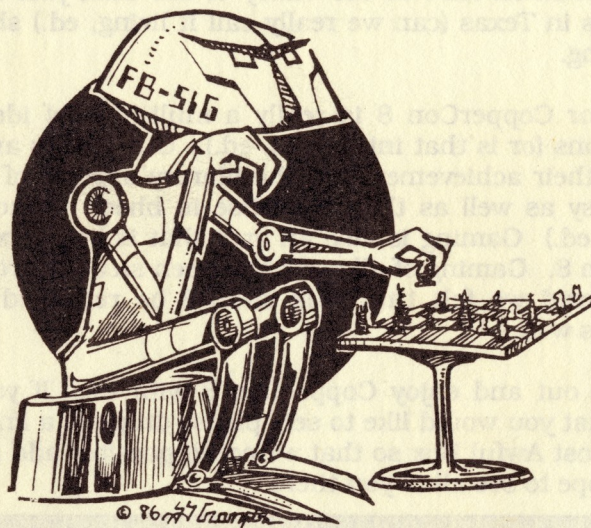


COPPERCON 8

SEPT. 9 - 11

PHOENIX HYATT REGENCY

Progress Report 2



HONORED GUESTS

ROBERT VARDEMAN -- PRO
PAT MUELLER -- FAN

COPPERCON 8, P. O. BOX 27201, TEMPE, AZ 85282

MEMBERSHIP RATES: \$20 - 8/30/88; \$25 at the door; Under 12, Half Adult with Adult Membership

ROOM RATES: \$50 S/D; \$54 T/Q

From the Chair - Sam Stubbs

What can you say about a Convention that is so near and dear to our hearts. I anticipate that you will have a truly fantastic time at CopperCon 8. We (that is all of us slaves, ed.) have been working our fingers to the bone to make this a convention that you will remember, long after you have recovered from the frivolities.

We are very pleased to have as our guests a few of fandom's very great. Robert Vardeman (that's VardeBob to you son, ed.) has long been a favorite of ours here in Hell's half-acre. Pat Mueller has a long tradition here in the Valley of the Sun, just because she now lives in Texas (can we really call it living, ed.) shouldn't change a thing.

The theme for CopperCon 8 is really a multitude of ideas and good inventions (or is that intentions, ed.). Our guests are being honored for their achievements in the literary aspects of science fiction/fantasy as well as their expertise in bheer. (Ghod bless VardeBheer, ed.) Gaming is also an area that is being expanded at CopperCon 8. Gaming of all sorts has been steadily growing in popularity, and we felt that this should be reflected in our convention as well.

So, come on out and enjoy CopperCon 8 with us. If you have something that you would like to see, please drop me a line at the convention Post Awful Box so that we could possibly add it to the program. Hope to see all of you there.



Programming - Susie Romero

CopperCon is the Phoenix area's RelaxaCon/PartyCon. Yes, we will have programming and scheduled events; but at an unhurried, two-track pace.

Expect convention reviews (what REALLY happened at the WorldCon), video tapes of costume contests (plus humorous comments from our panel of experts), lots of filking, chances to meet and mingle with our guests, and other fun activities.

Come meet everybody at our special, patent-pending Meet-the-Guest's reception and group-grope. This will take place on Friday night at 7:00 pm in the Regency Ballroom on the first floor. Cash bar, good conversation, good friends and lots of fun. Come on out for this special event.

If you have any special ideas, or would like to help put on what you would like to see, drop me a line to the Con PO Box. Hope to see all of you in September.

