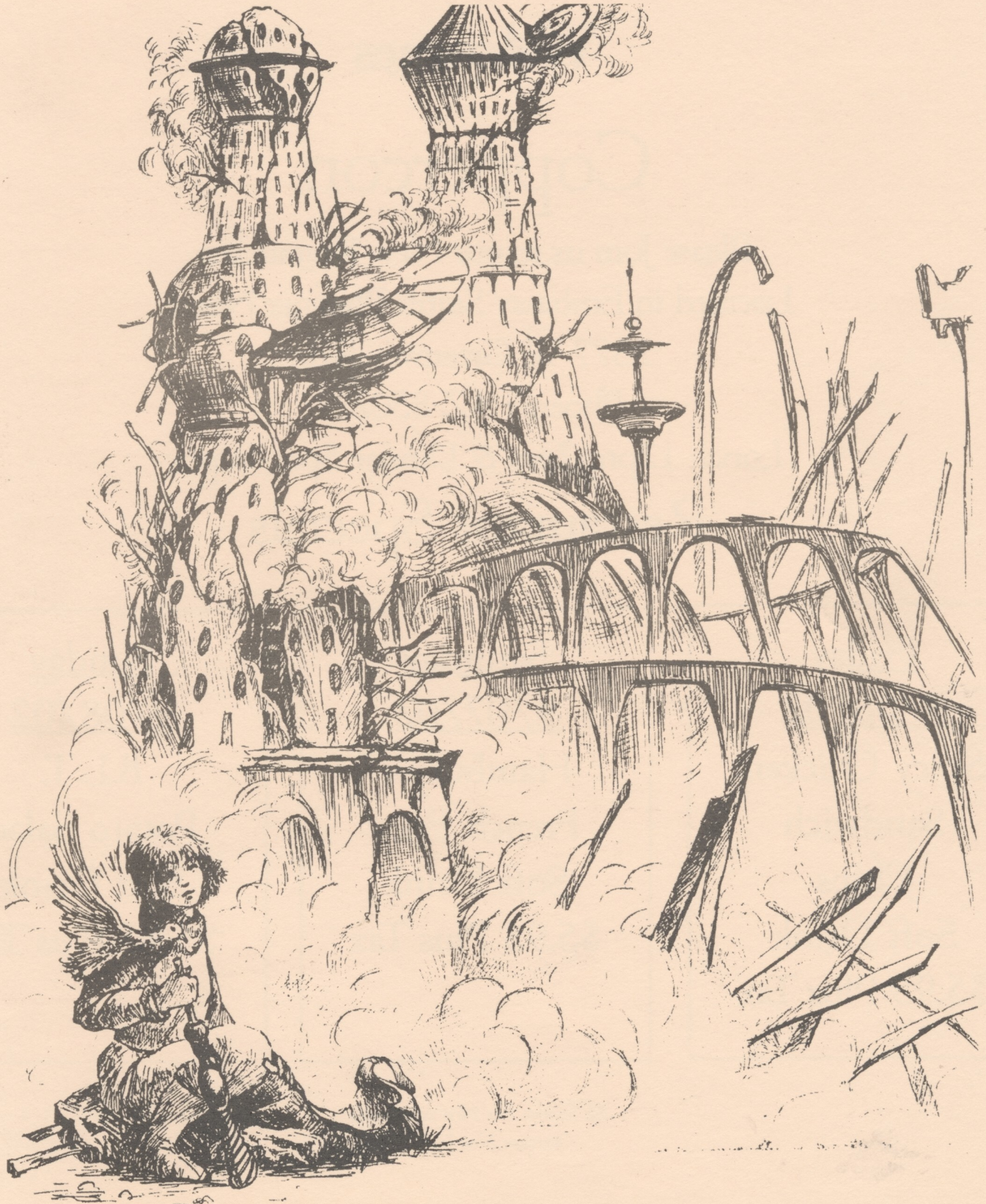


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SEPTEMBER 6-8, 2002





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COPPERCON XXII

SEPTEMBER 6-8, 2002

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FROM THE CHAIR...

Welcome to Coppercon 22. Our theme this year is STAR WARS. Our committee has worked hard to give you an outstanding convention. We hope you enjoy it.

If you're like some of us that don't look at the program book until after the convention is over (sometimes months), we hope you had a good experience. Feel free to let us know how we did either good or bad. You can contact the convention at 'cucon@casfs.org'

Thank You,

JIM CRYER
CHAIRMAN - COPPERCON 22

COPPERCON XXII

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Creator of Creepy Little Bedtime Stories and Eerie Little Bedtime Stories, Winner of 2001 Glyph award for Best Children's Fiction from the American Book Producers Association

Media Technical Guest: **Richard Coyle**

Movie Prop Designer, editor of Propmaker magazine

Music Guest: **Karen Willson**

Popular filker, TV Writer, and co-founder of AGirlsworld.com

Author Guest To Be Announced

LepreCon features the Largest SF/Fantasy Art Show and Auction in the Southwest, Video & Anime, Gaming, Science Fiction, Fantasy and Science Panels, Charity Auction, Computer LAN Gaming, Dealer's Room & more.

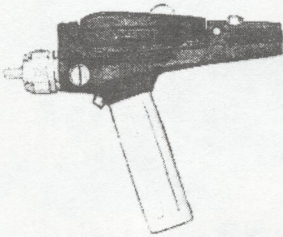
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Contact LepreCon 29 at:

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Email: lep29@leprecon.org



GUESTS OF HONOR

BARBARA HAMBLY

BY JUDY AND GAR REEVES-STEVENSON

Why do we appreciate Barbara Hambly?

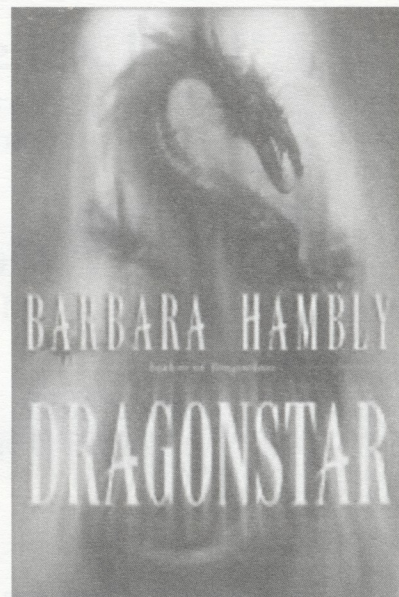
Well, there's the obvious answer of how her success in so many different genres amply demonstrates her talent as a consummate storyteller, pure and simple.

There's even the fact that her friendship keeps managing to drag us out of our office to remind us there's something more to life than our keyboards. (Though we keep forgetting what that is.)

But beyond all that, there's one answer that stands above all others: Barbara Hambly holds a black belt in Shotokan Karate and she knows where we live.

Thus, we know of no better incentive to tell the world how much we appreciate Barbara Hambly, as a writer, as a friend, and as a trained killer who can do us grievous bodily harm.

Congratulations Barbara!



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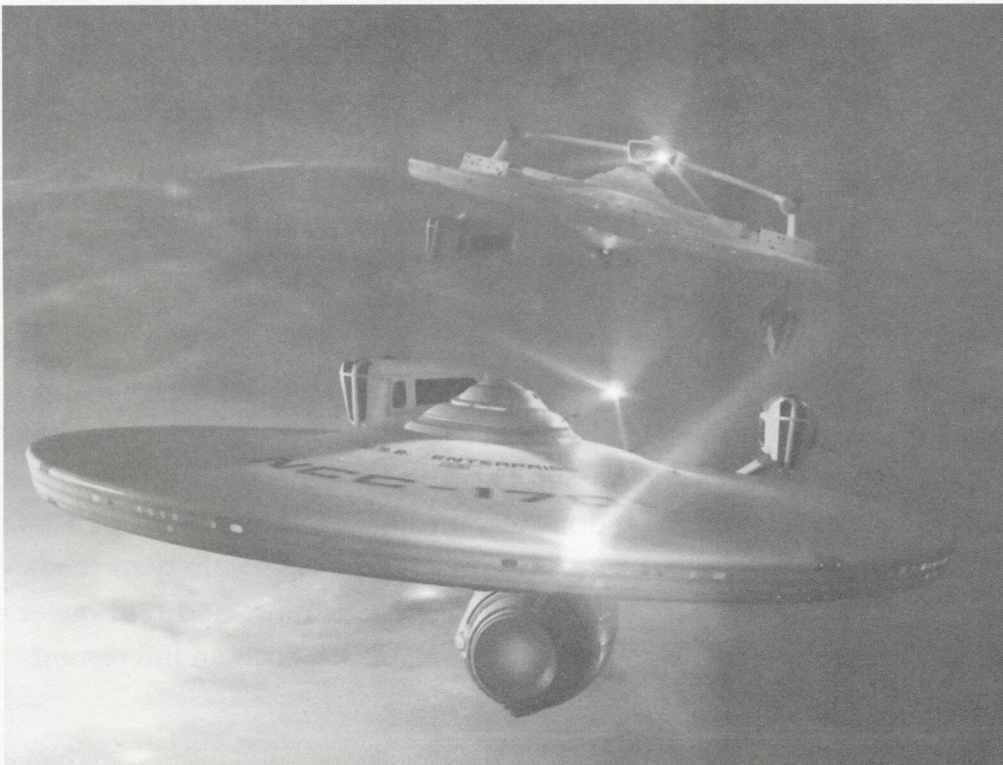
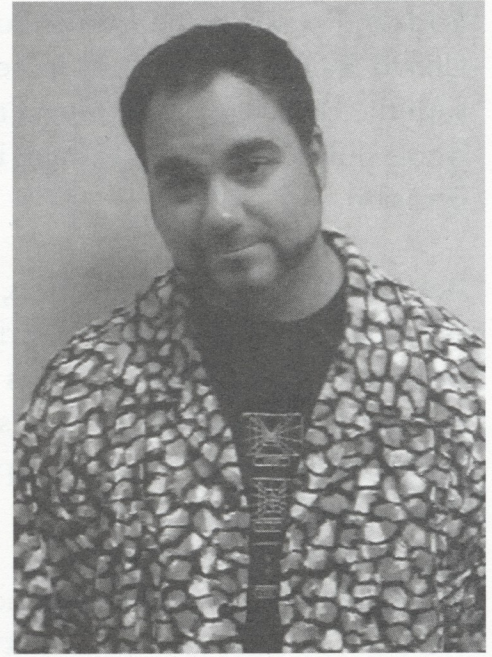
WHAT'S A MOJO?

