus and train links (with its own station less than 5 minutes from the city centre). We will also arrange a bussing service which will run into the night. The international airport can be reached by car in 15 minutes from the site and Loch Lomond or Edinburgh in an hour.

4. Describe your principal hotels, including number of blocked rooms, distance from your meeting site, and anticipated room rates (with some indication of why you anticipate these rates).

ATLANTA IN '95

Principal hotels: (same three unparalleled "Hotels from the Future" as ConFederation in 1986):

- Atlanta Marriott Marquis
- Atlanta Hilton and Towers
- Hyatt Regency Atlanta

- Number of rooms blocked: 3000 (over 200 handicap accessible)
- Anticipated room rates: \$75-87 single, \$97-105 double, based on our preliminary hotel agreements
- Distance from our meeting site: Zero (hotels are across the street from each other, and/or connected by enclosed pedestrian walkways)
- Number of bars: 10
- Number of ice machines: 185
- Number of canned drink machines: 189
- Number of 10th floors usable as a 7800 sq. ft. primary con suite (as in ConFederation in 1986): 1

GLASGOW IN '95

Apart from the Moat House, (which has 300 twin/double rooms), the majority of hotels we will be using are in the centre of Glasgow, approximately a half to one mile from the SECC.

We currently have 3500 rooms blocked in hotels in the city, 2000 in 3 to 5-star hotels like the Hilton, Holiday Inn, Albany and Copthorne and 1500 in budget accommodation. In addition we expect that there will be bed and breakfast accommodation in smaller establishments throughout the city.

We are in the process of negotiating rates with the various hotels. We have received initial quotes starting in the range of £35 - £55 for the larger hotels and £17 - £25 for budget accommodation, (excluding youth hostels and B&B). These rates are 1995 prices and are per person per night INCLUSIVE of Breakfast and all taxes.

As these rates come from our initial negotiations, we expect to be able to reduce them before contracts are signed.

5. Describe three to six restaurants within one-half mile of your principal hotel that Worldcon attendees will want to dine at.

ATLANTA IN '95

Restaurants within 1/8 of a mile:

- Sun Dial, on the 72nd floor of the Peachtree Plaza (360° tour of Atlanta);
- Nikolai's Roof, a 4-star restaurant, French continental cuisine and old-world Russian specialties;
- Dailey's, casual menu and grill downstairs; fine dining and unbelievable dessert bar upstairs;
- Mick's, trendy and casual, serving oversized hamburgers, grilled fish, and enormous desserts;
- Jaffa Gate, casual Mediterranean cuisine, including vegetarian;
- Pittypat's Porch, Old South food and decor; plus such diverse "standards" as Benihana, Dunk 'n Dine, and Trader Vic's

Restaurants within 1/2 mile: Dozens

GLASGOW IN '95

On site there will be a range of food, from low price fast food, to meals in the two hotel restaurants, which specialise in fish dishes. On the grounds of the Site there are two restaurant complexes. The North Rotunda, (converted from a Victorian building on one end of the disused pedestrian tunnel

under the river), contains three eating levels. The ground floor pub (bar) serves low price lunches. There is also a moderately priced Italian restaurant with half-price pasta during happy hour and a pricy high quality restaurant.

The Pump House has also been converted from an older building. It contains seven distinct eating areas, including a pasta bar, Indian and vegetarian restaurants. Prices are moderate to pricy. The Rotunda and Pump House are on opposite sides of the SECC and together can seat about 800 - 1000 people in an evening.

Glasgow has many eating places we recommend. Some notable ones are: The Ashoka, a vegetarian Indian restaurant is cheap, very good and highly recommended by vegetarians; The Loon Fung is a HUGE Chinese restaurant which can handle very large parties (and we mean LARGE) and is moderately priced; Roganos is a formal, very high quality restaurant which specialises in fish and it is often used as a backdrop for movies because of its very distinctive Art-nouveau decorations; The Ubiquitous Chip is a very good Scottish restaurant which is reputed to have the best wine cellar in the country.

6. What is there about your location that makes it a great place to visit?

ATLANTA IN '95

Why visit Atlanta?:

- Inexpensive
- Plenty of parking
- Shopping: Lenox Square (largest in the southeast US), Underground Atlanta, Peachtree Center
- A museum or two: SciTrek, High Museum of Art, Warner Robins Air Museum (see an SR-71 Blackbird)
- Amusement park or two: White Water Park, Six Flags Over Georgia, Stone Mountain Park
- Political: Dr. Martin Luther King Center for Nonviolent Social Change, Carter Presidential Center
- Botanical: Atlanta Botanical Gardens, Callaway Gardens
- Historical: Warm Springs (FDR's Little White House), Dahlonega gold mines (USA's first gold rush)
- Climatological: High 86 F (30 C), Low 68 F (20 C)
- Transportational: Accessible by trains, planes, and automobiles; New Georgia Railroad--dinner/party from downtown Atlanta to Stone Mountain; MARTA rapid rail system transports you weatherproof from Hartsfield International airport to our hotels, the above shopping, and other area attractions

GLASGOW IN '95

There is a great deal to see and do in Glasgow and Scotland. There are several attractions close to the SECC. Scheduled helicopter tours are run from the helipad in the SECC site of the City, local countryside, plus longer trips to the Highlands and lochs. One of the trips is to a distillery, where travellers (but not the pilot!) can pick up a 'sample'. Prices are reasonable. Permanently moored on the Clyde near to the SECC is HMS Plymouth, which saw service during the Falklands conflict. It is now a tourist attraction. Also based near the SECC is the Waverley, the worlds only ocean going paddle steamer, which sails on day trips to the west coast islands and lochs.

Glasgow has many attractions including the Kelvingrove, Burrell, Hunterian and Transport museums, Pollock House, The People's Palace, two cathedrals, two universities, Tenement house, Charles Rennie MacIntosh's School of Art and lots of Parks - the most per head in Europe in fact.

The city has a wide variety of cultural events and facilities, with theatres, cinemas, regular orchestral, operatic and ballet performances. Glasgow was the European City of Culture in 1990. There are also a variety of night-spots and clubs for those with the energy.

A little further afield, is the Edinburgh international festival (of performing arts, cinema and the military tattoo), which will be held just before the convention. Edinburgh is only forty miles from Glasgow and can be reached in an hour by car or train.

Going North are the Highlands and islands. These areas of outstanding natural beauty are still largely unspoiled and can be quite wild in winter! In August, the colours of the ancient land-forms and forests can be stunning and dramatic.

The Highlands can actually be reached easily from Glasgow as Loch Lomond, where the Highlands begin is only a one hour drive to the north. Ben Nevis and Loch Ness are about two to three hours drive North of the city. No Nessie jokes please!

Those people keen to be educated on holiday can buy tickets for the West Highland Whisky trail. This is a tour, by train of several Whisky distilleries, with tasting sessions. We suggest this be done AFTER the convention !

7. Other helpful information:

ATLANTA IN '95

- No shuttle buses or taxis required!
- Jacuzzis in hotels
- Strong local fannish base actually involved in multiple successful regional and national conventions
- Stunning architecture in hotels (as Ray Bradbury described it, "H.G. Wells country")
- Cosmopolitan atmosphere and small-town charm
- Southern Hospitality!

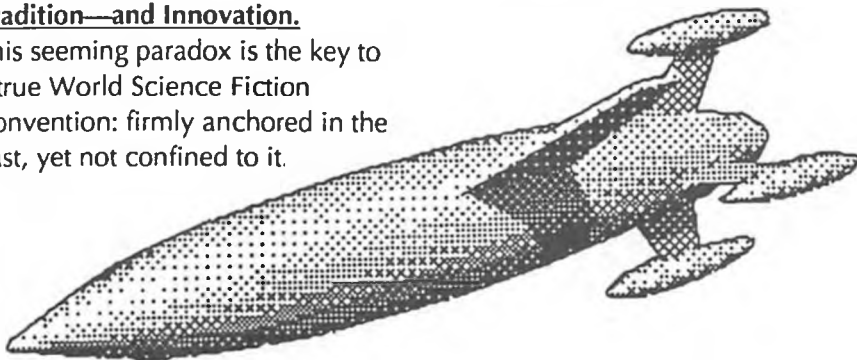
GLASGOW IN '95

There are too many interesting things in Scotland to list here. The medieval Castles, standing stones, Celtic mythology, Gaelic culture (and golf!) should all be experienced. So should the friendly and open people.

Atlanta

Tradition—and Innovation.

This seeming paradox is the key to a true World Science Fiction Convention: firmly anchored in the past, yet not confined to it.



Hotels from the Future.

Atlanta's convention facilities are unsurpassed anywhere in the world, and we have reserved the same stunning hotels you remember from ConFederation in 1986. Once again, our anchor is the striking **Atlanta Marriott Marquis**, flanked by the **Atlanta Hilton and Towers**, and the **Hyatt Regency Atlanta**. With over 300,000 square feet of function space, nearly 4300 sleeping rooms (over 200 handicap accessible), and **twenty** restaurants and lounges...not to mention the enclosed, weatherproof pedestrian walkways to Peachtree Center's shops and Food Court...you'll find literally thousands of people ready to cater to your every need before you even set foot outside!

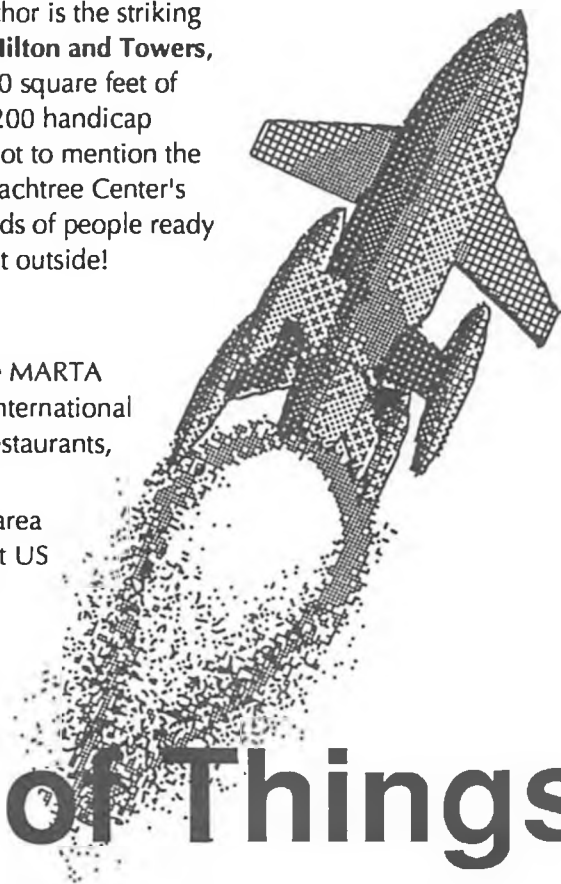
No Shuttle Buses or Taxis Required.

And setting foot outside in Atlanta couldn't be easier. The MARTA rapid rail system transports you from Atlanta's Hartsfield International Airport directly to our hotels, major shopping malls and restaurants, and other local attractions:

- Underground Atlanta, our newest shopping and dining area
- Lenox Square, the largest shopping mall in the Southeast US
- SciTrek, a hands-on science museum
- the renowned Zoo Atlanta
- CNN Center, the home of the internationally-respected news network and the CNN Studio tour

We embrace and celebrate the traditions of science fiction and fandom, and we recognize that they have evolved in the last half century. In addition to honoring these traditions, we are ready to expand into the "new traditions"—the foundation, if you will—of the 21st century Worldcon.