Dance Program - Bill Schuch

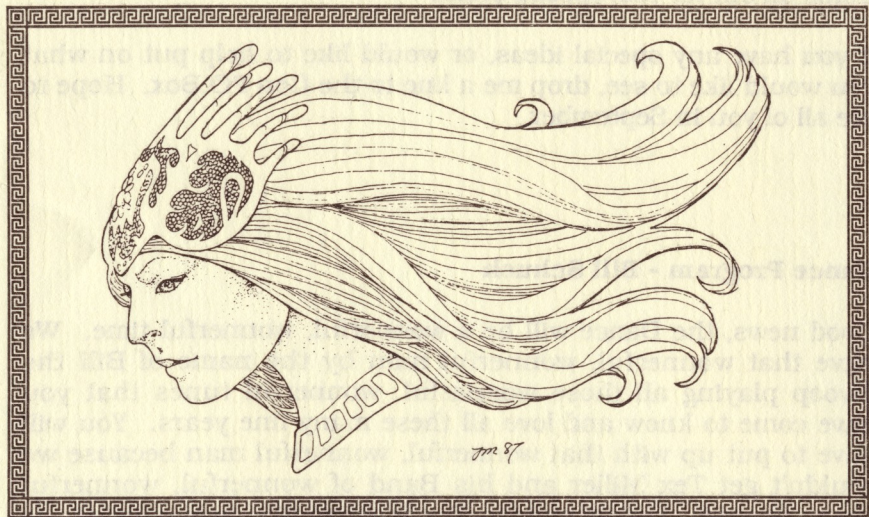
Good news, the Dance will be a wonnerful, wonnerful time. We have that wonnerful, wonnerful man by the name of Bill the Swoop playing all those wonnerful, wonnerful tunes that you have come to know and love all these many fine years. You will have to put up with that wonnerful, wonnerful man because we couldn't get Tex Miller and his Band of wonnerful, wonnerful kazoo players. Unfortunately, Tex is currently recovering at his home after being involved in a tragic mouth harp accident.

By popular demand, Bill will be playing all that wonnerful, wonnerful dance music on Friday night, (this is a change from PR1 where we stated it would be on Saturday night, ed.) The dance will be held in the Sundance Room, for those of you who are not familiar with the Hyatt, this room used to be the disco (down with disco, ed.). Bill will be turning all your favorite hits, playing a mix of Top 40 and modern music for all of you with *happy (fete) feet*. The dance will be starting around 8:00pm and will continue until 2:00am. So come on down, you funky boys and boogie till you die.

Robert Vardeman - Guest of Honor

Bob Vardeman has his roots stretch back to when he was just a simple (well, perhaps not so simple, ed.) fan like the rest of us. Then he discovered that people would pay him money to put words on paper. You know the rest of the story, a star was born that we have all come to know and love.

VardeBob is a prolific writer who's skills range from technical science fiction all the way to fantasy. He has authored such greats as *Echos of Chaos* and *Equations of Chaos*, based on science fact in a fictionalized setting and the *Cenotaph Road* series which is a wonderful fantasy story set in an alternative Earth setting. Bob has also gained renown as the manufacturer of VardeBheer, truly a gift from the Ghods.



Pat Mueller - Fan Guest of Honor

Pat Mueller began her fannish career right here in the Valley of the Sun (and Smog, ed). She was one of the moving forces behind the 1978 WorldCon (IguanaCon, aka Iggy, ed.) and a member of the early Flying Buffalo Publications crew. She has since moved to Texas where she worked on the 1986 Austin NASFiC. Until recently she has been the editor of the critically acclaimed SF Enquirer (what inquiring minds want to know, ed.) which started as the ChiliCon bid zine. Pat is known for her hard work and bubbly, perky enthusiasm.

How to Get Here From There --

Or Finding the Hotel with the Child-proof Cap.

From the Airport -- SuperShuttle (those little blue vans, price from the Airport to the Hyatt is about \$5) on the islands. Look for their phone at the courtesy phone booths.

From the West (I-10) -- I-10 now merges directly with I-17, I-17 south to the Jefferson Exit, East to 2nd Street, north to the hotel.

From the North (I-17) -- Same as from the West.

From the South and East (I-10) -- Exit at 7th Street, north to Washington, west to 2nd Street, north to the hotel.

There are several bus stations in the area. You want the Greyhound Phoenix main terminal.

Memberships & Registration - Jean Goddin

Membership rates for full attending (3 days) is \$20 thru 8/30/88 and \$25 at the door for adults. Kids under 12 are 1/2 price with the purchase of an adult membership. Babes in arms are invited to join us at no additional cost. One day memberships will be available at the door.

Advertising rates for our Program Book is \$40 for a full page ad (4.5 x 7.5 camera ready copy, halftones and ad preparation charges extra), \$25 for a 1/2 page ad and \$10 for a business card ad. For further information, write CopperCon 8 at P.O. Box 27201, Tempe, AZ 85282 or call (602) 830-8904 after 6:00pm MST.