BY DAREN R. DOCHTERMAN

I first heard of Mojo from a mutual friend. He showed me an article Mojo had written in a Lightwave magazine. My first thought was, "Who the heck is this goof?". "What's the deal with the One-Word name?" and "What's a Mojo, anyway?" A few months later, I actually met him after I learned he'd been dating this girl that I had misguided hots for. He was nice enough, though slightly crazed. Still, he seemed to know what he was doing when it came to his job. He was working on Babylon 5 at the time, and I had always been impressed with the effects work done on that show. I later learned that he was actually the first employee of Foundation Imaging, the company that pioneered the remarkable effects on that show, and later on the Trek shows, and helped prove that weekly visual effects for a show could not only be spectacular, but affordable.

It's a number of years later now... and I've had the chance to not only have him work with me on the Star Trek: The Motion Picture

Director's Edition project, but also had the chance to hang out with him on a personal level. His enthusiasm and zeal for storytelling can be infectious... and he enjoys the creative process so much, it can actually be a little draining to talk to him... but it is always enjoyable to see his wit and energy for creativity. That's about all I have to say about that. Does he get the job?



LUBOV: AN APPRECIATION

BY SARA AND BRIAN KORN

Born and raised in the former Soviet Union, Lubov moved to the United States when she was in her early teens. She was then faced with the challenge of learning a new language and adapting to a whole different culture. Though it was a challenge, she rose to the occasion.

Because of her early experiences, Lubov has a true appreciation for the most important right and privilege Americans enjoy: freedom. Anyone who has met Lubov has probably realized that she is a strong individual with a unique sense of style. That originality, combined with a joy for life, is clearly evident in both her art and her personality. Lubov is open-minded and very accepting of others, making her fun and easy to be around.



Not only is Lubov fun and friendly – she can paint too! Lubov is one of those talented individuals who can paint in such fine detail that it rivals that of a photograph. Not only that, but the subjects in her work possess a lifelike quality that suggests that the artist has in fact taken a picture of some real, yet mystical, event. She frequently combines fantasy and nature themes to create an original, provocative piece. Her art has all the main elements one enjoys in a good piece of art: detail and complexity, superb use of color, originality, creative use of space... the list could go on and on, but we're sure you get the idea.

Lubov is not only talented, she is also extremely disciplined. She paints in oils, the most difficult of all painting mediums, and is always studying and trying to improve her technique, despite the fact that her work is already very strong technically. When showing us a piece it is not unusual for her to claim that something didn't turn out quite right, but we can never tell!



Though serious about her art, she is casual and easy-going in her relations with people. She enjoys hanging out with friends and having a good time. If you don't already know Lubov – or even if you do – take advantage of the opportunity to see her (and her art!) at this convention, and find out for yourself what makes Lubov such an interesting and unique individual.

JORDIN KARE

BY GARY SWATY

Jordin Kare is in my view the finest living Hard SF Filk Lyricists. He produces songs that make Space Science come alive in the minds of his listeners. In addition there is his wonderful talent for Parody. This combination makes for unbeatable Education and Entertainment.

He can also always be depended on to take part in Scientific Programming Panels. His Excellence in the Rare Art of being Human is Appreciated by all who encounter him.



Jordin T. Kare was born in Ithaca N.Y. in 1956. He was a Graduate of Cornell (Nursery School). He Filked as early as elementary school. In 1975 at his first Con, the Boskone Science Convention, Jordin discovered that others also Filked.

In 1978, he moved to California and quickly established himself in local Fandom. He published "The Westerfilk Collection" in 1981 and founded Off Centaur Publications in 1982. He got his Ph.D. in Astrophysics in 1984. In 1991 he married Mary Kay, the same day as the great Oakland Fire (not his fault or so he claims). He and Mary Kay have no children, but two cats honor them with their presence.

His Filk honors include:

InterFilk Guest at ConCertino in 1995
Membership in the Filk Hall of Fame
Featured Filker at Boskone in 2000

His Filk Albums include:

Fire in the Sky (1991)
Parody Violation (2000)

He is a self employed rocket scientist whose motto is "will build secret weapons for food". At Consonance he mentioned that some unnamed company was actually paying him to work on an interstellar drive.

His well known Filk "Heart of the Apple Lisa" drew a standing Ovation when he first performed it at ConCertino.

(Part of this material is a re-write of the biographical material Jordin included in "Interfilk Songbook: the First Ten Years" (C) 2002 Interfilk)

PROGRAM PARTICIPANTS

BARBARA HAMBLY

Renowned author of Fantasy, Science Fiction, Historical Mysteries and more, Barbara Hambly's first novel, *Time of the Dark*, was published by Del Rey in 1982. Since that time, she has had published over three dozen books spanning many genres. Her fantasy novels have dealt with dragons, wizards, vampires, witches and her *Star Trek*, *Star Wars* and *Beauty of the Beast* books have been popular with fans. She also created a very successful historical mystery series about Benjamin January, a free man of color in 1830 New Orleans. Barbara's more recent works include *Magic Time*, collaboration with Marc Scott Zicree, *Dragonstar*, *Wet Grave*, and *Sisters of the Raven*. She is currently working on a historical novel about Mary Todd Lincoln, *The Emancipator's Wife*.

MOJO

One of the pioneers of CGI special effects for television, Mojo worked with Ron Thornton and his fledgling Foundation Imaging to create the pioneering visual effects for *Babylon 5*, which earned them an Emmy Award. He continued to create groundbreaking and breathtaking images for *Babylon 5* and then for *Star Trek: Voyager*, and also worked on the Special Edition DVD for *Star Trek: The Motion Picture* as well as serving as a producer on the *Buckaroo Banzai* DVD. His other credits include the popular *Star Trek: Ships of the Line* calendars as well as publishing *Starship Spotter*, a guide to ships in the *Star Trek* universe. He enjoys going to conventions and talking about his work and showing the fans how things are done.

LUBOV

<http://www.lubov.net>

Born in St. Petersburg, Russia, she took her first steps in art while studying techniques of Russian and European painters in the Nevsky School of Art. In 1980 she emigrated to the U.S.A. where she continued her education, accepted at The School of Art Institute of Chicago with a full four-year scholarship. Since she became involved with science fiction, fantasy and horror fandom, she has won widespread acclaim for her richly colorful pieces. She has won Art Show awards at the 1992, 93, 95 and 96 World Science Fiction Conventions and won the Best Professional Artist Award at the 1997 World Horror Convention. She was Artist Guest of Honor at *LepreCon 26* and has since moved to the Phoenix area.

JORDIN KARE

Jordin T. Kare was born in Ithaca N.Y. in 1956. He was a Graduate of Cornell (Nursery School). He filked as early as elementary school. In 1975 at his first Con, the Boskone Science Convention, Jordin discovered that others also filked! In 1978 he moved to California and quickly established himself in local Fandom. He published "The Westerfilk Collection" in 1981 and founded Off Centaur Publications in 1982. He got his Ph.D. in Astrophysics in 1984. In 1991 he married Mary Kay, the same day as the great Oakland Fire (not his fault or so he claims). He and Mary Kay have no children, but two cats honor them with their presence.