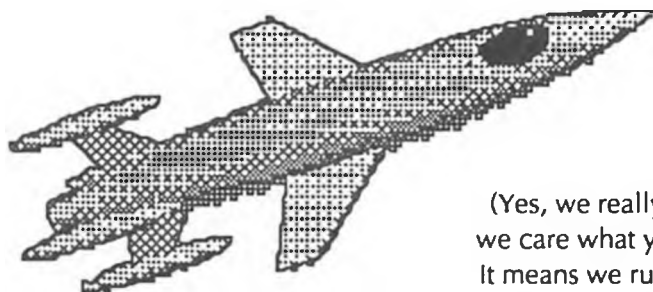
That means you'll find everything you expect to find at a Worldcon, and more. It promises to be a wild ride, and we hope you'll join us.



The Shape of Things

Atlanta in '95, 3277 Roswell Road, Suite 1995, Atlanta GA 30305, USA

in '95



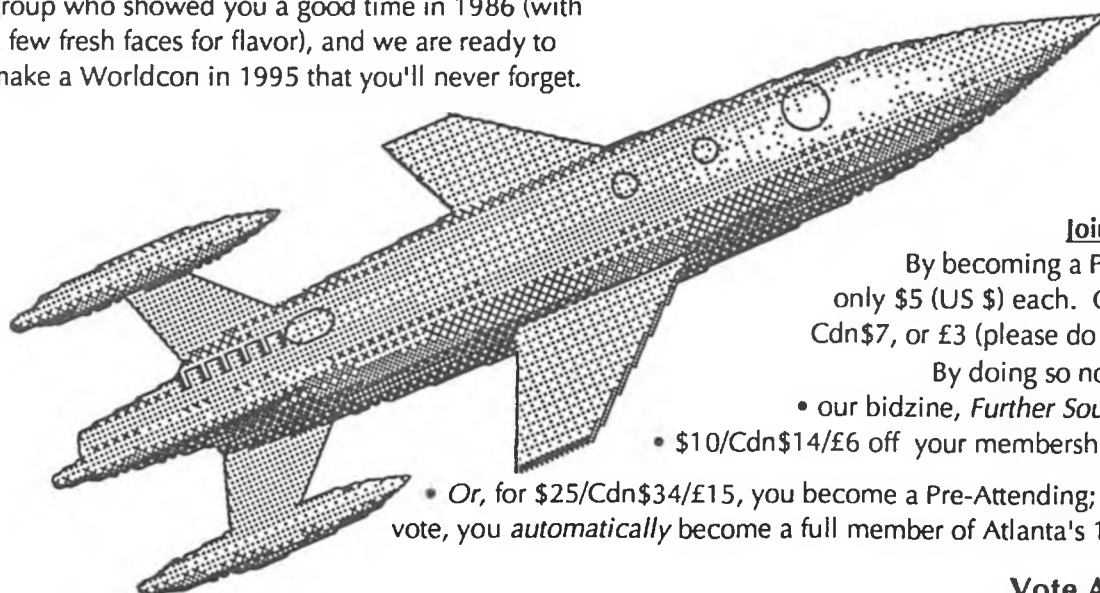
Southern Hospitality.

That's more than just a buzzword in Atlanta. It's an attitude that permeates everything we do. A ready smile and a friendly "How y'all doin'?" are only the beginning.

(Yes, we really do talk like that. Well, some of us do.) It means we care what you think, because it's our job to make you happy. It means we run a Worldcon on time, within budget, and behind the scenes out of your way—but we're still close by if you need us. It means we have a reputation to live up to—the one we built ourselves. And we're ready to demonstrate it again.

Experience.

We have over 150 years of convention experience between us, including chairing Worldcons and major regional conventions. We are the same group who showed you a good time in 1986 (with a few fresh faces for flavor), and we are ready to make a Worldcon in 1995 that you'll never forget.



Join Atlanta in '95.

By becoming a Pre-Supporter for only \$5 (US \$) each. Or, if you prefer, Cdn\$7, or £3 (please do not send cash!).

By doing so now, you receive:

- our bidzine, *Further South on Peachtree*
- \$10/Cdn\$14/£6 off your membership when we win
- Or, for \$25/Cdn\$34/£15, you become a Pre-Attending; along with your vote, you *automatically* become a full member of Atlanta's 1995 Worldcon!

Vote Atlanta in '95.

By voting, you are guaranteed the best possible membership rate. And the ballot is in this issue. What could be more convenient?

to Come Back to.

In Canada: Atlanta in '95, 9180 Halston #301, Burnaby BC V3N 4L8, Canada

Progress Report Advertising

We currently anticipate publishing two more Progress Reports before September, 1992. All will be similar in format to this one, although the number of pages and the format will vary significantly. MagiCon's intention is to mail Progress Report #6 bulk rate to arrive in early summer of 1992, with Progress Report 7 mailed 1st Class, to arrive in August 1992.

PR #6 Advertising Schedule:

Deadline for PR #6 Ad Reservations: March 31, 1992
Deadline for Camera Ready Copy and Payment: April 30, 1992

Printing Area:

Full Page: 7.5" x 10"
Half Page Horizontal: 7.5" x 5"
Half Page Vertical: 3.5" x 10"
Quarter Page Horizontal: 7.5" x 2.5"
Quarter Page Vertical: 3.5" x 5"

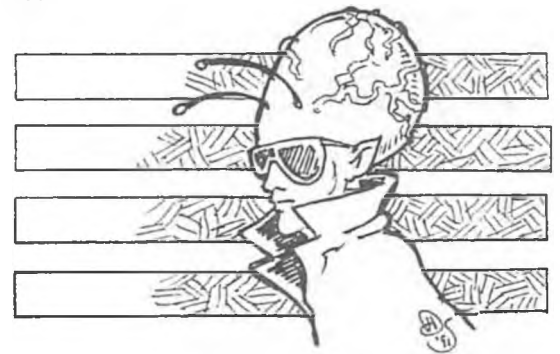
Advertising Rates For Progress Report #6

	FAN	PRO
Full Page	\$90	\$200
Half Page	60	150
Quarter Page	40	100

If you are requesting bleeds, color, special processing, or a certain page location in the PR, please write us early for prices and availability. We request that payment accompany ad copy. Mail ads and information requests to:

MagiCon

Attn: Dave Ratti, Publications Production
P.O. Box 621992
Orlando, FL 32862-1992



Volunteers

It's not too late to offer to do YOUR part in helping to make MagiCon the best Worldcon that it can be!

MagiCon continues to add volunteers to our database. For those who have already volunteered, we thank you and will be in contact with you as we continue to fill specific staff positions. For those who are thinking about volunteering, we would love to hear from you.

If you haven't yet volunteered, remember that Worldcons are not just run FOR fans. They are also run BY fans. Hundreds of people will work together to make MagiCon a great experience for themselves and, by a happy coincidence, everyone else who attends. Even if you've never stepped "backstage" at a con before, you can play an important role at this one.

As for those of you who have already offered your services, thanks immensely. It literally wouldn't be a Worldcon without you.

The best way to make sure that we know that you're interested is to write to:

MagiCon

Attn: Volunteers
P.O. Box 621992
Orlando FL 32862-1992

Please include the following information:

- Your name, address and telephone number;
- A summary of any experience that you've had in working on conventions;
- The specific areas in which you would most like to work and the level of responsibility that you are prepared to assume.

You should receive an acknowledgement within two months. As we build up our organization between now and the opening of MagiCon, division and department heads will consult the database to help find potential staff members whose interests and skills match the convention's needs.

Master Of Fantasy, Wizard Of Fact

by Mark Willard

(c) 1978 by V-Con 7. Reprinted by permission of V-Con 7.

Who's Jack Vance? That question would prove no poser to a multitude of speculative fiction and fantasy readers. Jack Vance is a well-known, even famous name, but it has to be admitted that it's not so well-known as it ought to be. In the ABC's of science fiction authors whose names have become "household words" (Asimov, Bradbury, Clarke, Heinlein), Vance is pretty far along in the alphabet. Nonetheless, Jack Vance has been producing books which take second place to none of the above-named authors works for many years. He has received both the prestigious Hugo and Nebula awards as well as an Edgar from the Mystery Writers of America. He has been called by writer and critic, the late Lin Carter, "the only genuine stylist the field [of SF/fantasy] has produced."

During his career Vance has authored over 50 books, nearly half of which are presently in print. His works have gone through over 100 collective editions and been translated into seven foreign languages, including German, Italian, Dutch and Japanese. ...From all indications, if Jack Vance is not presently a household word, he soon will be!

A part of the reason for Vance's popularity not hitting its zenith before now must be ascribed to Vance himself. He takes the attitude that a writer's works should be judged upon their own merits – and not on whatever promotional antics or attention-grabbing devices the author can resort to. Vance doesn't appear on TV talk shows, address the Science Fiction Writers of America, or have his picture taken at Apollo launchings. He *does* quietly turn out science fiction and mystery tales of the highest quality. His instantly recognizable prose style has a thousand glittering facets; a constant flow of wit and imagination, a wealth of concepts and supplementary details, a fine sensitivity to the ironies and whimsies of everyday events, healthy dashes of tension, excitement and adventure, a marvelous attention to the 'feel' of his settings.

Vance's first sale was in 1945, before the close of WW II: a short story titled "The World Thinker" to the pulp magazine *Thrilling Wonder Stories*. He continued to write while serving in the merchant marine, despite twice having to abandon a torpedoed ship. Most sales to the pulps came quickly, including a popular series about the aging, crotchety genius and odd personality, Magnus Ridolph.

Vance's reputation in the SF/fantasy field was firmly established when in 1950 he unveiled *The Dying Earth*, his first novel and also written at sea, a delicately interlocked sequence of short stories set in the unimaginably far future. This book almost at once took its place among the classics of fantasy literature and has remained a favorite with readers to the present day. The 50's saw many Vance

short stories and several novels published, most notable being *Big Planet* in 1957 and *The Languages Of Pao* in 1958, pioneering new concepts and extrapolating upon previous ones.

From 1959 to 1963, Vance seemed to be gathering his resources for a wholesale onslaught on the publishing industry. In 1963 he produced the Hugo award-winning *The Dragon Masters*; this brilliant, fast-paced novel has gone through more printings than any other of Vance's works in the years since its premiere. *Dragon Masters* marked a shift from shorter fiction to novels; in the remainder of the 60's more than 20 Vance novels plus several collections saw print. Perhaps inevitably, some fine books did not receive the recognition they deserved, but in 1966 *The Last Castle* was awarded *both* the Hugo and the Nebula, and critical and reader acclaim greeted *Emphyrio*; *The Eyes Of The Overworld*, which further built upon concepts established in *The Dying Earth*; The Tschai series and the Demon Princes series. This last was unfortunately discontinued before its completion, but is now available in new editions and the concluding volumes are in progress. [Editor's note: the series was completed within a few years after Willard's article first saw print.]

In the 70's Vance's work has grown richer and more complex. The Durdane trilogy, the ongoing Alastor series, several independent novels and further short stories continuing the adventures of Cugel, the engaging antihero of *Eyes Of The Overworld*, have continued to delight and entertain readers. A brief spotlighting of some of his recent novels will serve to demonstrate the awesome variety to be found in Vance's books.

Maske:Thaery has one of the circles-in-circles settings that Vance delights in; the hero is a native of the province Glentlin, a rusticated component of the nation of Thaery, a colonial settlement upon the planet Maske. Maske is chiefly inhabited by a human subspecies, the Djan, and in addition forms part of an interstellar community. The hero enters the Maske intelligence service; the byplay between the unsophisticated yet shrewd and determined Clint (i.e., native of Glentlin) and the elite of Wysrod, the capital city, adds luster to a science fiction spy story rich in atmosphere and irony.

The Gray Prince takes place on Koryphon, a world with a frontier flavor. A struggle involving Outker settlers, Uldra and Wind-runner natives, and a barbaric alien race brings to mind the situation in Zimbabwe, while the wide, dreamy plains and sailboats on wheels, proud natives and sleeping mysteries of Koryphon conjure up images of the Australian outback. 'Magic', telepathy, politics and guerilla warfare all figure in the story of a plantation owner's family and acquaintances.