Impromptu Costuming - Terry Gish

In keeping with the off-the-cuff and fun theme of CopperCon we will be providing all of you a chance to participate in an on-the-fly (No, Eric, not your fly!) costuming opportunity. Odd bits and pieces along with basic sewing supplies and a glue gun will be available for you to create your own costume. This can be either a hall costume or for those of you braver souls a really, truly masquerade costume. The choice is up to you and so is the fun (That's the whole idea, after all) The south side of the Cowboy Artist room will be available to you all 3:00 pm - 7:00pm Friday and 10:00am - 3:00pm Saturday for your costuming experiments.

Masquerade - Gail Wolfenden

Good evening... and welcome to CopperCon 8's 'New Blood' Masquerade. 'New Blood' does not just connote horror theme, but it also suggests a new involvement by those of you out there in fandom (is there anywhere else? ed.) who have been wavering on the edge... Now it's your chance to get involved!

Registration for the Masquerade will remain open until 11:00 am Saturday of the Con. Entry forms must be completed/turned in and signed at this time. There is space on the forms for additional information for the judges, so don't be modest! (Is that really possible? ed.) If you put **Blood, Sweat and Tears** into your costume, **TELL THESE PEOPLE!**. They want to know along with all the inquiring minds.

There will be a contestants meeting on Saturday afternoon (exact time and place to be announced in the Program Book). A warm, if not breathing body from each group must be present at the meeting or evil things will happen. (And I get to help, ed.) This is the time to work with the tech crews on any special staging requirements. These people are not omniscient (contrary to popular (theirs or ours, ed.) belief) so if you need a specific light or sound cue you have to tell them. Since there will not be a live mike on stage, please have a script ready for the MC on a 4x6 card. Please remember to write big so that our near-sighted MC can read it. Remember that this is what will be said with your presentation. Any unpronounceable names or places should be spelled phonetically. All tapes must be labeled with your name, the names of your entry and designate the correct side (have it labeled, ed.) to play and the wrong (again have it labeled, ed.) side of the tape to play. And don't forget to have the tape cued so that it is ready to play (that funky music, boy, ed.)

While planning your presentation, keep in mind what is considered reasonable time limits. These are: 30 seconds for 1 to 3 people, 60 seconds for larger groups. Remember, these are maximum limits. Use what your character feels comfortable using, but going over the time limit will require you to chair the next convention. (Truly a fate worse than death, ed.)

And now for the No-No's:

- ... if 'it' was made professionally
- ... if 'it' was worn as a hall costume
- ... if 'it' is not in good taste (see page 13 of Rotsler's Rules, ed)
- ... if 'it' is going to *slime* your neighbor, your judges, or your audience (but Gail, you are taking out soooooo much fun, ed.)
- ... if 'it' intails dangerous weapons or props (exceptions may be made with the permission of the event Co-ordinator and the Security Chief, and a note from your mother.)
- ... if 'it' exceeds the time limits
- ... if 'it' is totally inappropriate for public display (see Eric's room at the Con, ed.)

"It" will not be allowed to enter the masquerade.

Now that the ground rules are out of the way,
Let the Masquerade Begin

Japanimation - Tom Perry

What is Japanimation and why are we showing so much of it at CopperCon 8? The simple reason is that we enjoy it and hope that you will too. After all, that's what we're here for. If that answer is too simple for you, then read on.

The big deal is that Japanimation is cartoons for all ages. As children, we enjoyed animated cartoons at movie theaters and on television. Unfortunately, as we grew older, American animation seemed to grow less mature until it is now aimed at an audience of kids.

This was not true in Japan, where the major studios refused to limit their market to little kids, but began making serious works for older audiences. The difference is so profound that many American fans prefer to use the Japanese word "anime" to describe Japanese animation.

Many of their movies have excellent characterization with real people who do things for intelligent reasons. The storytelling is frequently superb, having complex plot lines leading to unexpected endings. It is not uncommon to have the hero (and everyone else) die during the course of a movie.

The artistic style is distinctive and readily recognized. It is characterized by uncommonly large eyes, brightly colored hair (blue and green hair is common), and the use of bright, highly saturated colors. Not only are the characters bigger than life, they are often brighter than life, as well.

And finally, there is the sheer diversity of Japanimation. Any topic is suitable, including horror, science fiction, baseball, soccer, detective drama, sword and sorcery, motorcycle racing, pornography (yea!!!, ed.) fantasy, mythology, samurai/ninja adventures, comedy, religion, mutants/psionics, boxing, romance (doesn't that fit in with porn?, ed.), etc. There is material to please anyone and everyone.