BARRY BARD

Normally ebullient and enthusiastic, Barry Bard is silent about his accomplishments and contribution to fandom in Arizona and around the world. He brings us an overflowing freebie table and movie previews and much more. If (who are we kidding when) you stop by his dealer's table he always seems to have just what you are looking for. We hope he knows just how much he is appreciated by AZ fandom!

BILLY BISHOP

Bill Bishop, an attorney licensed to practice in the State of Arizona, and currently a member of the Velavision team, is also known in Phoenix area fandom for his involvement in playing, running and writing role-playing games as well as convention programming.

JASON BUSTARD

A native of Central California, Jason is one of the knowledgeable and reliable staffers at CopperCon's anime room. Having run informal anime marathons at his barracks during his stint in the US Army, he has plenty of experience dealing with fans in strange situations (when he's not on one of his EverQuest binges).

MIKE CASSIDY

Mike has been attending conventions since the first one he attended at the Del Webb tower in the middle of Phoenix in 1976. He is a former Marine (OORAH !!!) who rebuilds carburetors blindfolded, builds computers without using instruction manuals and makes scale models with such excruciating detail that most people cry out "You MUST be CRAZY!" Mike currently spends most of his days maintaining and repairing equipment that tests little pieces of silicon impregnated with various kinds of metal oxides for a major multinational company. He has been seen recently at the Velavision corporate office at "The Big Building Plaza" in Dyptheria, AZ in high-level talks with the Velavision board of directors.

COPPER CON XXII

SARAH CLEMENS

Sarah is a professional artist who paints SF related works for her own pleasure. Her Alien Lawsuits series was featured at WorldCon in Los Angeles, and MagicCon in Orlando has honored her with a Best Artist Award.

MARYEILEEN FLANAGAN

Maryeileen Flanagan began costuming at the tender age of eight when she attempted to make a paper mache' horse for her jockey "character" to ride on Halloween. Since then she has advanced to costuming live horses and their riders as part of the "Once Upon a Time" and "Life of the Party" parade groups. After this fourth generation native Tempean graduated from Texas A&M with a BA/BS in English (and a minor in genetics) she entered the work force as a professional costume designer for the ASU Department of Dance. Her accomplishments and experience are diverse: author of several articles, poems and photographs published in various places (mostly horse magazines); she has been an English teacher at Tempe High School and sponsor of its Creative Writing Club since the inception of that group; has volunteered as programming chair for several local cons as well as a World Fantasy Con and has been publisher of Science Fiction, Fantasy and Horror Forum on Apple's eWorld. Currently, Maryeileen applies that genetics minor in the breeding of Appaloosa and Walkaloosa horses on her ranch near Gila Bend.

MARK GREENAWALT

<http://www.futureclassx.com>

Mark Greenawalt is an award-winning artist who has evolved to painting on living canvases. From liquid latex swimsuits to airbrushed murals, Greenawalt blurs the boundaries between art and photography as an accomplished body painter. His final images are more than documentation snapshots of what he painted — more like professionally composed photographs of beautiful models whose surroundings compliment their painted skin. The photograph, after all, is the final product once the bodypainting has long since washed away. Mark's work has been featured in numerous magazines, on television, and at live demonstrations for various art groups. Born and raised in Pennsylvania, he now makes his home in Phoenix, Arizona.

BENNE GREZLIK

Currently seeking a publisher for his completed Search For Earth SF trilogy, author Bennie Grezlik's prior credits include The Anthropic Cosmologist (2002 short story-GateWay S-F Magazine, 2002) The Wigglers (short story-'More Stories That Won't Make Your Parents Hurl' anthology, Yard Dog Press, 2003) and 22 years as a technical writer and a trainer in the electric power industry. He has been secretary of the Houston Writers League, as well as taught classes on the operation, maintenance and repair of power control electronics all over North America and as far afield as China. When not writing or teaching, Bennie tinkers with electronic projects such as treasure detectors. "Give me a pen, paper, oscilloscope, and a star to steer her by," he advises, "and I'm happy."

ALAN GUTIERREZ

<http://alansstudio.dragonsanime.com>

Artist Alan Gutierrez, well known for his contributions to SF publications, collectible card gaming, Popular Mechanics, Steve Jackson Games, Tor books, and more, has more recently devoted his efforts to Anime fantasy realism. He resides in Arizona with his wife and two daughters.

ANGEL HUNGERFORD

<http://www.shdwanna.blogspot.com>

Angel is known to local fandom for writing fanfiction. She also participates in con-running fandom, and is the Faithful Lackey (President) of T.H.E.M. for academic year 02-03.

RACHEL KORTHALS

If you hear anyone meowing at this convention, chances are that if it's not one of the local cat population, it's Rachel (aka Lilnekochan). A fan of cute



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anime, she is more than happy to show you **MIRACLE GIRLS** and **TOKYO MEWMEW**. She also has a wonderful voice which you will be able to hear as she is hosting the Karaoke event on Saturday night.

ANNE LAMBERT

Fantasy and SF author Anne Lambert's credits include a historical romance, *Thief by Moonlight*; and the fantasy novel *Magic's Logic*. Watch for her upcoming works from Domhan Books: *Realms of the Shadows*, *Right to Life*. Anne enjoys gaming occasionally, reading extensively, and watching almost any movies or television relating to the science fiction/fantasy field.

MEG LAMBERT

Self-proclaimed fanfic author and computer graphic artist, Meg Lambert specializes in fantasy book covers. She is also the author of *Shadowrun* game modules and is currently developing modules for the D20 system.

DON MARKSTEIN

<http://www.uncadonald.com>

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

Don makes his living as a writer and editor. In 1981, Don and his wife, GiGi Dane, founded *Apatoons*, a cooperative publication which has, in the years since, featured the work of some of animation's top commentators. He edited *Comics Revue*, a monthly anthology of newspaper comics, from 1984-87, and 1992-96. In 1992, he edited *A Prince Valiant Companion*, which, among other things, summarized the princely adventurer's entire career in Sunday comics from 1937-80. In 1994, he edited *Hot Tips from Top Comics Creators*, a compendium of wisdom about how to make comics, distilled from hundreds of interviews in *Comics Interview* magazine. In 1999, he started writing Don Markstein's *Toonopedia™*, a project he expects to work on for the rest of his life. Part of the reason is to share some of the information he's gathered. But it also works as an excuse to play with toons.

OKAY AS YOU ENTER THE TOWN YOU NOTICE A **HUGE BUILDING** WITH THE WORDS, **SAMURAI COMICS** PAINTED ON THE SIDE. A FRIENDLY LOOKING MAN IS STANDING IN THE DOORWAY MOTIONING FOR YOU TO COME IN OUT OF THE RAIN!!

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SMELLS LIKE A TRAP!
I WASTE HIM WITH
MY CROSSBOW!!

I'M HIDING MY FACE IN SHAME AND
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I'LL RUN HIM THROUGH
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COPPER CON XXII

Alice MASSOGLIA

A 17 year veteran on the SF&F book selling front, Alice has also worked at Staff or Committee level for approximately a dozen regional or larger SF Conventions, and about the same number of local SF Conventions. She is a part of the group putting on Regency Dance events both locally and at other conventions and is a member of one of the Baker Street Irregulars. Although living in Los Angeles, Alice considers herself to be part of Arizona fandom.

BENJAMIN MASSOGLIA

Part of the Massoglia book-selling clan, Ben has been part of Phoenix fandom from an early age. His current interests include collectible card games, computer games, RPG's, LARP's, as well as science fiction and fantasy literature.

MARTY MASSOGLIA

<http://home.pacbell.net/ambooks/>

A fan and purveyor of fine science fiction and fantasy books for the last 17 years, Marty can usually be found at the dealer's table but is also well known for teaching regency, country and ballroom dancing at local conventions.

KITTY MCDONALD-NEAL

<http://www.azgamers.info>

Founder of the Con Program Team, Kitty is known to fandom mostly for her involvement in convention programming, and also for her decade-long VtM chronicle. Her other interests include genealogy, cooking, camping, hiking, and some costuming. She lives in Tempe with husband Rusty and has 2 grown kids, and two little grandchildren.

HENRY MELTON

<http://HenryMelton.com/>

Henry Melton is a returning dropout of a writer. With several stories published in Analog and other magazines in the 70's and 80's, he is now on the road trying to get back onto the pages and back at the Cons. Look for an RV with a huge satellite dish on top and ask about the novels in progress. Some previously published work is available on the web at HenryMelton.com.

WAYNE MYERS

<http://www.geocities.com/azrazzie/>

Wayne has been involved with Phoenix area fandom for several years, as program staff, gaming director and volunteer at various conventions, but is best known for his infamous Live Action Pokemon game. By day he does computer tech support for Arizona Dept of Transportation.