Effectuator Miro Hetzel is introduced in *The Dogtown Tourist Agency*, which is a book of a type Vance seems particularly to enjoy creating, a blend of SF and mystery-detection. An inquiry into the origins of shipments of manufactured goods dovetails with a second mystery concerning a handsome freebooter and a third entailing a surly ex-spaceman who has been brainwashed.

Wyst: Alastor 1716 is a showcase of Vance's talents. An artist arrives on a planet where a Utopian society has proved functional, if not perfect. Ambition and intrigue among the inhabitants of the urban juggernaut force him to flee to the hinterlands, from where he must warn a visiting dignitary of the plot against him. In the course of a gripping story, Vance draws clear and realistic comparisons between the superurbanization of the Utopian cities and the eerie, superstition-ridden yet freer tenor of life in the rural districts.

Describing Vance's subject matter is a pleasure; describing the style which renders his books so unique and memorable is more difficult. He has no imitators or counterparts in modern fiction. He has been called a consummate craftsman continuing in the vein of James Branch Cabell and Clark Ashton Smith, but while he shares their inventiveness and their power to invoke rich, colorful images, Vance's works are more down-to-earth and faster-moving. His wildest flights of fancy have their roots in logical and plausible extensions of real-life situations rather than in fantastic dream worlds: this trait contributes greatly to the overall *believability* of Vance's fiction. From a wide variety of influences he has synthesized one of the most sparkling, delightful and distinctive writing styles in modern literature.

Hallmarks of Vance's prose are a sensitivity and awareness for minute shades of mood and atmosphere, tones of color, nuances and expression and of wry and witty dialogue. His feel for intangibles imbues his settings with as much presence as his characters. The landscape of the Dying Earth milieu fairly reeks with antiquity. Tschai, the locale of the *Planet Of Adventure* series, is old in a different way, not so laden with time as with events, a weight of history, the campaigns of four alien races and their corps of mutated humans. It is a somber world contrasted to the pastel, basking Dying Earth: Tschai is a place of darkling steppes, dank forests, rocky highlands, stormy skies and cavern-riddled mountains. Even in *The Dragon Masters*, his fastest-paced and most action-oriented novel, Vance finds space for attention to atmosphere.

A lighter scenario is the waterworld of Trullion: a place of myriad islands, lush feathery vegetation, a land of plenty with the night sky filled with shoals of stars. Any darkness and grimness is underwater where the aquatic Merling wait to claim humans for their dinner tables.

A gift for names is another aspect of Vance's style. Where many otherwise fine authors slap the reader with over-exoticized alphabet soup concoctions, or render a story unremarkable with implausibly ordinary nomenclature, Vance somehow consistently finds the

perfect touch. For places – Aerlith, Trullion, Palesadra, Iszm, Thamber, Sibol, the Lok Lu Steppes, Ambroy city, and for people – Jubal Droad, Miro Hetzel, Ankhe at afram Anacho, Smade, Tristano, Ylin Ylan, Cugel the Clever, Nai the Hever, Joaz Banbreck: Vance's proper names are both plausible and believable in their context and yet exotic enough to stimulate the imagination by their very mention.

A strong sense of humor is evident is even the most serious situation of Vance's stories. Comedy shades into irony. Vance's humor is at a polar distance from *Saturday Night Live* or a Wodehouse novel. Often it is simply recognition of the ludicrous and ridiculous inherent in events, deeds, words and attitudes. (Exceptions are the Magnus Ridolph stories and a few others, the novels *Showboat World* and *Space Opera*: this last contains the antics of a space-touring opera company whose ancestors must surely have resided in Blandings Castle.)

Eyes Of The Overworld is also "humorous", but is at once more ironical and comically amusing, due mainly to the personality of its protagonist. Cugel is a rogue, a thief, a charlatan and silver-tongued opportunist, possessed additionally of great skill, cunning and initiative, as well as a leavening of very deeply-buried better qualities.

The remainder of Vance's works resist labeling. All are well-rounded stories touching base in every branch of literature. The reader encounters humor, irony, tragedy, mystery, adventure, romance, suspense, travel... Vance makes one wonder how other books manage to leave out one or another of these ingredients. Vance's boundless imagination and genius for completeness produce so much background for his environments that not all of it will fit into the context of the story, therefore his books frequently include footnotes or appendices expanding on minor or peripheral details of the text proper. The Demon Princes novels are especially rich in this bonus material: as chapter headings Vance has placed quotes from books, periodicals, television programs, debates, interviews and even works of fiction of the era. These unobtrusively achieve a thoughtfulness and a depth of insight uncommon in the genre.

A skill in which Vance excels is the creation of alien races and alien worlds. He travels abroad extensively and these excursions have undoubtedly contributed to the color of his novels, but a dynamic imagination is evident as well. Probably no human writer can dip his pen into a totally alien ink. Vance, however, makes one wonder. His alien creations are not anthropomorphized, but completely believable, firmly grounded in their own unique cultures, biology, psychology and emotional spectra. Each is memorable. The enigmatic Star Kings are motivated by achievement but otherwise emotionally cold. The vigorous, mercurial Dirdir are evolved packs of hunting predators, a society held together by tradition and custom rather than inclination. The proud, fierce Gomaz live by a gestalt of tradition and instinct, dwelling in insect-hive clans, watching their chance to erupt upon the

galaxy like latter-day Genghis Khans. The alien Liss and Olefract figure in *The Dogtown Tourist Agency* as well as the Gomaz: though no representatives of these races is ever encountered by the reader face-to-face their presence just offstage is as vivid and unsettling as many another author's center stage spotlighted depiction of some weirdling race.

Part of Vance's trick is not to totally divorce alien psychology from the human norm. Far more effective to give the reader a kaleidoscopic image where familiar human drives, attitudes and emotions take on weird juxtapositions, strange derivatives, unusual ramifications.

...The Planet of Adventure, or Tschai, series concerns Adam Reith, a scout marooned hundreds of light-years from Earth, and his quest for a spacecraft in which to return home. Though Tschai is the abode of numerous human cultures and tribes, it is dominated by four warring alien races and the books are titled according to that race with which the volume most concerns itself: *City Of The Chasch*, *Servants Of The Wankh*, *The Dirdir* and *The Pnume*. Reith in turn tries to regain his own spaceboat; to steal one; to build one; and finally when he has acquired transportation, to deal with alien curiosity aroused in the course of his quest.

This series is one of the most delightful for xenophiles. Each race of aliens is portrayed vividly and its culture and proclivities explored in detail, even to racial and political subdivisions. For example, the Chasch are divided into the dwindling, eerie Old Chasch, the technologically ascendant Blue Chasch, and the semi-barbaric, nomadic Green Chasch. Reith manages to maneuver these facts against each other to his benefit. In addition, each alien race has cultivated a servant population of humans which has evolved mentally and physically toward its masters: Chaschmen, Wankhmen, Dirdirmen and Pnumekin.

* * *

Not surprisingly, given his interest in blending the SF and mystery genres, Vance has authored a number of mystery and suspense novels, under pseudonyms as well as his own name. His first was *The Man In The Cage*, written in 1960, which won the Edgar award. It is a psychologically acute and carefully plotted thriller set in North Africa, turning around the disappearance of an American expatriate and a shipment of heroin.

Vance favors a California setting for his mysteries: *The Fox Valley Murders* and *The Pleasant Grove Murders* featuring sheriff Joe Bain are set in fictional San Rodrigo county. Other mysteries are *The Deadly Isles*, *Take My Face* (as Peter Held), *Isle Of Peril* (as Alan Wade), and most recently, *The House On Lily Street* and *The View From Chickweed's Window*. *Man In The Cage* and a 1973 suspense novel, *Bad Ronald*, were adapted for television.

It seems almost unfair to limit a writer used to dealing with the exotic phenomena of entire new worlds to familiar people and settings of our own planet, but Vance adapts brilliantly. The energy and imagination that

go into creating strange worlds are turned to the detailing of vivid and memorable characters and capturing the sights, sounds and atmospheres of interesting earthly landscapes. And, of course, Vance's sparkling style remains the same.

Jack Vance, as mentioned at the start of this article, is self-effacing, at least as far as his readers are concerned. He was born in San Francisco and currently resides in Oakland. Besides writing, he has worked at a broad spectrum of jobs: merchant seaman, bellhop, fruit picker, canner, miner, house builder, ship rigger and coronet player in a jazz band. (He draws on his musical experience in the Durdane books, and on his other avocations in nearly all his works.) He is described by acquaintances as urbane, witty, concise and entertaining. He is married and has a family.

Vance has rarely given interviews, reluctant to discuss the craft of writing and regarding the production of one of his books much as a magician regards the working of his illusions: if the methods are laid bare, the wonder departs. He regards other writers as exemplars rather than influences. He does confess that he leans toward sociological and anthropological emphasis in his fiction rather than technological or purely adventure grinder elements.

Vance's entertainments are fanciful, but by no means so far-fetched as they may appear. Vance's fiction is built upon a thorough mastery of facts. Usually this is difficult to demonstrate, but the careful reader will note that a goodly portion of his marvelous, bizarre names can be found in a good earthly dictionary. For example, "deodand" which in *The Dying Earth* is a sly, powerful manlike carnivore, comes from an old English legal term meaning "an instrument of death."

These, then, are Jack Vance's brand of wonders. Who's Jack Vance? Now *you* know – ask someone else!



Reconnaissance By Pickup Truck

by Richard Crazy Duck

I have questions. Does automobile advertising with country roads, twisty drives through verdant woods and farms make you feel good? Behind the wheel, do you seek these out? In 1992, are you driving to MagiCon in Orlando via Interstate 95? If you answer yes, I have a pleasant country cruise for you.

It's about an hour ride through north central Florida along the state roads connecting St. Augustine and Deland. You don't lose any time, nor gain any. But you *do* get off the Interstate, away from the trucks, RV's, billboards and modular modern Americans at every interchange. Interstates are a hell of a civil engineering project and I drive I-95 quite a bit. It's a shame and I'm sick of the monotony of it.

I will start the recon with two assumptions. One: you are driving *South* heading to Orlando on I-95 (not I-75 which is the western parallel highway coming out of Atlanta and Detroit and sundry other inland cities. If you are confused at this point, consult a map and if confusion persists, take a plane.) Two: you can figure out on your own how to make these instructions work as you *leave* Orlando if your desire is to do this side trip on the way home.

These assumptions bring us to Exit 92, the I-95/US 1 interchange. It's the southernmost St. Augustine exit. Go right. You'll see Charlie T's truckstop. For the next 56 miles follow these directions:

Speed south on US 1 for 14 miles to Bunnell. You can't miss it – it's on both sides of the street. By the way, I should have mentioned before now the serpentine intertwining of I-95 and US 1 – you're really sure you passed Charlie T's aren't you? Between Jacksonville and Daytona these roads cross four times. So be alert. There might be a lert inspection at the weigh station ahead.

At Bunnell's one and only traffic light, turn right on State Road 11 south. It's 18 miles to the State Road 40 intersection – which doesn't matter a fig leaf since you go straight through it. Enjoy the pine trees galore. See the sights at Cody's Corner. Too bad you can't stop for a Coke (or gas.) You should have done that back at the Thriftway or Jiffy store in Bunnell. Cody's Corner does merit a small circle on the map, which is weird because Cody's Corner does not have any buildings. Either some terrible natural calamity wiped the town clean off the earth or generations of Florida mapmakers have been really slack.

Another point to bring up since you're already thirsty is Florida's open container law. Nobody, not driver nor passengers nor baby, can have an open beer, not even the empty can. Vast and unreasonable penalties apply and no matter what, the driver is responsible. But your radar detector is legal.