Now, why do we show so much of it at CopperCon 8 - a convention oriented toward science fiction/fantasy literature? A lot of Japanimation is based on science fiction/fantasy themes (and it's not all giant robots, either). "Lensman" is based on E. E. "Doc" Smith's "Lensman" series. "Time Stranger" is a serious look at time travel and an attempt to change the past. "The Humanoid" deals with a robot who falls in love with a man. Japanimation is one of the few places where one can find serious science fiction in animated form. In addition, the artistic styles present in Japanimation are influencing an increasing number of American and European artists. As you go through the art show, you are likely to find a number of artists whose works show Japanimation artistic influences.

But the first answer is still the best... we show it because we like it.

Please note that while we will be glad to entertain your children (as long as they are well behaved). Much of our program material is oriented towards an audience of young adults and may include mature themes and/or violence which you may not feel is suitable for your children. This will be particularly true during the evening and early morning hours. If you have any questions regarding the appropriateness of any of our programs for your children, please ask! We will do our best to help you.

Gaming - Chip Pitcher

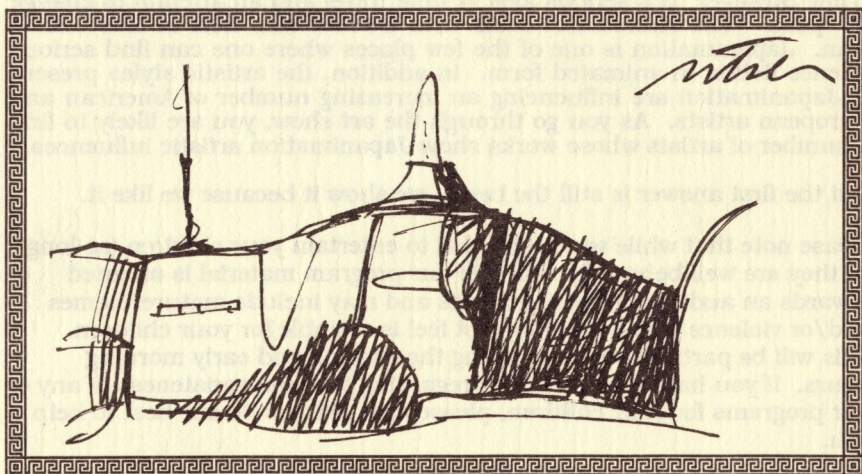
Their back, that's right folks. All those wonderful games and diversions that you have come to know and love. Gaming at this year's CopperCon should prove that we really are strange, but mostly harmless. (Does that include ed? ed.)

We are planning lots of games and tournaments to amuse the soul, including AD&D, MicroArmor, DC Super Heros and a host of others. If you have any ideas in this area, or you would like to help out, contact Chip through the Con PO Box or at the convention. Some of our special friends that will show up to help us include Steve Crompton and Holly Bennett (LEJENTIA) and Mark O'Green (author) and Chip the WonderDog.

Once again, CopperCon will have a used game auction. Any and all games can be brought in but the management reserves the right to return games prior to the auction. Games for the auction should be turned in to the Game Room Master (Chip Pitcher) by 10:00 pm Saturday night with the auction taking place at noon on Sunday. The convention will receive 10% of sales.

We will have gaming memberships available at the desk in Gaming Central. A one day membership is \$10. If you decide that you want to see the rest of the convention, this fee can be converted to a regular attending membership, please see Registration for more info on this.

I hope to see all of you there this year. I think that we will have lots of fun and I wouldn't want any of you to miss out. See you there.



Volunteers - Terri Birmingham

Money, Sex, Bheer, Wesson Oil, Virginal Sacrifice... Now that I have your attention, I would like to see a show of hands of everybody who would like to participate in one of the above mentioned activities. Down in front, I can't see everybody. I can see that we have lots of people who like to have fun.

Fun is the name of the game here at Convention headquarters. Let's face it, conventions are made up by people who like to have fun. Would you like to share in the fun with us? By providing us with just a few hours of your free time during the convention, we can promise you the time of your life. Fame, Fortune and the Bright Lights await. Will you be left behind?

If you would like to 'get behind the scenes' and see what it really takes to put on a convention (does the committee reeally smear themselves with lime jello at the meetings?, ed.) come see us or drop us a line through the convention post office box. In addition to all the fun and glamour of running a convention, I can promise you a few special treats that the normal attendee's will never see. Curious? I can answer your questions.