RUSTY NEAL

Rusty, a software test engineer by day, has written a couple of games in the SF genre, and has play tested many more. Included among his game design credits are the Highway 2000 board game, parts of the Dr. Who RPG and solo rules for Superhero 44. Rusty is known to local fandom for running numerous LARPs at valley conventions and for his assistance with programming; also as a long-time performer at the Arizona Renaissance Festival where he portrays Lord Russell the Exchequer. Rusty reads a lot of science fiction, plays a number of SF&F RPGs and computer games. He is best known among his friends for watching (and recording) all the SF&F series and movies on TV.

ADAM NISWANDER

Adam Niswander is a science fiction (SF), fantasy, horror, young adult, and mystery & thriller writer from Phoenix Arizona. He is the author of: the Shaman Cycle novels - The Charm, The Serpent Slayers, and The Hound Hunters - (Published by Integra Press ; Frank Wagner, Publisher,) as well as The Sand Dwellers, (Published by Fedogan and Bremer, Philip Rahman, Publisher) and The Repository, (Published by Meisha Merlin Publishing, Stephen Pagel, Publisher.) Other hats he has worn include those of book dealer (Adam's Bookstore on ABE.com), former president (14 terms) of The Central Arizona Speculative Fiction Society (CASFS), CASFS Board, frequent guest at science fiction conventions and member of both SFWA and HWA.

DALE O'DELL

<http://dalephoto.com>

Dale is a photo-digital illustrator specializing in book cover art, and a self-proclaimed avid reader.

PROGRAM PARTICIPANTS

CARY RIAL

Cary is an embedded avionics and control software system designer, but is known to local fandom as the ever-faithful MC of many a Masquerade and of course, Meet the Pros: our reception and autographing event. His other interests include costuming, near-future technology, medieval technology, and gaming.

CARLOS ROSS

Carlos has been running our anime room at CopperCon for a little while now. As Chief Editor of THEM Anime Reviews (www.themanime.org), he tries to keep tabs on the anime scene in Japan as well as he can, promoting the medium at its best and often slapping down bad titles so you don't have to waste your hard-earned money on them. We think he has a day job, but he doesn't really talk about it. Beware of his long-winded speeches and oversized ego.

CHRISTINA ROSS

Carlos's wife and the more experienced fan of the pair, Christi has been watching anime, gaming, and doing fannish stuff ever since she was a kid-in-tow at Doctor Who and Star Trek conventions (a depressingly long time ago). She's forgotten more anime than most younger fans have even seen, though she still refuses to believe she graduated high school almost a decade ago. If Carlos's ego grows too big, count on Christi to deflate it.

SUSAN SACKETT

<http://www.insidetrek.com>

Susan spent 17 years as Production Associate to Gene Roddenberry on "Star Trek" films and "The Next Generation". Her writing credits include Revised Second Edition; Inside Trek: My Secret Life with Star Trek Creator Gene Roddenberry, also teleplays (with Fred Bronson): 'Ménage a Troi' episode of 'Star Trek, The Next Generation'; 'The Game' episodes of 'Star Trek, The Next Generation.' When not writing, Susan's other interests include appearances at numerous sci-fi conventions; scuba diving; Humanist activism; wildlife conservation and animal rights; traveling; hiking; activities with her dogs, and photography.

MARK SIEGEL

Mark Siegel is a writer. He claims to have a PhD in English, but swears he no longer practices this hideous and painful form of mind control. A veteran of the publishing world, former owner/founder of Blue Sky Press, Mark is also one of the local writers published by Mike McCollum's 3M Press. Mark has written 12 nonfiction books and multitudes of articles. Among his recent work you may find a true murder book and a large handful of SF stories.

KEN ST. ANDRE

<http://www.geocities.com/kenstandre>

Ken St. Andre is a writer of games and game-related short stories. He has also partaken of articles, essays, book reviews, etc., but only socially. A writer and publisher of gaming material since 1973, Ken is a member of SFWA and the Academy of Gaming Critics.

DAVID SUMMERS

<http://astro.nmsu.edu/~summers>

By day, David Lee Summers is editor of the magazine Hadrosaur Tales. By night, Dave is an astronomer, consulting for New Mexico State University in Las Cruces. His novels, The Pirates of Sufiro and Children of the Old Stars, are currently available in trade paperback editions from Hadrosaur Productions. In 2001, Dave Summers was voted "Best Writer in the Mesilla Valley" by readers of the Las Cruces Bulletin. His competition for the prize included a Tony Award winning playwright and an American Book Award winning novelist. This fall, Dave will teach workshops in folklore, family history and science fiction of the 19th century at River's Academy, a private school in Las Cruces, New Mexico. His short fiction has appeared in such markets as Realms of Fantasy, The Vampire's Crypt, and Parchment Symbols. Dave has fiction forthcoming in Night to Dawn and Outer Darkness. He is currently working on the sequel of Children of the Old Stars, entitled Heirs of the New Earth.

PAUL TANTON

<http://crusadercitadel.tk>

Paul Donald Peter Tanton keeps active in local fan circles by assisting in various capacities for local conventions, participating in local gaming, and attending local movie premieres. He is a member of the Pokemon Live Action Development Team, Phoenix Fan Force, and the CopperCon XXII Program Team. Paul has won several local awards including James Reade's Artist Model Competition and Velavision's S MacGyver Challenge. He also was the Runner-Up for LepreCon 28's Short Story Contest.

COPPER CON XXII

KIT TOWNSEND

Kit Townsend is a 1987 graduate of Clarion West Writer's Workshop. She was co-founder of a writer's group for semi-professional writers and a founding member of eWorld's Science Fiction, Fantasy and Horror Forum. Formerly a regular RPG player, she still spends a lot of time creating new characters, worlds, and adventures, although these creations go into fiction now days. Costuming is another creative outlet for her, with costumes ranging from no-sew designs to historical to equestrian costumes for mounted parade groups. In the real world, she worked for thirteen years as the SF/F/H buyer for Books, Etc., an independently owned general bookstore in Tempe. She now is the chief "computer fixer-upper" and library assistant at McClintock High School in Tempe. She also professionally breeds Appaloosa sport horses, and trains everything from sucklings to adult horses in a variety of disciplines, but mostly concentrates on hunter and dressage. She has three dogs (but fosters one out), two cats and is responsible for almost two dozen horses (most of which are for sale) on a ranch near Gila Bend, AZ.

LARRY VELA

<http://velavision.com>

Larry Vela is a custom painter first known for his work on motorcycles, planes, trucks, then people, and anything that doesn't run away. His keen interest in movie production and all of the arts that are connected with it - such as creation of costumes and props, filming, directing, editing and animation, have led Larry and his associates to form The Velavision Video Group, who produce LepreCon's at-con video newsreels. Larry's notable flat art works include Illusion, Casseiopeia, Roadwarrior, and Athena.

CATHERINE WELLS

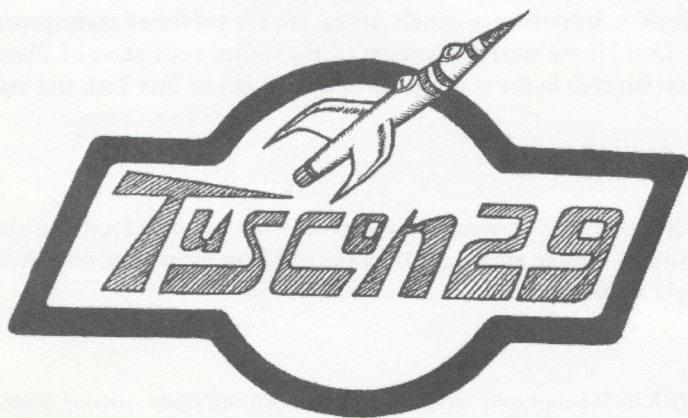
<http://sff.net/people/catherine-wells>

Catherine, author of 5 novels and several short stories, enjoys filking and is also a playwright with numerous production credits. She has also done extensive research on the real King Macbeth, who she says got a bum rap from English historians.

JOHN WHEELER

<http://members.aol.com/eocenepainting/me.htm>

John Wheeler, local "Video Room Programming Guy" since the early 1990's, has branched out into professional facepainting. His credits including Tempe Snow Day 2001, The Phoenix Children's Hospital Grand Opening Celebration (April 2002), Creation Con, Gallifrey One, the Harris Elementary School Carnival and more. Says John: "I love to Facepaint" and he will have a "Studio" in his room near the Con Suite all weekend!