After stopping at the State Road 40 intersection stop sign, it's straight ahead for another nine miles. The road and shoulders are wide enough now that you don't have

to worry about the big spiders that I should have mentioned earlier. A colony lives in the vicinity of Upper Haw Creek. You probably saw the yellow diamond warning sign anyway, unless yahoos have blasted it with 12 gauge buckshot. The spiders can get big enough to web across roads. Occasionally, on dirt roads, they can be seen with the desiccated husks of motorcyclists and sometimes the really big ones get a Jeep. Usually, though, state and county DOT crews or prison gangs keep the road kills cleaned up.

Now you are on the outskirts of Deland. Unless you really want to see the downtown and Stetson University (via US 17), take the bypass. It is variously called County Road 15A, the State Road 15A Truck Route, or US 17 (South) Bypass, or US 92 Bypass. It is Hobson's choice since they are all the same road. To take the State Road 15A Bypass, veer to the right.

Keep heading straight for another nine miles on State Road 15A. When the road becomes a single lane again and starts to curve, be prepared to turn right.

Make a right onto US 17 South (also known as US 92 West.) Enjoy the numerous big oak trees and automobile dealerships. Follow the signs to Interstate 4. Hint: stay in the right-hand lane.

After about a mile you'll see a giant sign pointing the way to Interstate 4. Take this road (State Road 472) to I-4 West, Exit 54.

Orlando is only 32 more miles, but the convention center is on the south side of town so add another six miles or so to get on the International Drive exits (Exits 30 to 28.)

You made it, take a break. Oh, by the way...

More Free Advice

Driving in Florida is like driving everywhere else all at once. That's because there are so many people here from other regions. Unconsciously, drivers expect other drivers to behave as though their damn quirky habits are universal. You would be surprised how often that does not happen. That makes Florida traffic, especially Orlando, exciting.

New York motorists always pull out into the middle of an intersection when trying to turn across traffic. This, of course, blocks the road and they are forced into running a red light, either of which can get you a ticket. Native Floridian drivers also have an endearing habit: they don't use turn signals.

Please expect rain. It will rain every day while you are in central Florida. It is not the entire atmosphere going and staying gray like up north. You can watch discrete rainclouds bop around the blue sky. But one of them will always get you. No big deal. In 30 minutes it will be sunny and dry. Just be ready with tires and wipers that are fresh.

More Travel Directives - With Directions

Visit Enterprise 1701. It's a large store devoted to science fiction. All trufans will make this pilgrimage.

From Interstate 4, take Colonial Drive (State Road 50) east. Turn north (that's left) at Bumby Avenue. Bumby looks like a minor side street but don't worry. When this road ends at Corrine Drive, go right. The store will be on the right. Parking is bad and some neighboring shopkeepers act badly but do not be their equal: stay above them. Inside are books, gaming, art, models, comics and paintball. Believe me, there is nothing like this place around.

Trufans must also make a *hajj* to the Kennedy Space Center. If you don't, you'll get permanent Spock ears. I am sure the con committee will give excellent directions on how to get there since it is literally a straight line on the Beeline Expressway.

More Behind Numbing Advice

A byproduct of all this research is the discovery that those trendy beaded seat covers are all hype and the taxi drivers who think they have changed their lives just can't be rocket scientists. Sitting on wood is not comfortable whether it is a 2 x 4, or beads. All you get is a waffle-patterned butt. If our taxi friends think it is a massage they're getting, I hate to think what their sex life must be like.

If you have time left over, stop by St. Augustine. It is the last great stand of mom and pop tourist traps intermixed with both real and ersatz stunning architecture. I especially recommend the Castillio. Try to come at 1 p.m. when the guards shoot off a cannon.

The Fountain of Youth still springs, but it is considerably less difficult to reach than it was in Tim Powers' *On Stranger Tides*.

Door Nazis will love and deserve the Old Jail. Rep-tile freaks can see the Alligator Farm. There are many more ways to spend time and money here. You'll see in the brochures.

This unsolicited advice is a freebie. Do with it what you will. Yours truly is not connected with the Worldcon, Enterprise 1701, the St. Augustine tourism industry, or Tim Powers. Drive Safe. Arrive Alive. Happy Trails.

Volunteers wanted! >>>>

If this unprecedented retrospective exhibit interests you – we can use more staff for the exhibit – both for set-up/tear-down and during the hours open to the public.

Both Vincent Di Fate and Roger Reed have been contacting collectors who have artwork that would be appropriate for the Retrospective. If you have artwork fitting the guidelines that you are willing to lend for the exhibit and have not been contacted, please feel free to send us descriptions of the pieces.

Please send all correspondence pertaining to the Di Fate Exhibit directly to the convention liaison: Ruth Sachter at 6323 NE Mallory, Portland, OR 97211.

Program Operations

Volunteers Needed

Join the fabulous world of Program Ops! See how the plan comes together from behind the scenes! ~~Complain about the committee at parties and show off your inside knowledge!~~

To volunteer for a position, please send your name, address, home and work numbers, position wanted, and past experience with conventions.

Track Manager - Help herd important personages to their panels. Give orders to program moderators. Let them know when their time is up.

Computer Wizard - Learn the top secret program that controls the panels.

Change Control - Be the first to know which panels are changing and why. Get *lots* of exercise.

The Special Science Fiction Retrospective Art Exhibition

Vincent Di Fate

This special display will bring together for the very first time between 150 and 200 specially selected works of science fiction art. As a thoroughly curated and juried exhibition, the show's main emphasis will be on quality. Works will be selected on the basis of workmanship and historical significance, thus mirroring the trends and influences which have made science fiction art unique in the realm of picture making. Including many of the finest and most significant images ever created for the field, the show will span the period from the turn of the century to the present.

Something of particular interest will be the inclusion of works by such well regarded artists from illustration's mainstream as Marshall Arisman, Ted CoConis, Stanley Meltzoff, Norman Saunders, Peter Helck and Noel Sickles, as well as such genre luminaries as Earle Bergey, Hannes Bok, Virgil Finlay, Frank Frazetta, Frank Kelly Freas, Richard Powers, James Allen St. John, Michael Whelan and others. In sharp contrast to most other shows of this type, our exhibition will include works not specifically created for the literary genre, but which are unquestionably of true fantastic content.

Working collaboratively with me in this ambitious undertaking is Roger Reed, co-owner of Illustration House, the world's foremost gallery for illustrative art. Roger is a leading authority in the field of American illustration. We hope that you will find viewing this exhibition a truly illuminating experience.

Membership Information

Membership Rates: The following membership rates are in effect:

Attending:	\$95	until 03/31/92
Attending:	\$110	until 07/15/92
Supporting:	\$25	until 07/15/92
Child (born after 9-3-80):	\$45	until 03/31/92
Child (born after 9-3-80):	\$55	until 07/15/92
Kids-in-tow, born after 9-3-86:	Free	

Please note that all special discounts for site selection voters and **MagiCon** presupporters have expired.

Attending Membership: In addition to attending **MagiCon**, members in this category may nominate and vote for the 1992 Hugo Awards and, upon payment of the voting fee, cast a ballot in Site Selection for the 1995 World Science Fiction Convention. Attending members will receive an astonishing array of publications, including our Progress Reports and Program Book.

Supporting Membership: Supporting members have all of the rights and privileges of an attending member with one notable exception: supporting members won't be able to attend **MagiCon**. Supporting members may become attending members by paying the current attending member rate less the amount already paid.

Children at MagiCon: Children are welcome to buy attending or supporting memberships on the same terms as adults. Alternatively, Child's Memberships are avail-

able for children born after September 3, 1980 (under age 12 when the convention begins). A Child Member may attend Children's Programming and use **MagiCon**'s babysitting services but has no voting rights and will not receive publications.

Babysitting (child care, if you prefer) will be provided for both attending members under age 12 and Child Members on the best terms that **MagiCon** is able to negotiate or subsidize. This service will almost certainly **not** be free, but it will be professionally managed and reasonably priced.

Children born after September 3, 1986 (under age six when the convention begins) may be registered at no charge as Kids-in-Tow. Kids-in-Tow must be accompanied by a parent or guardian throughout the convention. They may not be left unsupervised at any event (including Children's Programming). Needless to say, they don't get publications or voting rights. Babysitting for Kids-in-Tow will be offered only on a "space available" basis at a fee sufficient to cover the full cost of the service.

All rates are in U.S. dollars. Makes checks payable to "**MagiCon**". All correspondence relating to memberships should be sent to:

MagiCon
Attn: Preregistration
P.O. Box 621992
Orlando FL 32862-1992

International Agents

If you are living outside of the US, you may prefer to send inquiries and / or payments to one of our Overseas Agents:

PETER WESTON
14 St. Bernard's Rd.
Sutton Coldfield B72 1LE
United Kingdom

JOHN-HENRI HOLMBERG
Aldersmansvaagen
S-260 40 Viken
Sweden

KEES VAN TOORN
Postbus 3411
NL - 3003 AK Rotterdam
Netherland

JUSTIN ACKROYD
GPO 2708X
Melbourne, Victoria
3001 Australia

If you would like to pay for your membership in other than US currency, you should send your check directly to the appropriate agent. Rates thru 03/31/92 are £60 / Hfl 200 Attending, £19 / Hfl 50 Supporting, £29 / Hfl 90 Child's.