Video - Jim Cryer

Calling all Classic buffs, calling all Classic buffs. The Video Room will be showing lots of the old classic movies this year. With the interest in literature sparked by our Fearful Leader (hi Sam, ed.), the movie list will include movies that were originally done as books first (or in a few cases, the movie was done first, and then the book, ed.). So you will be able to see all those movies that haven't been shown for several years.

In addition to the classics, we will be showing a wide variety of goodies for your viewing pleasure. If there is a special film that you would like to see, think about sponsoring it. Have your club contact our club and we'll do lunch.

P.S. As always, experienced people (are we talking leather & lace?, ed.) are needed to handle the video equipment. Contact Jim Cryer in care of the P.O. Box.



Security - Mike Morrison
(Tales from the Back Room)

Good evening, folks. (This sounds like the start of a horror flick, ed.) I am the Committee person in charge for Security for this convention. I am also hoping to have the least amount of work to do both before and during the convention.

First off, CopperCon 8 exists for you! I am here simply to help things run on an even keel (or is that kneel, ed.) If at all possible, I am hoping that you will not notice or be bothered by any member of my staff during the convention. (Does this mean me too, Mikey? ed.)

There are a few items (like the skinny dip party in the pool on Saturday night, ed) that will attract our attention. NO PROJECTILE WEAPONS of any kind are allowed. These items can cause problems, they will be confiscated and kept at the con office until the close of the convention. Please do not bring them to the con.

Peace bonded weapons are allowed. If a sword is worn, it should be in a sheath that will cover the blade and tip with a hard, protective covering. All weapons or weaponlike devices should be secured in such a manner as to prevent it from being drawn, wielded or used in a threatening manner. (As Dear Abby has said, your rights end where the other person's nose begins, ed.)

Masqueraders, if you are going to be using a weaponlike device in your presentation, it must be approved in advance through Gail Wolfenden and myself. This approval will be granted only at the meeting for the Masquerade. (See the Program Book at the con for exact time and place, ed.)

Other than these, the rules of common sense apply. Be cool and we will all have a fantastic time. I am looking forward to seeing you all at the con, with your help and cooperation, I hope to have a convention that will be enjoyed by one and all.

Dealer's Room - Dave Hiatt

Due to circumstances beyond any control, Teresa Applegate is no longer managing the Dealer's Room. Dave Hiatt has stepped forward (ok, dragged kicking and screaming, ed.) to fill the void left when Teresa left. You all know Dave, he is best known for his recreation of Hagar the Horrible. Dave brings all his expertise to the scene and promises you the very best in designer goods and collectables for your home.

For a real change of pace we are moving the dealer to the third floor on the garden side of the pool deck near the con suite. This allows dealers to stay open if they want and for other strange and wonderful things.

A partial list of dealers include:

Pern Imports
Motley Merchandise
Bryan Barrett Books
Arizona Holt
Adam's Bookstore
Sci-Fi Friends
Endless Universe

Crunchy Frog Enterprises
Barry Bard
NightHawk Studio
Mere Dragons
Joel Block
Rakish Blade

There are still some tables left in the room. If you would like information concerning, or would like to reserve a table, please contact Dave Hiatt at 733 E. Vaughn Drive, Tempe, AZ 85283-3710.



Hotel Information

CopperCon 8 will be held over the weekend of Sept. 9-11, 1988 at the Hyatt Regency Hotel in lovely downtown Phoenix. The Hyatt features a beautiful atrium and pool area for your comfort and enjoyment. The Terrace Cafe will be serving it's usual fine menu featuring it's all you can eat desert bar. (Confucius say, beware woman with loose cream puff, ed.) Room rates for the Hyatt's wonderful rooms are \$50 for single/double and \$54 for triple/quad occupancy. A hotel room reservation card is included with this mailing for your convenience.

Central Arizona Speculative Fiction Society, Inc.
DBA CopperCon 8 Convention
P.O. Box 11743
Phoenix, AZ 85061
(602) 830-8904

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For Information and Memberships: P.O. Box 11743, Phoenix, AZ 85061 or call (602)830-8904

Membership Rates:

- \$20 thru 8/30/88
- \$25 at the door
- Under 12 1/2 Adult with Adult
- One-day Memberships at the door

Hotel Rates:

\$50 S/D \$54 T/Q

Name _____

Address _____

City _____ State _____ Zip _____

Phone _____

Enclosed is \$ _____ for _____ memberships in CopperCon 8.