Meet the Authors and Artists

Panels; Readings; Book Signings

Art Show and Auction

Dealers' Room; Video Room; Con Suite

General and Adult Masquerade

Writer's Workshop

Vampire LARP;

Computer Gaming; Game Room

Regency Dance

⇒ November 15-17, 2002 ⇐

GOH: TIMOTHY ZAHN

ARTIST GOH: VICKI VISCONTI-TILLEY

TOASTMASTER: EDWARD BRYANT

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PROGRAM PARTICIPANTS

MEL WHITE

Author of several short stories, Mel has also sold artwork to Flying Buffalo and to Steve Jackson Games, done E-book covers, a number of comic book pieces, and three graphic novels. In real life, she is a webmaster for a city government, and was among the first women doing PC support.

LEE WHITESIDE

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

Lee Whiteside is our local SFTV guru with the long running SF Tube Talk column in ConNotations, The Magrathea/SFTV Web Page (www.sftv.org) and associated mailing lists. Chair of LepreCon 28 and CopperCon 23, Lee is a software Engineer/LAN Administrator in his spare time.

RANDALL WHITLOCK

<http://www.moirandalls.com>

Randall Whitlock is a registered geologist, and has worked mainly in meteoritics, education, and environmental assessment. He is also a semi-professional costumer and pattern designer. As an author, Randall has written articles on science, costume, and humor.

DAVID WILLIAMS

Dr. David A. Williams, Ph.D., is currently serving as a Postdoctoral Research Associate in the Department of Geological Sciences at Arizona State University, Tempe. He has served as a Visiting Assistant Professor at ASU, teaching Geology 101 and a graduate seminar in Planetary Volcanology during the 2001-2002 academic year. David is currently performing research in volcanology and planetary geology, with a focus on remote sensing and computer modeling studies. His research has included computer modeling of seismic wave propagation through planetary interiors, visible and near-infrared spectroscopy of lunar mare soils, and computer modeling of the thermal, fluid dynamic and geochemical evolution of low-viscosity lava flows in a variety of planetary environments. He is currently an affiliate member of the Solid-State Imaging Team of NASA's Galileo Mission to Jupiter, and has been involved in mission planning, image processing, and data analysis of the Jovian satellites Io, Europa, Ganymede, and Callisto. He is also involved in education/public outreach activities including giving talks to school and civic groups and developing Galileo-related educational exercises and slide sets. David received his Bachelor of Science in Astronomy & Astrophysics (with minors in Mathematics and Geology) from Indiana University in 1989, and his Master of Science in Geology from Arizona State University in 1992. He received his Ph.D. in Geology from the University of Alabama in August 1998. He was a three-time Graduate Council Research Fellow and received the award for Outstanding Research by a Doctoral Student from the University of Alabama Graduate School in 1998. His dissertation research focused on computer modeling of the emplacement of high-temperature, low-viscosity komatiite lava flows in the Earth's Precambrian, and included field study of komatiite lava channels and flows in Canada, Western Australia, and South Africa. He has published many papers in scientific journals on subjects related to volcanology and planetary geology. David is the current president of the United Federation of Phoenix, the second longest continuously running Star Trek and general science fiction fan club in the country. He is an avid fan of Star Trek and Star Wars, and several other sci-fi TV shows and movies.

MIKE WILLMOTH

Mike is an integral part of the convention programming team, and is heavily involved in convention related activities not only local, but also regional and world-wide. He has a degree in applied mathematics and his hobbies include amateur astronomy and ham radio operation. Well known as our punster extraordinaire, Mike's puns have been known to cripple at 20 paces.

GAIL WOLFENDEN-STEIB

Gail has been costuming professionally since 1994 when she received her MFA in Scenography with a Focus in Costume from Arizona State University. She spends her time as a freelance costume designer and technician. Recent design credits include The Emperor's New Clothes (Phoenix Theatre Cookie Company, 2001), Driving Miss Daisy (Phoenix Theatre 2001), Something's Afoot (Phoenix Theatre 2002), and Ramona (ASU Galvin Playhouse 2002). Three of these shows received Arizony Award of Excellence nominations for costume design. Gail's additional credits include designing for Mesa Youtheatre on several productions, as well as the world premier of The Quiltmaker's Gift for PT's Cookie Company and Amadeus for Phoenix Theatre. She has spent the past 5 summers working with the Tony award winning Utah Shakespearean Festival as their costume dyer/painter.

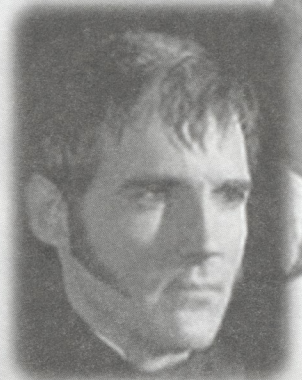
VERONICA ANN ZABALA

<http://europa.la.asu.edu>

Veronica Ann Zabala, a student at ASU's Planetary Geology Department is a recipient of the NASA Space Grant. She is involved with all aspects of investigation of aeolian dynamics of the planet Mars and how these affect the surface structure. Her research will aid in the choice of futures landing sites on the Red Planet for both robotic and manned missions.



A
young
visionary



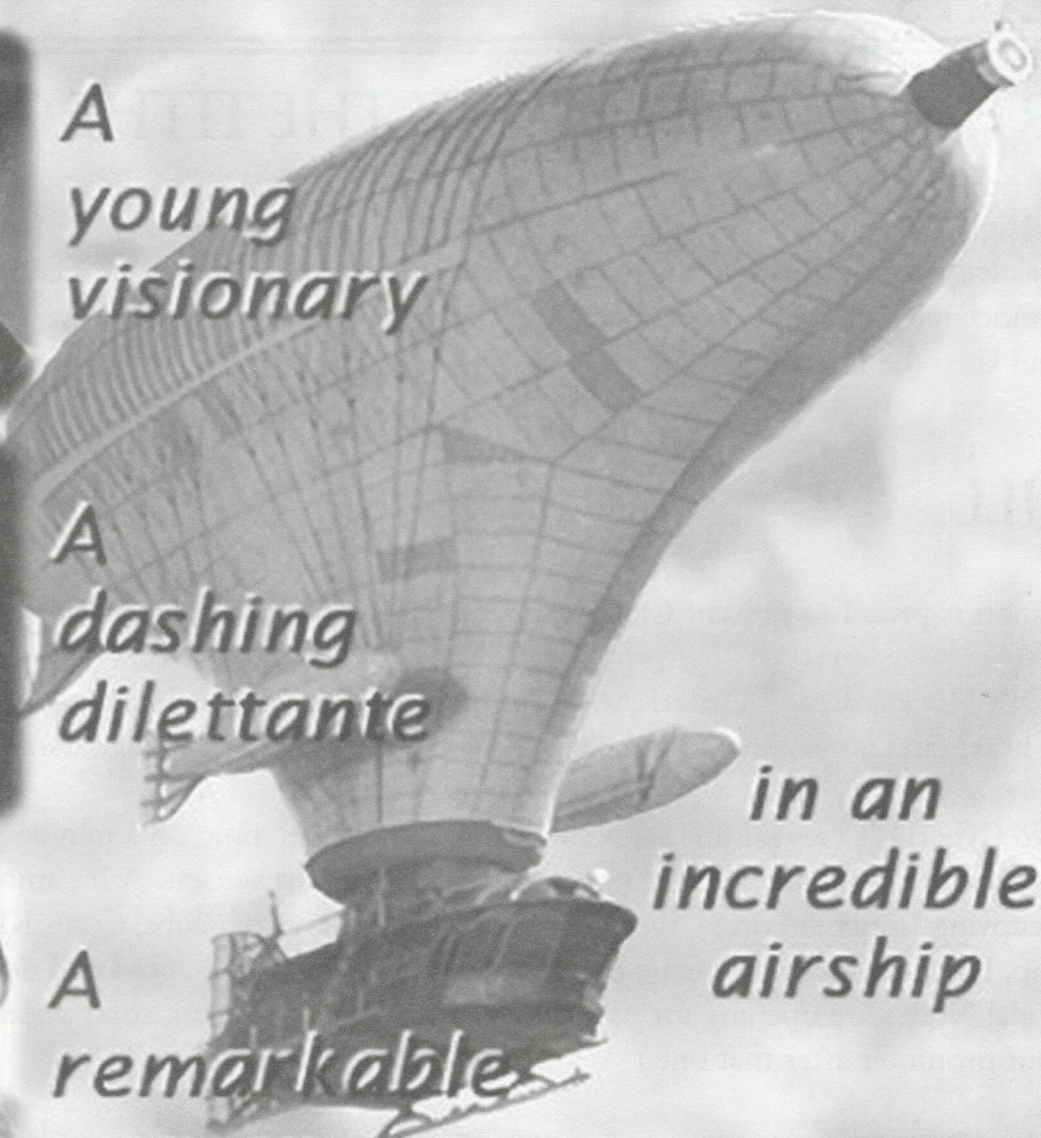
A
dashing
dilettante



A
remarkable
woman



A
clever
valet



in an
incredible
airship

THE SECRET ADVENTURES OF JULES VERNE

KPHO 5 CBS
Sat/Early Sun 2:00 AM

Check www.sajv.org for your local channel
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EVENTS

LARP - CHANGELING BY THE TITHE OF SOULS

Friday Night

The creative spark in the world is dying out while banality consumes it. The fey are the last hope to keep innocence and imagination alive. Trapped in mortal bodies, they have to learn to live mundane lives and keep the Dreaming safe.