World Fantasy Convention '92



October 29 - November 1, 1992

Callaway Gardens Resort at Pine Mountain, Georgia

Michael Bishop

John Farris

Martin H. Greenberg

Anne McCaffrey

World Fantasy Convention '92

Post Office Box 148

Clarkston, GA 30021

Attending Memberships: \$100

Supporting Memberships: \$50

Orlando Curioso: News Updates from MagiCon's Home Town

by Tom Veal

- Important news for party hosts: Gooding's, one of the most popular Central Florida supermarket chains, is building a store on International Drive, less than a mile from the site of MagiCon. No doubt their market research foresees a boom around Labor Day 1992.
- After a rocky first year, Universal Studios Florida celebrated a second "Grand Opening" in May to highlight its new *Back To The Future* ride. This time, Universal has definitely done something right. *Back To The Future*, a simulated romp through time and space in an eight-passenger DeLorean, is clearly the best attraction of its class at any Florida theme park, more thrilling and authentic than Disney/MGM's long-popular "Star Tours." Younger visitors will also like the "FUNtastic World of Hanna-Barbera", a cartoon cousin of *Back To The Future* featuring the Jetsons, Flintstones et al.
- Disney/MGM, Universal's arch-rival, needless to say is not standing still. After a year of negotiations and lawsuits with more ups and downs than Space Mountain, the Disney folks have obtained the right to introduce muppets into their parks. The new arrivals show to their best advantage in the "Muppet 3-D Movie." Early in the show, Kermit the Frog promises that "We aren't going to indulge in cheap 3-D tricks" – whereupon, the flower in his lapel squirts water at the audience and everyone gets wet ... These are *expensive* 3-D tricks and well worth the seeing.
- Sea World, home of Baby Shamu, is now the property of Anheuser-Busch and soon will boast Busch's smallest brewery. Why, you ask, would the world's largest beer-maker bother with a 5,000 barrel a year facility at a theme park? Seems that an obscure Florida law forbids the company from selling its own beers at Sea World unless it manufactures at least a few flagons there. We can expect guided tours and free samples, a la the various Busch Gardens around the country, thus demonstrating that government interference occasionally leads to good results.
- May 9 saw the unveiling of a tour attraction of a different sort. Astronauts Memorial at Kennedy Space Center is a 42-foot high "Space Mirror" of polished black granite, inscribed with the names of the 14 men and women who have given their lives in the course of the U.S. space program.
- At a Worldcon, fen are too busy to eat, right? Well, just in case that isn't quite correct, we'd like to mention a few new eateries in the vicinity of MagiCon's HQ. The newly opened Clarion features two restaurants, both aimed at the cost-conscious visitor. For lovers of fancier dining, the recently opened Caruso's Palace has an opulent setting, while the brand new Asian Nights (name subject to change due to complaints from lawyers for the unrelated Arabian Nights) features a dinner show of Chinese spectacle and acrobatics. Meanwhile, in the Mercado shopping center, Jose O'Day's has drawn rave reviews for its upscale version of Tex-Mex cuisine, while elegant Bergamo's, pummeled by critics when it opened, has put first impressions behind it and lately received unstinted praise. Another new entry at Mercado is Crickets (as in the incomprehensible English pastime), a pub with a first-rate selection of beers and decent food. Slightly off the beaten track, but not far away if you know how to find it, is Sleuths, where the dinner guests get to untangle a murder mystery while they eat.
- And if you're wondering about the quality of all this cuisine, it may be reassuring to know that a team of Orlando chefs finished third (out of 40 entrants) in this year's Southeastern region seafood preparation competition. The city's "junior" team finished first in a field of ten.
- Getting here gets easier all the time. Starting October 31, United Airlines established its first Southeastern hub in Orlando, operating 47 flights a day. That puts United third at Orlando International Airport in number of flights, behind Delta (85 flights a day) and US Air (53), and virtually tied for second in number of seats. Other new air routes: Delta is starting nonstop flights between Orlando's and London's new Stansted Airport, and both Delta and United have begun nonstop flights between Orlando and Mexico City.
- For those who would prefer to travel to MagiCon in a more leisurely fashion, the Grand Floridian, a privately operated rail venture, offers luxury round trip accommodations between New York and Orlando for less than \$1,500 per person. The 20-hour trip includes breakfast in bed, free champagne, multi-course meals and the chance to see the Eastern seaboard from the observation car that was used in Alfred Hitchcock's "North by Northwest".
- And now you can see Orlando from the inside of a whale. Sponsored by Sea World, a blimp painted in the likeness of the famous Shamu is cruising Central Florida skies, offering half hour rides over the major tourist attractions. This is not for the faint-hearted or limp-pursed: the asking price is \$125 a passenger. Shamu competes with a wide variety of helicopter and balloon tours, some embellished with champagne brunches or other treats.

☆ Sabbath Services ☆

Attention Sabbath observers. The Worldcon Minyan will be conducting Sabbath Services (Separate seating and Mechitzah) in the Clarion. We also expect that there will be an Eiruv Chatzerous established in the Clarion over the Sabbath. There will be shofar blowing (mixed seating) on the other days of the convention. For more information, write: Dr. Richard Feinman, 1560 E. 18th St., Brooklyn NY 11230.

Events Division Technical Readout

by Dalroy Ward, MagiCon Technical Director

Events Division Technical is the group which supports the needs of the big Events such as the Hugos, Masquerade etc. We do lights, sound, video and anything else they can come up with in the way of special effects that we can pull off. One of the things that all of this takes is people. It takes a lot of work to put all of this on and make it work. If you have skills in theatrical lighting, sound, video, or anything else you think might be useful please feel free to volunteer early and often. We'd love to hear from you.

MagiCon Hugo Ceremonies: A Look Ahead

by Jill Eastlake as told to Cordwainer Braziman

After more than half a century of Worldcons, five decades of ever looking forward, MagiCon will look back to the past 50 Worldcons. Along the way we'll reflect on the Hugos, first given in 1953, and other interesting events that happened on fannish Labor Day weekends in years past (not to mention the occasional July 4th weekend...) Please join us for the event of the half century, a retrospective of the past and future of Science Fiction and Fantasy. You won't have seen all of this before, not even if you've been attending since 1939!

Science Fiction Retrospective Exhibits

by Peggy Rae Pavlat

Exhibits which have been created to highlight the history of the field are The History of Worldcons, The History of Fanzines, The History of Bidding, The Portrait Gallery, Scenes of World-Wide Fandom and a retrospective of Worldcon Masquerades through a slide presentation in the exhibit area. Dick Lynch has been working on publishing Harry Warner's book about fandom in the 1950's and material from this effort will be on display. The History of the Science Fiction Small Press is being developed by Tony Lewis. We are also planning a History of the Hugo Awards exhibit. Please let us know if you can help with materials for any of these exhibits. Materials will be returned after the History exhibits are concluded. Please contact:

Peggy Rae Pavlat
5709 Goucher Drive
College Park, MD 20740 USA

Lost Souls

The following are MagiCon members for whom we have no current address. If you are one of these people, please send us your current mailing address as soon as possible. If you know someone on this list, please let them know we're looking for them.

Anderson, Sandra
Blanc, Lisa
Daniels, Richard E
Diruocco, Tena
Fuller, Blane & Pat
Gilbert, Sheila
Gold, Steven
Gordon, David
Greene, Edward
Hall, Cheryl
Halsey, Wayne F
Hoover, Raymond A
Houwerzyl, Robert E
Keller, Mark M
Kingston, David A
Krebs, Christine
Lane, Charles & Joyce
Lee, Peter L K
Leith, Rena
Martin, Cathy & John
Martin, Liz
McKannan, Ann
McMurrian, Althea
Neubaner, Sandra
Oliver, Jude
Papendick, Laura
Pekowsky, Larne
Pinzow, Anne Phyllis
Roberts, Jim
Scoggin, David
Smith, Rebecca A C
Sprague, Susan
Stampfel, Peter & Zoe
Torres, Dineh
Ungerman, Mike
Walsh, Michael R
Watson, Kennita
Weber, Jason
Williams, Joe Bob
Wollheim, Betsy

Baltimore, MD
Irvine, CA
Blacksburg, VA
Malden, MA
FPO Norfolk, VA
New York, NY
Jackson Heights, NY
North Hollywood, CA
New York, NY
New Haven, CT
Bellevue, NE
North Las Vegas, NV
NL-1064 SC Amsterdam RI
Ft. Lauderdale, FL
Dayton, OH
Swarthmore, PA
Amherst, MA
Tucson, AZ
Etobicoke, Ontario
Santa Monica, CA
Houston, TX
Piscataway, NJ
Ypsilanti, MI
Baton Rouge, LA
Glenside, PA
New Haven, CT
Newark, NJ
Arlington, MA
Norcross, GA
Baton Rouge, LA
Guelph, Ontario
New York, NY
Salt Lake City, UT
Oviedo, FL
San Francisco, CA
Belmont, CA
San Jose, CA
Irving, TX
New York, NY

Please send all address corrections to:

MagiCon
Attn: Registration
P.O. Box 621992
Orlando, FL 32862-1992

MagiCon membership as of 12/23/91

Members outside the US

Argentina	1
Australia	21
Belgium	4
Brazil	1
Canada	133
Chile	7
Denmark	5
Finland	7
France	2
Germany	29
Japan	48
Malaysia	1
Mexico	1
Netherlands	41
New Zealand	2
Nicaragua	1
Norway	2
Oman	1
Poland	1
Spain	2
Sweden	7
UK	121
Yugoslavia	1

US Members

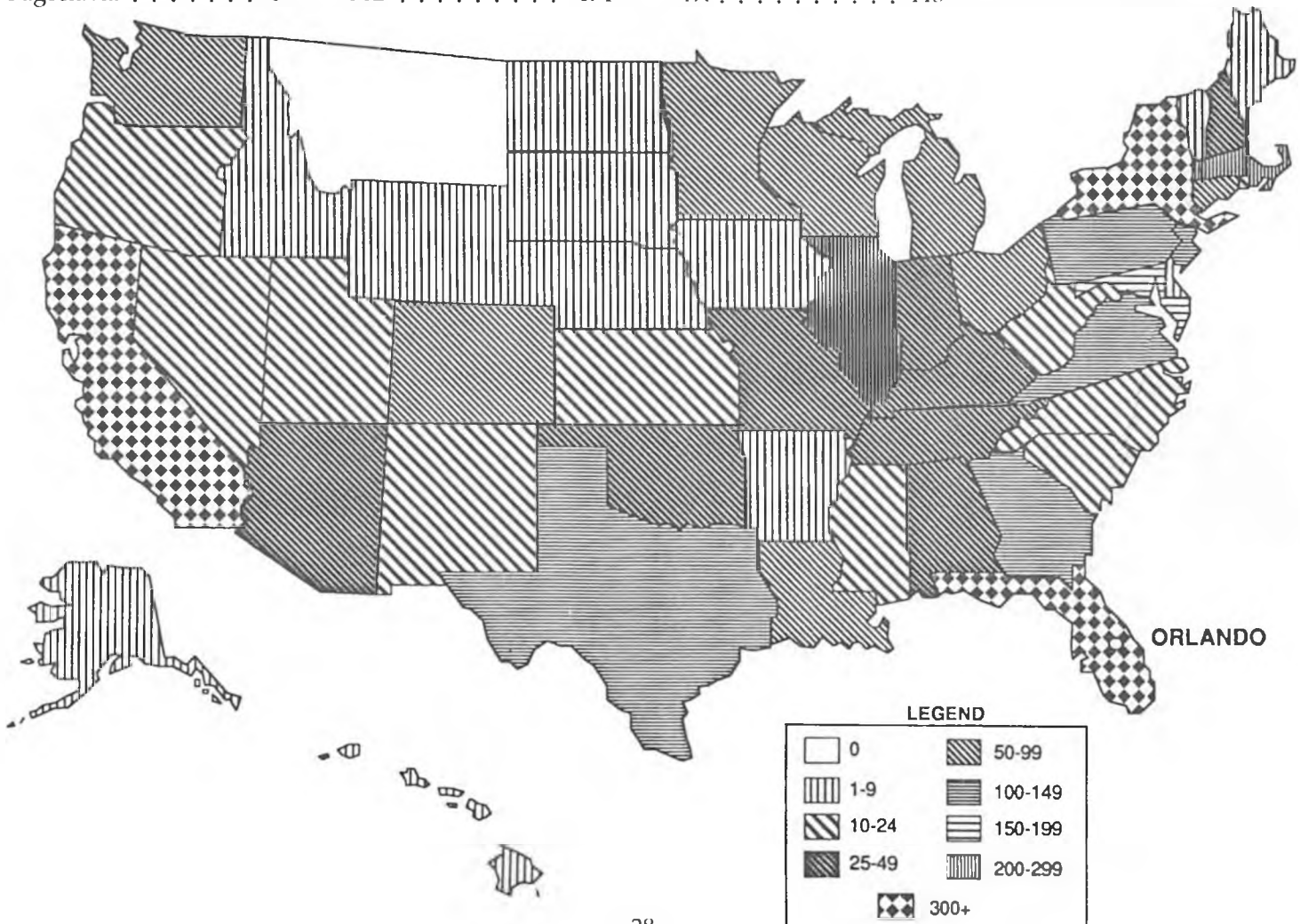
AE	6
AK	4
AL	44
AP	6
AR	4
AZ	31
CA	428
CO	51
CT	71
DC	13
DE	8
FL	392
GA	130
HI	2
IA	6
ID	4
IL	240
IN	49
KS	23
KY	43
LA	52
MA	281
MD	174

ME	3
MI	95
MN	51
MO	46
MS	12
NC	15
ND	1
NE	9
NH	43
NJ	123
NM	16
NV	11
NY	300
OH	81
OK	28
OR	23
PA	116
PR	1
RI	18
SC	17
SD	1
TN	49
TX	118

UT	11
VA	129
VT	4
WA	80
WI	50
WV	17
WY	4
Total US members . . .	3534

Total Members . 3973

Total Support . . . 312
Total Attending . 3494
Total Children . . . 139
Total Kids 13
Total Guest 8
Total Free Nonguest 7