CHILL

ConFusion is proud to present Chill on Friday night in the Velavision Suite at CopperCon 22.

CyberDJ's Moekandu and DeiterK will spin their famous eclectic mix specifically designed to soothe the savage beast (and is also known to help one's focus on The Force and guaranteed to put rancors to sleep).

The two CyberDJ's created this set while waylaid for a brief time on a mining colony on Bespin. The airy tunes seemed to resonate with the open spaces and brilliant sunsets. A hit among both the miners and the occupying Imperial Forces, they began a whirlwind tour of clubs, Cons, Klava Houses, and one little, dried-up, Force-forsaken, no-name bar on a sandy furnace of a planet and I don't care if Figrin D'an and the Modal Nodes are opening for us at this junkyard bar. . . (Ahem, sorry about that. Needless to say we fired our promoter after that one.)

The sultry Chill mix features music from The Beatles, Art of Noise, Portishead, The Moody Blues, DJ Shadow, Massive Attack, Tricky, Steve Miller Band, Everything But The Girl, Simon and Garfunkel, Beth Orton, Kid Loco, Sarah McLachlan, XTC, SSQ, Leftfield, Loreena McKennitt, and much, much more.

We will have glow sticks, munchies, and mood lighting. Relax and let your mind roam free.

LARP - WHO KILLED THE PSI-MASTER?

BY VYLAR

Saturday 2p-6p

An original science fiction murder-mystery LARP. The Psi-Master has been murdered. One of you is guilty. Your challenge: You, as his disciples, must solve the crime (or cover your tracks) and determine who is to gain power as the new Psi-Master before time runs out. System is an independent one created by the storyteller. Lots of roleplaying and problem-solving; no rules-lawyering.

CHARITY AUCTION

This year, CopperCon's Charity Auction will benefit both RIF and the Ronald McDonald House. We will be auctioning off books, art, toys and other Science Fiction and Fantasy related items. Most of these items will be on display in the Art Show room. Please pick up an Auction Program at the Registration desk. The auction will take place in Suites B & C on Saturday at 2:30 pm.

Reading is FUNdamental (RIF) develops and delivers children's and family literacy programs that help prepare young children for reading and motivate school-age children to read. By the end of this year, RIF will have provided new, free books and other essential literacy resources to more than 5million children and their families. For more info, check out their web site at www.rif.org.

The idea behind Ronald McDonald House is simple: provide a "home-away-from-home" for families of seriously ill children who are receiving treatment at nearby hospitals. Some children need to travel great distances to get the medical attention they need. In-hospital treatment may last one day, one year, or even longer. For the families of these children, accommodations can be hard to come by; options are often limited to costly hotels or unforgiving hospital chairs and benches.

CopperCon 22 would like to thank the following for their donations to the Charity Auction: All About Books & Comics, Borders Books, The Bent Cover, Changing Hands Bookstore, Ygor's Books, Imperial Outpost, Bookman's, Game Depot, Samurai Comics, Stalking Moon, Toy Anxiety, all the artists who donated their artwork, the dealers in the dealer's room who shared their wares and everyone else who donated either auction items or their time to make the Auction a success.

CONFUSION - THE MODERN DANCE EVENT

Saturday 10pm:

It'll be time to rock your body, kick-start your mind and set fire to your imagination. CyberDJ's DeiterK and Moekandu putting it into high gear with a pulse-pounding mix of Techno, New Metal, Breakbeat, House, and Alternative Rock.

Our intrepid DJ's began their assault upon the ears and bodies of the people back on Corellia, throwing underground Raves in starship hangars and abandoned manufacturing plants. After taking their ConFusion and Chill shows on the road, they eventually settled in as the House DJ's at The Laboratory, the premier club on Coruscant.

We will have a Cash Bar in the Preconvence, glow sticks (proceeds going to pay for the afore-mentioned cash bar), and the usual kickass sound and lights. Welcome to confusion.

EVENTS

MASQUERADE

The masquerade is Coppercon's annual science fiction & fantasy themed costume contest. It will be held on Saturday September 7th at 7:00pm.

Half time entertainment will be a Star Wars Universe version of "The Dating Game".

LARP - FENG SHUI

BY TRAVIS NEAL AND LORI HERRON

Saturday 7p-?

The Hong Kong action setting where the flow of chi shapes the reality around you. Different factions across time fight a secret war to control Feng Shui sites for power.

The year of the water tiger, 1837, in the Forbidden City, Emperor Xuan Zong has become ill. His successor, Wen Zong is planning for the new reign before any signs of death appear. He has created a massive army to cross the Netherworld and take over the 1989 juncture. You are the few brave enough to foil their evil plans. Rumors in the Netherworld whisper that they have bound a elemental water demon to the Imperial garden. They may be using it for power. Your mission is to sneak into the Forbidden City and release the demon into the Netherworld.

The Southwest Costumers Guild presents:

Costuming from Start to Finish

Costume Silhouette - September 29, 2002

Pattern, Fabric, and Notion Selection - October 27, 2002

Pattern Alterations and Assembly - November 24, 2002

Final Fitting - December 15, 2002

Accessories - January 26, 2003

For details go to www.SouthwestCostumersGuild.org

Or write: The Southwest Costumers Guild
PO Box 39504
Phoenix AZ 85069-9504

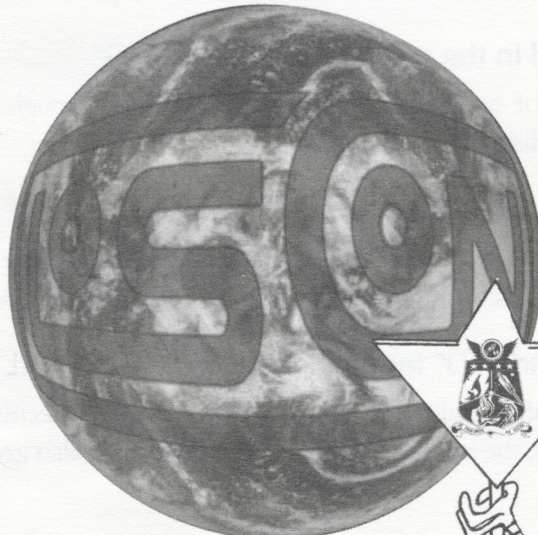
LOSCON 29
Planet Loscon

"the world of science fiction & fantasy"

David Weber
Writer Guest
Of Honor

Patty Wells
Fan Guest
Of Honor

Nene Thomas
Artist Guest
Of Honor



SPACE STATION 2K2

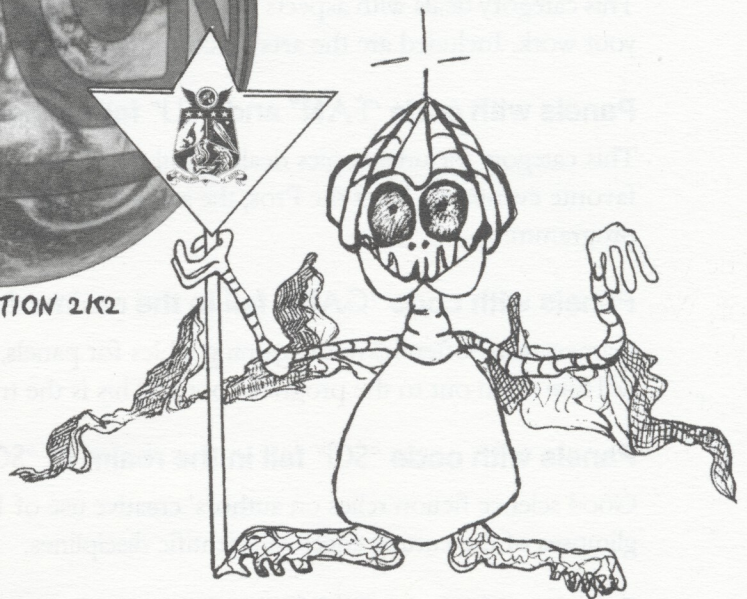
Masquerade

Dealer's Room

ART SHOW

**ICE CREAM
SOCIAL**

DANCES!
Regency To Rock



*Through the authority granted by: the Sacred Elephant,
the Blue Soda Fairy and all the Saints of the LASFS,
I claim this land as PLANET LOSCON!*

November 29 - December 1, 2002
Burbank Airport Hilton and Convention Center

Convention Rates

• \$40 until October 31 • \$45 at the door •

Registration

Hotel Room Rates: \$94 Single - Quad • \$114 Executive Suites

email - loscon29.info@loscon.org

web - www.loscon.org/loscon29

PANEL FAQ & MAPS

"THESE AREN'T THE FAQ'S YOU'RE LOOKING FOR."