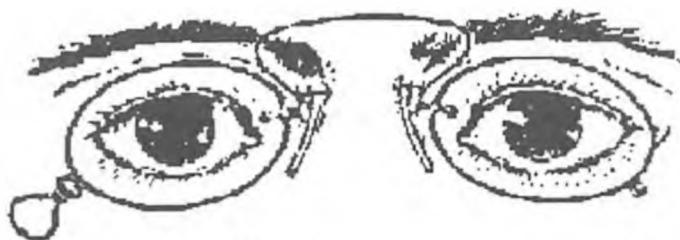
New MagiCon Members as of 12/23/91

4521A	Abaris, Cezarija	4425A	Bielawski, Stephanie	5005A	Carson, Faith
3850A	Abbott, Michael	4400A	Billings, Lee S.	5006A	Carson, Mac
4942A	Achenbach, Florence	4490A	Billings, Tom	2067A	Cart, Vincent
4682A	Adams, Bruce	4579A	Bishop, Ben	4885A	Carter, David T.
4603A	Adams, Jeff	4580A	Bishop, Katy	4675A	Casamento, A. J.
4822A	Adams, 3rd, Roe R.	4414A	Bishop, Leonard R.	4734A	Casement, Suzanne
1625A	Adams, Winalee	4496A	Bishop, William J.	4704A	Cauley, Robert F.
4841A	Addicks, Patricia	4760A	Bledsoe, James R.	4731A	Cauthen, Alex
4710A	Aiken, Crystal	4257A	Blog, Gary S.	3352A	Champetier, Joel
4484A	Aiken, Fred A.	4327S	Bodden, Bill	4598A	Chee, Bridget
4483A	Aiken, Nanette Ann	4388A	Bogstad, Janice	4599A	Chee, Philip
4854A	Allen, Michael	4940A	Bohnhoff, Maya Kaathryn	4253A	Cheng, Susanna
1779A	Allen, Wendy	4631A	Bojert, Jean B.	4812S	Cholewa, Piotr
4708A	Ambos, Marilyn	4833A	Boren, Terry	4313C	Christensen, Corey
4671A	Ameringen, Brian	4810A	Boswell, Peter	4478A	Christian, Bill
4830A	Appelboom, Letty	4617A	Bouchard, Alexander J. L.	4482A	Christmas, Robert
4585A	Argabright, David	4980A	Bova, Ben	4609A	Ciagala, Mike
4570A	Arrington, Michelle	4793A	Bowers, Bill	4553A	Ciuffreda, Pat
4859A	Arteaga, Donna M.	4487A	Bradt, Greg	4472A	Clark, Beverley
4740A	Arthur, Bobbi	4488A	Bradt, Joan	4701A	Clarke, Dana R.
4560A	Ashton, Lisa A.	4811A	Bray, John	4702A	Clarke, Roger J.
4561A	Ashton, Robert	4948A	Brey, Steven Phillip	4524A	Clement, David
4735A	Askew, Rick	4591A	Bridge, Steve	4774A	Cleveland, Scott
4694A	Austin, Margaret	4567A	Bridges, Toika	4847A	Cobb, Nancy L.
4539A	Avary, Beth	4575A	Brin, David, g/o	4413A	Cohen, Earl T.
4808A	Aviva	4576A	Brin, David, g/o	4738A	Coleman, Tim
4834A	Ay, John M.	4529S	Brin, M. David	4932A	Colson, Lars
4323A	Bacharach, William H., g/o	4528S	Brin, Marsha	4283S	Cook, Norman L.
4662A	Backman, Charles	4290A	Brizzi, Jack	4995A	Cooke, Tom
4861A	Bacon, Phyrne	4895A	Broderick, Kevin	4625A	Coombs, Lawrence
4745A	Baker, Larry H.	4979A	Brodian, Laura	4681A	Coon, Heather M.
4357A	Baker, Millie	4538A	Bromet, Samuel	0848A	Cooper, Cathy
4977A	Balcom, Cynthia A.	4868A	Brunet, Jim	4933K	Cooper, Miranda
4508A	Banbury, Michael A.	4581A	Bujold, Lois McMaster	4284A	Cooper, Pamela
4384A	Barbera, George C.	4348A	Burton, Gerald	0213A	Cooper, Rawley
4596A	Bard, Stephen	4754A	Butler, Paula	4620A	Corzine, Donald
1389A	Barnes, Jeffrey C.	4297A	Byrd, Tandi	4621A	Corzine, Donald, g/o
4642A	Barta, Barry D.	2053A	Cabrera, Armand	4376A	Cosh, Tina B.
4643A	Barta, Carolyn R.	4921C	Caccavo, Juliana	4873A	Cosslett, Keith, g/o
4837A	Bautista, Dr. Dimas	4557A	Cairnes, Jr., John W	3842A	Cosslett, Keith
4715A	Beck, Christine	4765A	Caldart, Cheryl	4956A	Costello, Lisa
4716A	Beck, Patricia	4317A	Camp, Donna L.	4957A	Costello, Mark
4531A	Becker, Tom	4232A	Campaign HQ, g/o	4251A	Costello, Walter J.
2159A	Bedard, Valerie	4233A	Campaign HQ, g/o	4973A	Court, Richard F.
4931S	Behrnes, Jeffrey	5008A	Campbell, Kim M.	1352A	Coy, Chip
4914A	Bein, Janet	3845S	Campbell, KIM	4435A	Coy, Eleanor
4796A	Belfiore Jr, James S.	4342A	Cantrell, Stephanie	4361S	Craig, Charlotte I.
4546A	Bengels, Barbara	4787A	Carey, Dorothy	4624A	Crick, Geoffrey J.
4547A	Bengels, Dennis A.	4673A	Carey, Dorthy	4983A	Cripps, Althea
4548C	Bengels, Jessica	4743A	Carey, Jane Anne	4984A	Cripps, Dennis
0990C	Bennett, Alexander	4429A	Carey, Stephen A.	4935A	Crofts, Catherine A.
0991A	Bennett, Greg	4664A	Carlberg, Stven	4936A	Crofts, George H.
0992A	Bennett, Melva	4397A	Carlin, Loretta	4509A	Cryan, John G.
4879A	Bennett, Tim	4696S	Carmichael, Mary	4755A	Ctein
4766A	Bergeron, Joe	4269A	Carr, Beth Anne	4532A	Cumming, Robert W.
4864A	Berry, Mary Martha	4270A	Carr, David	4597A	Cummings, Julie

New MagiCon Members as of 12/23/91

4550A	Curtis, Scott	4626A	Farber, Sharon N.	4678A	Gordon, George
4804A	Dale, Johnson	0886A	Farmer, Dale	1750A	Green, Melissa
4563A	Daly, Candace	4552A	Faske, David	4286A	Gregio, Shonna
4564A	Daly, James	4530S	Feingold, MD, Daniel	4889A	Grenzke, Jonathan
4972A	Daniels, Walter	4302A	Feld, Becky	4959A	Grilla, David
1453A	Daugherty, James	4292A	Ferrara, Jason	0620A	Groat, Jim
0412A	Daugherty, Kathryn	4964A	Finkel, Herbert L.	4693A	Gross, R. J.
4468A	Davidson, Howard	4965A	Finkel, Kelly A.	4945A	Grosser, Ralf
4276A	Davidson, Kelly M.	4403A	Fisher, Leah	4815S	Grover, Steve
4445A	Davis, Robin Lee	4450A	Flentke, George R.	4246A	Gunnarsson, Urban
4985A	Davis, Warren	1248A	Fong, Kandy	4966S	Gustafson, Jon
4586A	Davis, Wendy	4278A	Fontenay, Charles L.	4926A	Gutkes, Richard
4202A	de Cuyper, Frank R. F.	4883A	Forehand, Melissa	5003A	Haines, Henry B.
4471A	de Longpre', John	4869A	Fortner, Dr. Michael R.	4832A	Hairston, B.
4813A	De Wolfe, S. M.	4831A	Foster, Cindy	4909A	Haisley, Anne
4608A	DeBard, Dr. Mark L.	4295A	Fowler, Nancy	4910A	Haisley, Phil
4839S	DeBrandt, Don H.	4467S	Franks, Michael	1461A	Hall, Joanne
4299A	Deck, Linda T.	0377A	Freas, Frank Kelly	4559A	Hall, John
1560A	Decker, Elorie	4324A	Freeman, Rosemarie	4870A	Hall, Rebecca C.
4555A	Delorme, Debbie	4407A	Friedman, David	4953A	Halloran, Kate
4556A	Delorme, Ted	4280C	Friedman, Isaac I.	4758A	Halter, Mayra
4645A	desJardins, Steven	4281A	Friedman, Judith H.	4759A	Halter, Stephen K.
4314A	Deskins, C. J.	4282A	Friedman, Richard A.	4880A	Hanlon, Peter
4308A	Deskins, Ron	4240S	Funnell, Gwen	4881A	Hanlon, Thomas, g/o
4402S	Diggs, Patricia A.	4568A	Furqueron, Teresa	4375A	Hannon, Kathleen
1398A	Dobson, Dermont	4877A	Gaines, Judith J. P.	4969S	Hanou, Th. J. M.
1399A	Dobson, Perdy	4473A	Gallacci, Steve A.	4838A	Hardman, Dr. M. J.
4504A	Doherty, Robert E.	4794A	Gallaher, David	4241A	Harold, J.
4730A	Dohn II, Kenneth R.	4915A	Gayer, Gayle	4677A	Harris, Clay
0831A	Donat, John	4916A	Gayer, Steven	4320A	Harris, George E., g/o
0832A	Donat, Michelle	4917K	Gayer, Steven, c1	4899A	Harris, Matthew G.
4433A	Doran, Kathy	4918K	Gayer, Steven, c2	4501A	Harris, Tom
4991A	Douglas, Dwight R.	4747A	Geiser, Maggie McVay	4770A	Harrison, Jill
4911A	Dovell, Catherine	4748A	Geiser, Robert	4352S	Harto, Patricia
4955A	Duncan, Kyle	4415A	Genovaldi, Fran	4938A	Hartzell, Suzy
4665A	Dunn, Dawn P.	4416A	Genovaldi, Joe	4800A	Haskell, Fred Levy
4321A	Dunster, J. R.	4849A	Genteman, Paul	4801A	Haskell, Susan Levy
4894A	Duray, Louis J.	1227A	Gerdes, Catherine Carey	4922A	Hasty, Rob
4536A	Dyshuka, Jr., Nicholas	1228A	Gerdes, Michael	4721A	Hayashida, Shigeru
4695A	Easterbrook, Martin	4814A	Gibbons, Joseph	4928S	Hedenlund, Anders A.
4892A	Edgell, Elise	4510A	Giguere, Paul	0978A	Heidbrink, James R.
4893A	Edgell, Ross	4635A	Gilbert, Sheila	4946S	Heitlager, Martijn
4826A	Edwards-Hewitt, Jim	4492A	Gilbert, Zelda	4441A	Helba, Michael J.
4827A	Edwards-Hewitt, Terilee	4783A	Gilio, Elizabeth	5002A	Heleski, Steven
4739A	Eilers, Dana D.	4784A	Gilio, Jerry	4867A	Helms, Bettina
4993A	Ek, Adam	4549A	Gilley, Kerry	4602A	Henry, Brian Dean
1513A	Ellington, Michele	4446A	Gillmore, Benjamin	4349A	Hertzoff, Hilary L.
4828A	Emmons, Cindy	4447A	Gillmore, Corby	2463A	Higgins, Barbara
4829A	Emmons, Gabe	4562A	Girard, Benoit	4840S	Hildebrandt, Evelyn
4411S	English, John	1058A	Glasser, Marc S.	0940A	Hindman, Peter
4610A	Erickson, Jean	4318C	Glasser-Camp, Ethan A.	4459A	Hiney, Stella
4652S	Evans, Bernie	4391A	Glaub, Robert	4325A	Hishida, Tsuguhisa
4798S	Evans, Emrys	4713A	Glennon, Stephen	4422A	Hisle, Debra
4653S	Evans, Mick	4387S	Goldstein, Deborah Kay	4423C	Hisle, Debra, c1
4654S	Evans, Vicky	4477A	Gomoll, Jeanne	4424A	Hisle, Matt
4943A	Fansher, Steve	3465A	Gonder, Rodger	4660A	Hodgell, Patricia

So, you're coming to Orlando for MagiCon! What else are you going to see?



There's

Disney World ✓
Kennedy Space Center ✓
ENTERPRISE 1701 ✓✓✓

Universal Studios ✓
Sea World ✓

ENTERPRISE 1701? A must see! One of this country's largest Science Fiction stores. A tourist attraction for those of discriminating tastes - SF fans.

It's a permanent dealer's room with a wide selection of books, games, comics, miniatures, videotapes, models, toys, jewelry, pewter, stoneware, original art, prints, graphic novels, trade paperbacks, swords, t-shirts and more (really).

Mark us down on your list of places to see, and come visit.

2814 Corrine Dr. Orlando, FL 32803 (407) 896-1701

4823A Hoffpauir, Willis L.
4479A Holanik, Suan
4901A Holder, Nancy
4266A Holly, Robin F.
4690A Holmes, Jean M.
4951S Hoogeland, Mw. J. J.
4340A Hopkins, Priscilla A.
4554A Horseman, Marian
4527A Horvitz, Tom
4326A Hoshi, Akio
4360S Hottin, Robert A.
4315A Housman, Mordecai
4272A Howard, Diane
4273C Howard, Jay
4274A Howard, John
4275C Howard, Matt
4298A Huckelbery, Timothy L.
4305A Huckenpolder, J. G.
4703A Hughes, Scott
4341A Hulse, Charles R.
4419S Huszcza, Andy
4420S Huszcza, Anthony
4421S Huszcza, Charles
4661A Hutson, Melinda
4967A Hypher, Louise
4871A Illovsky, Kathy

4378A Inove, Junko
4999S Insinga, Aron K.
5000S Insinga, Merle S.
4582A Insley, Sheila
4844A Iwan, Deann
4806A Izard, Dawn M.
4756A Jablow, Eric Robert
4970A Jackson, Flynn
4383A Jackson, Janet
4674A Jakubaitis, Connie
4816A James, Rhodri
4699A Jarvis, Athena
4700A Jarvis, Peter
4775A Jensen, Kitty
5009S Jerrman, Toni
4379A Jitsuzaki, Yoko
4389A Johnson, Barbara N.
4470S Johnson, Todd
4981A Jones, Mattie
4656A Jones, Patricia A.
0755A Jorgensen, Maryann
4303A Juhase, Cheryl
4658A Julin, Laila
4493A Juozenas, Joan, g/o
4497A Kaden, Cris Palomo
4498A Kaden, Neal

4322A Kahn, Walter
1850A Kalisz, Frank
4355A Kane, LeAnn
4825A Kapera, Raymond E.
4363A Kashiwaya, Nozomi
4669A Kasman, Ron
0621A Katleman, David
4749A Katz, Arnie
4750A Katz, Joyce
4505A Kawamura, Mika Aoi
4236A Kaye, Jo
4386A Kaylor, Cheri
4494A Keller, Mark M.
4485C Kelly, Gerard
4486C Kelly, Maura
4515A Kemper, Bart
4516A Kemper, Cause
4996A Kiger, Katherine
4353A Kihara, Hirotake
4344A Kimecak, Paul
4345A Kimecak, Virginia
4565S King, Michael R.
4271A Kinney, Jan
4988A Kiser, Robert
4797A Klukas, Johnna Y.
4293A Knauer, Mike

New MagiCon Members as of 12/23/91

4779A	Knox, Andrew J.	4453A	Malcolm, Susan Marie	4382A	Murray-White, Sarah
4729A	Kornbluth, Mark	4761A	Mamayek, Kim	4663A	Myers, Arla
4848A	Korsgaard, Andy	4464A	Mann, Elise	4604A	Mylynnne, Cyndi
4646A	Kovalcin, Diane S.	4465A	Mann, Ken	4519A	Nagel, Michelle
4647A	Kovalcin, James J.	4595A	Marcotte, Claude	4790A	Nagle, Pati
4648C	Kovalcin, Laura E.	4975A	Marhay, Jo Ann	4365A	Nakamura, Takashi
4338A	Kral, Douglas	4976A	Marhay, Vincent	4589A	Neilson, Cindy
4958S	Kuismanen, Mw. E. L. I.	4649A	Marlow, William C.	4590A	Neilson, Wayne
5007A	Kumming, Waldemar	4285A	Marolda, Michael J.	4466S	Nelson, Carl
2120A	Kyle, Arthur C.	4860A	Marquess, Jennie	4791A	Nelson, John
2114A	Kyle, Ruth	4329A	Martin, Carolyn	4792A	Nelson, Laralee
4540S	Lally, David J.	4330A	Martin, Charles	4405S	Nicol, Barbara
4644A	Landis, PhD, Geoffrey A.	4289A	Martin, Wendy	4462A	Nisenoff, Jeffrey
4605A	Lanier, Donna Shain	4898A	Maskell, Marnie	4440A	Nishikiori, Masanori
1575A	Largent, Anthony	4412A	Maughhan, Robert	4992A	Noles, Pam
4802A	Larsen, Pat	4986A	May, Laurie	4799A	Nordley, Gerald D.
4803A	Larsen, Walt	4666A	McConnell, Ashley	4997A	Nordquist, L. Christian
4679A	Larson, Aaron B.	4431A	McCue, Karen E. B.	4650A	Novak, John J
4571A	Lawson, James	4878A	McDaniel, Robert	4949A	O'Brien, Kevin
4500A	Lee, April	4896A	McGarry, Lee	4396A	Oakes, Mary Ann
4535A	Leisti, Teemu	4507S	McGregor, Alayne	4456A	Obringer, Denis
4960A	Lemay, Ann	4523A	McGregor, Colin A.	4366A	Ochiai, Tetsuya
4941S	Lenove, Paul A.	4520A	McGuire, Monte	4346A	Ode, Hideaki
4919A	Lesesne, Henry Hilton	4401A	McGuire, Patrick	4443A	Okuto, Hiroshi
4522A	Letson, Russell	4757A	McHugh, Maureen F.	4533A	Olijnyk, Martha S.
4451A	Levin, Charlotte	4506A	McIntosh, Greg	4824A	Oliver, Jude
0868A	Levin, J. S.	4578A	McKannan, Ann	1019A	Olson, Keith
4691A	Levin, Michael A.	4676A	McKay, Phyllis	4924A	Olson, Virginia
4622A	Lindgren, John S.	4593A	Mergenhagen, Janice A.	4659A	Osterman, Per
4767A	Little, Bonnie	0667A	Meserole, Thomas A.	4615A	Ott, John J.
4768A	Little, Mike	4491A	Metz, Claire D.	4616A	Ott, Stephanie L.
4514A	Llewellyn, Mary Macleod	4343A	Metz, Paul C.	4882S	Ouwehand, Ruurd F.
4961A	Longo, Andrea	4574S	Michaels, Linda L. J.	1212A	Overmyer, Jim
4884A	Lonkani, Krishna	0641A	Midford, Peter	4469A	Palmer, Martha James
4971A	Looker, Judith	4543A	Miesel, Anne Louise	4989A	Parker, Beverly
4328A	Low, Danny	4544A	Miesel, Marie Louise	4301A	Parker, Nicole
4736A	Lowe, Carmen	4364A	Miki, Mari	4463A	Parmentier, Gregg
4737A	Lowe, Chris	4499A	Miller, Laura S.	4573A	Parsons, Marie
4267A	Luce, Charlie	4623A	Milleren, Nancy A.	4534A	Parsons, Spike
4268A	Luce, Niccole	4920A	Mills, Andrea D.	0694A	Passmore, IV, Ben
4448S	Luftig, Warren N.	4862A	Mitchell, John	4385A	Pastor, Valerie
4781S	Lund, Nancy J.	4503A	Mitchell, Karen L.	4634A	Pearson, George T.
4782A	Lund, William R.	4863A	Mitchell, Sherry	4890A	Penz, Donna
4432A	Lyzohub, Jr., Walter A.	4334A	Mix, Marilyn	4962S	Person, Lawrence
4380A	MacFarlane, Letitia	4495A	Miyagi, Hiroshi	4404A	Peterson, Polly Jo
4381A	MacFarlane, Stephen R.	4762A	Moeller, Kimberly M.	4584A	Peterson, Robert C.
4950S	MacGregor, Duncan	4542A	Moore, John F.	4836A	Petty, Mark
4442A	MacMurdo, Sandy	4788A	Morrison, Andrew B.	4865A	Phelps, Charlotte
4368A	Maki, Kumiko	4279A	Morrison, Donald	4866A	Phelps, David
4369C	Maki, Kyouko	1530A	Morrison, Elizabeth	4633A	Phillips, Evan G.
4306S	Maki, Shinji	1531A	Morrison, Renee	4846A	Phoenix
4370A	Maki, Shunkichi	4742A	Mosley, Cathy S.	4333A	Pinto, William
4371C	Maki, Yusuke	4480A	Mrozinski, Philip	4511A	Pitzak, Roberta
4723A	Makita, Kazuhiko	4672A	Mullan, Caroline	4952S	Plug, A. J. H.
4502A	Malberg, Norwin	4994A	Murphy, Mary T.	4853A	Pockrandt, Mitchell S.
4452A	Malcolm, Edward	4526A	Murphy, Regis J.	4874A	Poffley, Richard



HANM@CN

Aug.21 ~ 23, 1992
YOKOHAMA,
JAPAN

For more information write the HAMA-
CON committee;

37-1-607 Imaikami-machi
Nakahara-ku Kawasaki-shi
211 JAPAN

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Compuserve ID 72101,1202
Atushi SHibata

illustrated by 北野芳喜

4566A Pontiac, Vena
4252A Porter, Patrick
4776A Poss, Brian
4613A Pournelle, Jerry
4614A Pournelle, Roberta
4518A Powell, Ron
4612A Price, Connie
4394A Price, David T.
4990A Prichard, Keith
4541A Purtell, Ann
4242A Quaadgras, Ruud
4780A Rapoport, Barnaby
1694A Rasmussen, Geraldine
4455K Rasmussen, Jessica N.
0455A Rasmussen, Karl S.
4835A Reamy, Diane
4234A Reed, Liz
4235A Reed, Martin
4651A Regan, Sheila
4937A Repper, Patrick M.
4458A Resnick, Laura
4717S Reuterswaerd, Ander
4817A Richards, Andy
4434A Richards, Steve
4777A Richter, Donna
4851A Richter, Dr. Georg
4744A Riddick, John

4718C Riley, Drew
4719A Riley, Jackik
4720A Riley, M. D.
1237A Rion, Frank J.
4265A Ritchey, Jamie C.
4746A Robillard, Duke
4390A Roehm, Robert A.
4807A Roen, Gary S.
4629A Rogers, John
4692A Ronayne, Thomas
4457A Rosenblum, Mary
4525A Rosenshein, Ilana
4572S Rothman, S. D.
4417A Royle, John Vick
4875S Rudyk, Barbara
4876S Rudyk, Simon
4409A Rundle, Anne
4968A Ruppert, Conrad H.
4845A Sagrillo, Von
4722A Sakamoto, Masaya
4640A Sakara, Eric
4332A Salewsky, Peter
4939A Saltzberg, Melinda
4474A Sands, Leo, g/o
4427A Satterfield, Jim
4428A Satterfield, Susan
4683A Saul, Alan
4684A Saul, Janet
4728A Saul, Preston

4751A Savitsky-Ulowetz, Mary
4351A Savvides, Anna
4254A Sayer, Ron W.
4987A Schaivitz, Eileen
4558A Schalles, Jeff
4583A Schnitzer, Jeff
4356A Schuck, Ellen
4934A Schuster, Dennis M.
1946A Scott, Ruby R.
4489A Sefcovic, Fabian E.
4619A Seider, Julie
4923A Setser, Marlene
4460S Shannon, Michael
4461S Shannon, Tracy
4733A Shaw, Becci
4587A Shelor, Robert
4592A Shepherd, Angalee
4517A Shewehun, Dave
4347A Shimjo, Sadaaki
4668A Shorter, Alexis
4476A Siemer, Clem J.
4685A Silva, Dave
4686A Silva, Marcia
4818S Simsa, Cyril
4294A Sin, Paul
4891S Slade, Martin
4611A Sliwinski, Annette
4577A Sloman, Iris
4444A Smith, Cynthia L.