Q. What do the 3-letter codes that identify the panels mean?

A. We used them to keep track of all the different types of programming that fans have come to expect. Think of them as the Gates at CopperCon Spaceport 22 where all our arrivals and departures take place. The meanings are as follows:

Panels with code "WRI" fall in the realm of "AUTHORING"

This category deals with aspects of writing, from the creative process through grammatical mechanics, to the practical aspects of getting your work published.

Panels with code "ART" fall in the realm of "ARTISTRY"

This category deals with aspects of art, from the creative process through techniques to the practical aspects of marketing your work. Included are the arts of costuming, cartooning, fine arts, theater, movies and anime.

Panels with code "FAN" and "CU" fall in the realm of "GENERAL COPPERCON FANDOM"

This category includes topics dealing with fandom, both in general and specifically involving CopperCon itself. Old favorite events like Meet the Pros, the auctions, the masquerade etc., are also grouped under this category of programming.

Panels with code "GAM" fall in the realm of "GAMING"

Gamers don't often leave the gaming tables for panels, but there are one or two times that a good panel or presentation will lure them out to the program rooms. This is the track for those few good gaming topics.

Panels with code "SCI" fall in the realm of "SCIENCE"

Good science fiction relies on authors' creative use of believable science and this track is meant to present updates and glimpses of the cutting edges of scientific disciplines.

Panels with code "FAM" fall in the realm of "KIDS"

Kids are fen too, and this track is set to bring them into the fold by sharing with them all that first attracted us to speculative fiction and fantasy. This track of programming is NOT intended to be a daycare or babysitting service - but just to provide some activities that will appeal to those attendees between 6 and 12 years of age.

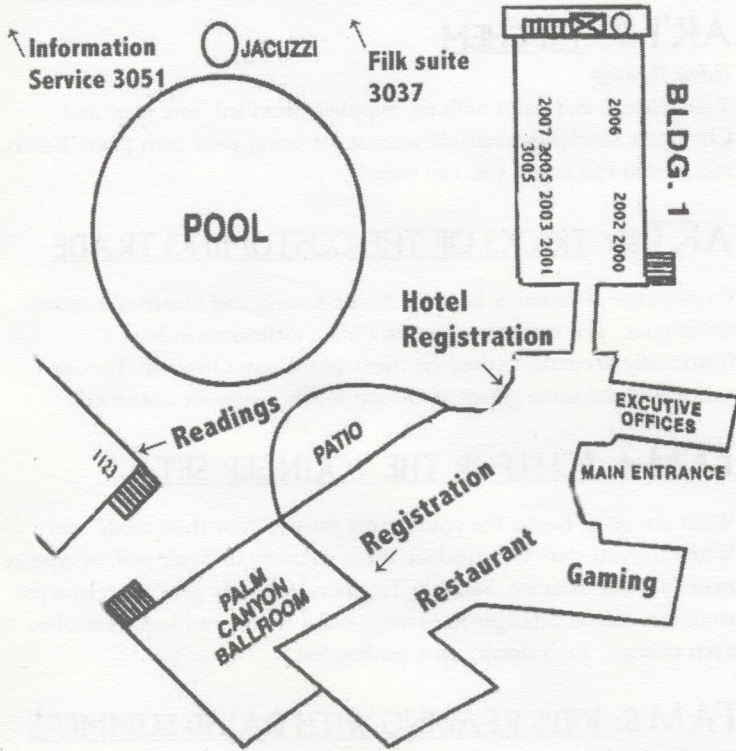
Q. I see WRI06 and WRI10 in the descriptions - what happened to WRI07 through WRI09?

A. The process of programming begins by making a list of LOTS of ideas, more than we can possibly use during the course of one convention. Each is given an ID code so that we can keep track of it. By the time the convention is scheduled, only those ideas that keep to our theme AND are chosen by the participants actually get on the schedule (you can't have a panel discussion without panelists!) So, the "missing" codes are left out, and the ideas are saved for other conventions. Oh! Now you know!

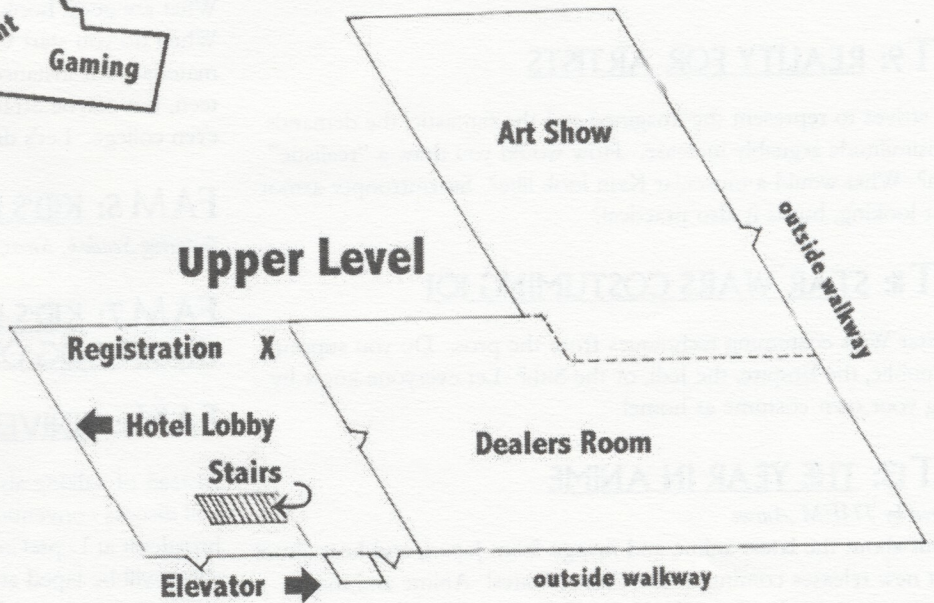
Q. Why aren't the panelists listed in the Program Book?

A. At the time the Program Book went to press, not all the panelists had made final choices or been scheduled. Rather than print a list that we knew would change before the convention date, we decided to leave the panelists names out. Just HAVE to know who is going to be on that panel? We are posting the list at Registration and in the Green Room, so come and check it out!

COPPER CON XXII

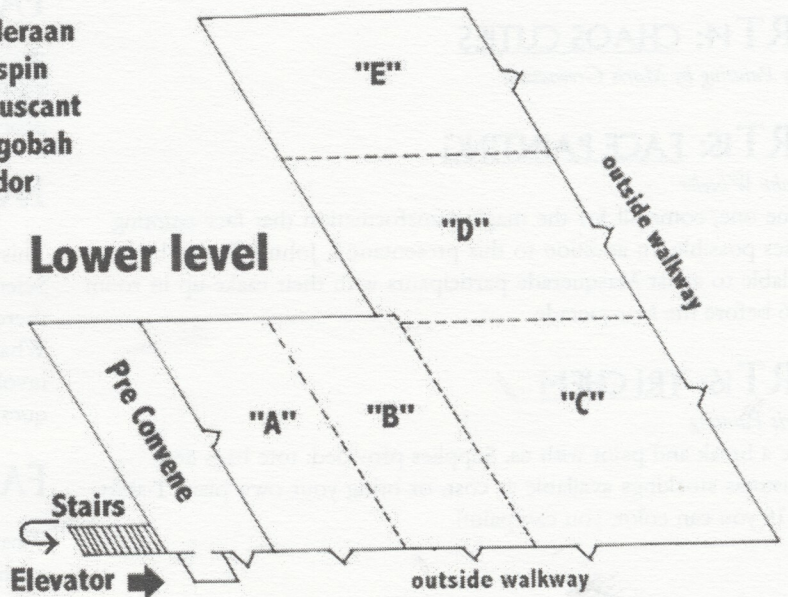


Upper Level



- "A" Alderaan
- "B" Bospin
- "C" Coruscant
- "D" Dagobah
- "E" Endor

Lower level



PANELS

ART 3: TRENDS AND FADS IN SF/F ART

Where is art going? Where has it gotten stuck? What will we remember in 20 years? What will we wish we could forget?

ART 5: IT'S AN ARTIST'S LIFE

As entrepreneurs and visionaries, artists have a difficult life. How do you deal with the mundane aspects of being an artist. Let's commiserate and share tips

ART 7: TECHNOLOGY FOR ARTISTS

Is a paint brush all you need, or is Photoshop your best friend? Are the newfangled tools liberating or poor substitutes for practice and talent?