New MagiCon Members as of 12/23/91

4307A Smith, Dennis	1414A Stringer, Jeffery L.	4913A Wasserman, Linda
4418A Smith, Donna M.	1633A Stringer, Susan F.	4850A Wathne, Ming
4726A Smith, Gary	4316S Stump, Donna L.	1522A Watts, Eric L.
1512A Smith, Kenneth G.	4395A Sugden, Mathew G.	4764A Webb, Jim
4392A Smith, Kimberly	4805A Susan, Johnson	4287A Weddle, Carmen
4944A Smith, Missouri	4367A Suzuki, Mizuaki	4641A Weidner, Steven
0863A Smith, Rebecca A. C.	4354A Sweeney, Peggy	0932A Weissinger, Robert
4886A Smith, Rosie	4630A Tait, Janet	4687A Welch, Henry L.
4727A Smith, Sandi	4372A Takeuchi, Shinsuke	4688A Welch, Henry L., g/o
4454A Smith, Susan M.	4377A Tani, Koushu	4689A Welch, Letha R.
4393A Smith, William	4358A Tattan, Michael	4588A Wessing, Erik
4978A Smuckler, Yonina A.	4359C Tattan, Sarah	4551A West, John L.
4430A Snodgrass, Melinda M.	4350A Tawzer, Irene	4769A Wetzel, Keith
4436A Soden, Bob	4606S Taylor, Barbara	4680A Wheelock, Terry
4437A Soden, Richard E.	0485A Taylor, Beatrice	4410A Whitaker, Mike
4237A Sproule, Acquanea M.	4335A Taylor, Dave	4706A White, Robert G.
4238C Sproule, Acquanea M., c1	4336C Taylor, Devin	4707A White, Robert G., g/o
4239C Sproule, Acquanea M., c2	4337C Taylor, Megan	4773A Wickham, Malinda
4753A Stadter, Jon	4607S Taylor, Ron T.	4927A Wike, Cynthia
4778C Staley, Jennifer R.	4475A Teevan, Joan	4974A Wildstein, Robin
4636A Stampfel, Peter	1152A Tepper, Matthew B.	4855A Wilkins, Adrian
4637K Stampfel, Zoe Wollheim	4594A Tetewskygen, Lawrence	1922A Wilkins, Allen Charles
4258A Stasheff, Christopher	4930C Thokar, Kathleen Marie	4856A Wilkins, Constance
4259S Stasheff, E. Leanore	4888A Thomas, Kyle Y.	4857A Wilkins, Peter
4260S Stasheff, Edward	4628A Thompson, Rebecca	4244S Wilkinson, Bridget
4261S Stasheff, Genevieve	4795A Thompson, Richard Allen	4670A Williams, Debra E.
4262S Stasheff, Isobel-Marie	5001A Thornley, Diann	2592A Williams, Jim
4263A Stasheff, Mary	4296A Tollett, James A.	4982A Williamson, Jack
4858A Steele, Lisa	4374A Tsukada, Seishi	4711A Williamson, Doug
1576A Stegall, Helen J.	4655S Tudor, Martin	4712A Williamson, Katherine
4819S Stein, Fiona	4291A Turzillo, Mary	4741A Wilson, Jennifer
4820A Stein, Gabriel	4277A Tyers, Peter	4872A Wilson, Mary Alice
4256A Stein, Jeffrey	4724A Uchida, Hideo	4398A Wilson, Paul
4406A Steinberg, Sandra C.	4752A Ulowitz, Joe	4963A Winkler, Monica
4408A Steinberg, Thomas	4373A Umamoto, Yoshihiro	2238A Wojtowicz, Hania
4399A Stephan, Alan R.	4449A Uttke, Susan	4852A Wolf, Jr., E. Glenn
4569A Stephens, Claire	4771A Valentine, David	4709A Wolf, Lori
4250A Stephens, Mark	4772A Valentine, Lou Anna	4600A Wolff, David
4537A Stevens-Arce, James	4929S van Rossenberg, R. J.	4601A Wolff, Judy
4947S Stewart, David	4426A VanDeusen, David J.	4638A Wollheim, Betsy
4618A Stirlen Bouchard, Megan J.	5010S Veintie, Ari	4639A Wollheim, Elsie B.
4264A Stogner, Chery L.	4632A Veltkamp, Sherry	4481A Woods, Brent L.
4657A Stokaylo, Annmarie T.	4900A Veronda, Jill	4627A Worley, Janet R.
4763C Stoker, Barbara	4247A Wahl, Lauren S.	4255A Worth, Anne E.
4843A Stoltze, Jonathan D.	4248A Wahl, Yale Sam	4998A Wright, Athena Sunnie Katlin
4438A Stolz, Constance	4249C Wahl, Yale Sam, c1	4319A Wunder, Deb
4439A Stolz, George	4925A Waite, Keith	4300S Wygand, Lee
4697A Storck, Betsy	4714A Wall, Jr., Kenneth	4339A Yamakoa, Ken, g/o
4698A Storck, Brian	4897A Walotsky, Ron	4725A Yamamoto, Ken
4705A Stout, Douglas R.	5004S Ward, Murray R.	4288A Yonce, Tongi L.
4545A Straf, Samantha Star	4821A Ward, V. J.	4331A York, Donald
4887A Strang, Will	4243S Wareham, Peter	4732A Zach, Chris
4785A Strickland, Amy	4954S Warner, Jr., Harry	4304A Zegliz, Albion
0984A Strickland, Barbara	1810A Warren, Elizabeth	4512A Zelin, David A.
0985A Strickland, Brad	4362S Washington, Julie E.	4513A Zelin, David A., g/o
4786A Strickland, Jonathan	4912K Wasserman, David	4667A Zimny, Joe



Grič Witch invites you!

THE WORLDCON IN ZAGREB 1993 IS DEAD
BUT MAD BIDDERS NEVER DESIST SO LONG LIVE

TULUM IN ZAGREB

The 1st European Science Fiction Interim Convention
in Zagreb, Croatia, Yugoslavia, on July 5 - 9, 1993

PROGRESS REPORT ZERO

At Conspiracy in Brighton 1987 European fans met Worldcon and fell in love;
at Confiction in The Hague 1990 Pan European Fandom was conceived;
let Pan European Fandom be born at Tulum in Zagreb 1993! Let's all have a ball!

MEMBERSHIP INFORMATION:

Our sincere thanks to all who supported our Bid
and to the 175 voters who believed in us. We'll
honour your payments as if we won the Worldcon!

The rates given here in PR Zero are valid until
midnight, Sept. 2, 1991 (the closing time of
Chicon V) after which date they go up.

Supporting Membership. If you voted in the 1993
Worldcon Site Selection, regardless of which
Bid you preferred, you already have it. If you
didn't vote, you can buy it with the equivalent
of ECU 15 (see the list overleaf).

Attending Membership. For new Attending member-
ships the rate is equivalent of ECU 35 (see the
list overleaf). The conversion from Supporting into
Attending membership at all times is the balance
between the current Supporting and Attending
memberships.

Child's Memberships available for children who
will be under 12 at the time of Tulum; they must be
in the care of an adult Attending member at all
times during Tulum. The rate is equivalent of
ECU 15.

Kid-In-Tow Membership is free for children of
under 6 at the time of Tulum. They must always be
in the care of an adult Attending member and shall
not be allowed in Tulum child-care nor Children's
Programme.

An Attending membership gives you attendance
privileges, copies of generally distributed publi-
cations, and the right to vote for the site of the
next EuSFIC. A Supporting membership gives you all
of the above with the exception of the right to
actually attend Tulum.

All our finances shall be expressed in European
Currency Units (ECUs), but we will accept payments
of the approximate equivalents to the nearest full
figure in your local currency whenever possible,
either directly to us or to your local Agent. Over-
leaf you will find the list of the currencies we can
accept and the corresponding equivalents. Also,
addresses of our Agents.

Presupporters. All Worldcon in Zagreb presupporters
will be given proper credit towards an Attending
membership. (Preopposers too, but there were only
two so they're not mentioned in the list overleaf
to save on paperspace.) Friends who voted already
have an Attending membership. Those Friends who did
not vote can buy their Attending membership with
the equivalent of ECU 19.25.

Please make all your cheques payable personally to Krsto Mažuranić, D.20kalja 1, 41430 Samobor, Yugoslavia

FANAC / **MagiCon** Financial Statement

for 07/01/91 thru 11/01/91

EXPENDITURES

Advertising	85.00
Bank Fees, etc.	248.08
ChiCon 5 Expenses	
Closing Ceremonies	90.42
Hugo Nominees Party	551.41
Staff Social	143.57
Suite Rental	576.84
Van Rental	505.41
Computer network charges	436.04
Misc. Copying	22.41
Division Heads Mtg Expenses	210.88
Donation to Mark Reg Committee	500.00
Equipment & Maintenance fees	1,694.45
Facilities Deposit	25,334.00
Miscellaneous	44.00
Office Rent	772.72
Office Supplies (all divs)	1,504.65
Phone (all divs)	718.41
Postage	1,387.28
P. O. Box fees	221.00
Progress Reports Postage	2,129.76
Progress Reports Printing	3,956.14
Publicity Printing	166.19
Software	437.00
Staff apas	
Copying	60.32
Postage	34.12
Transportation Expenses	1,096.00
Total Expenditures	42,926.10

ASSETS

Bank Accts.	142,629.75
Capital Equip.	11,274.81
Total Assets	153,904.56

INCOME

Memberships	58,316.12
Sales	34.00
Interest	2,011.85
Advertising	240.00
FANAC Dues	108.00
Dealers' Dep.	2,050.00
Donations	7,017.24
Total Income	69,777.21

RECONCILIATION

Bank Bal. 07/01/91	115,778.64
Total Income	+69,777.21
Total Expenditures	-42,926.10
Bank Acc. 11/01/91	142,629.75



Congratulations!

To

the 1994

Site Selection

Winners

MagiCon International Agents

If you are living outside of the US, you may prefer to send inquiries and / or payments to one of our Overseas Agents:

PETER WESTON
14 St. Bernard's Rd.
Sutton Coldfield B72 1LE
United Kingdom

JOHN-HENRI HOLMBERG
Aldersmansvaagen
S-260 40 Viken
Sweden

KEES VAN TOORN
Postbus 3411
NL - 3003 AK Rotterdam
Netherland

JUSTIN ACKROYD
GPO 2708X
Melbourne, Victoria
3001 Australia

If you would like to pay for your membership in other than US currency, you should send your check directly to the appropriate agent. Check with them for the current exchange rates.

We will be adding additional Agents in countries outside of the US. This should make communication with our overseas members more timely and convenient, and allow us to accept additional foreign currencies.

MagiCon

Progress Report 5

Florida Association for Nucleation And Conventions, Inc (FANAC)
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