ART 9: REALITY FOR ARTISTS

As art strives to represent the imagined and the fantastic, the demands of verisimilitude arguably increase. How would you draw a "realistic" dragon? What would a muscular Kzin look like? Stormtrooper armor is great looking, but is it also practical?

ART 11: STAR WARS COSTUMING 101

Basic Star Wars costuming techniques from the pros. Do you support the Republic, the Empire, the Jedi, or the Sith? Let everyone know by making your own costume at home!

ART 13: THE YEAR IN ANIME

Sponsored by THEM Anime

Find out about the latest anime and manga from Japan, and hear about the hot new releases coming to the United States! Anime and manga are coming to our side of the Pacific at an unprecedented rate, and THEM is here to help you pick the wheat from the ch

ART 14: CHAOS CUTIES

Body Painting by Mark Greenawalt

ART 15: FACE PAINTING

by John Wheeler

Come one, come all for the magic transformation that face-painting makes possible. In addition to this presentation, John will also be available to assist Masquerade participants with their make-up in room 2006 before the Masquerade.

ART 16: TRI CHEM

Fabric Painting

Take a break and paint with us. Supplies provided: tote bags and Christmas stockings available at cost, or bring your own plain T-shirt, etc. If you can color, you can paint!

ART 17: TRI CHEM

Fabric Painting

Take a break and paint with us. Supplies provided: tote bags and Christmas stockings available at cost, or bring your own plain T-shirt, etc. If you can color, you can paint!

ART 18: TRICKS OF THE COSTUMING TRADE

Explore the differences between home sewing and theatrical costume techniques. For example, there is a huge difference in how a historically accurate layered garment (think say Ottoman Turkish robes) and the same garment created for the stage are constructed.

FAM 4: SCI FI FOR THE YOUNGER SET

What are good books for your young fans to "cut their teeth" on? When do you start to introduce them to more difficult and/or mature material - for instance, Starship Troopers probably gets given to a pre-teen, but maybe Stranger in Strange Land waits until high school or even college. Let's dream up a reading list.

FAM 5: KID'S READING WITH DAVID SUMMERS

featuring Sendak, Suess, and possibly Summers

FAM 7: KID'S READING WITH MEL. WHITE - GHOST DOG OF NUUANU

FAN 1: UNIVERSALLY INCORRECT

Instead of talking about mundane politics a la Politically Incorrect, we will discuss conventions and fandom. Panel will be taped live for broadcast at LepreCon 29. This will be organized as 2 panels. The show will be taped and there will be an open discussion with any audience members afterwards.

FAN 2: ISN'T STAR WARS GREAT?

We all love it, so let's talk about it. We probably don't love EVERYTHING about it, so let's talk about that in its proper proportion as well.

FAN 3: SF FANDOM 101: ORIENTATION

This panel is a tutorial for new convention attendees. So what is a Science Fiction convention anyway? What is a ConSuite? Should I go there? Where do I score neat free stuff? How do I meet the GOHs? What the heck is a GOH anyway? Attend this panel, which may involve a guided tour, to find out the answers to these and other questions about attending a science fiction convention.

FAN 4: SF FANDOM 102: REQUIRED READING

What are some of the books that every Sci Fi fan should read? Is reading even required to be a fan in the Age of Media? Either way, what movies and TV shows are "required viewing?"

FAN 6: HARDF VS SCIENCE FANTASY

Which side of this SF version of the "Ford vs Chevy" debate do you come down on?

FAN 8: WHAT'S THAT BYTE?

Presented by Velavision

Velavision presents an expanded version of the well received contest from Coppercon21 where contestants / teams compete to identify sounds, music and dialog from common media sources.

FAN 9: WHO WANTS TO BE AN OTAKU?

Sponsored by Samurai Comics and THEM Anime

In the spirit of "Who Wants To Be A Millionaire?" (but less annoying), we are holding a game show that tests your knowledge as an anime fan. The more questions you answer, the more prizes you win! But be careful and use your lifelines wisely - for if you answer incorrectly, you might walk away with a box of Pocky. Think you can handle the pressure, win it all, and be the OtaKing of CopperCon? Find out for yourself!

FAN 10: NO HOLDS BARRED KARAOKE!

Sponsored by THEM Anime

THEM will be providing the perfect venue for your karaoke needs! Sing along with your favorite anime themes and J-pop, or if you don't know Japanese, we will also be providing all sorts of music from country to sci-fi showtunes. Lyrics and music will be provided, though if you wish to bring your own CDs, feel free to do so!

FAN 11: LIVE STEEL DEMONSTRATION

Direct from the Adrian Empire! See a demonstration of medieval combat.

GAM 4: GAME CULTURE

Share your favorite stories about gaming and why you continue to do it. Think of this panel as a live action "Knights of the Dinner Table" or "Dork Tower."

GAM 6: CHANGELING LIVE ACTION ROLEPLAYING

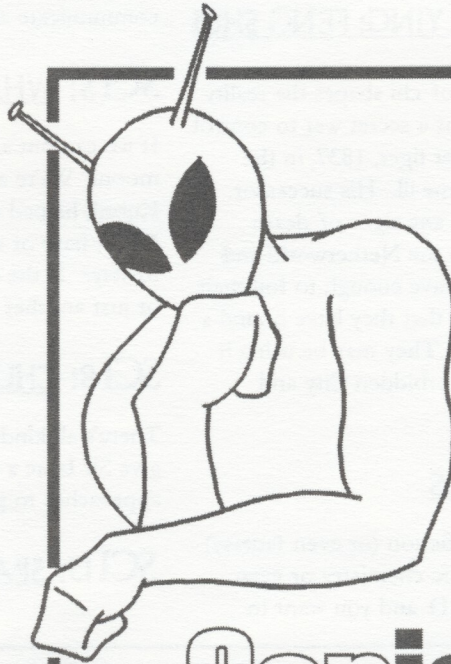
Presented by Tiibe of Souls

The creative spark in the world is dying out while banality consumes it. The fey are the last hope to keep innocence and imagination alive. Trapped in

mortal bodies, they have to learn to live mundane lives and keep the Dreaming safe.

GAM 7: LIVE ACTION ROLEPLAYING: WHO KILLED THE PSI-MASTER?

by Vylar



*Something new
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San Diego, CA

GUEST OF HONOR:
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(Author, musician, all-around talented guy.)

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Panels, readings, filking, gaming, masquerade, art show,
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E-mail: info@conjecture.org Web: www.conjecture.org
(Or see us at Westercon, Coppercon, and other cons around the Southwest!)

PANELS

An original science fiction murder-mystery LARP. The Psi-Master has been murdered. One of you is guilty. Your challenge: You, as his disciples, must solve the crime (or cover your tracks) and determine who is to gain power as the new Psi-Master before time runs out. System is an independent one created by the storyteller. Lots of roleplaying and problem-solving; no rules-lawyering.

GAM 8: LIVE ACTION ROLEPLAYING: FENG SHUI

by Travis Neal and Lori Herrin

The Hong Kong action setting where the flow of chi shapes the reality around you. Different factions across time fight a secret war to control Feng Shui sites for power. The year of the water tiger, 1837, in the Forbidden City, Emperor Xuan Zong has become ill. His successor, Wen Zong is planning for the new reign before any signs of death appear. He has created a massive army to cross the Netherworld and take over the 1989 juncture. You are the few brave enough to foil their evil plans. Rumors in the Netherworld whisper that they have bound a elemental water demon to the Imperial garden. They may be using it for power. Your mission is to sneak into the Forbidden City and release the demon into the Netherworld.

SCI 2: SCIENCE FOR SF/F WRITERS

So you want to write hard or "harder" science fiction (or even fantasy) but you couldn't get past vector calculus, organic chemistry or even Physics 101 in college? Or, maybe you're a Ph.D. and you want to

cross the divide from the technical to a lay person's understanding. Issac Asimov observed that it isn't important for you to be able to play baseball well to enjoy it but that you do have to understand the game and its rules in order to enjoy it. In the same way, lay people, Asimov thought, should be able to enjoy and understand science even if they are not the next Einstein. So, what are the basics authors should know or where can they go for further research. And, how can you communicate about science without talking down to people?

SCI 5: WHAT WENT WRONG WITH THE DREAM

If we can put a man on the moon, why can't we put a man on the moon? We're a bit late for our rendezvous with the space station Kubrik helped us dream of in 2001: A Space Odyssey (let alone the Moon-base or a manned Jupiter mission). Will we ever get into space to stay? Is the discovery of water on the moon and Mars a ray of hope or just another promise that will go unfulfilled?

SCI 8: CHUCK JONES PHYSICS

There's all kinds of physics in the world of cartoons that would surely give Sir Issac a heart attack. Let's talk about these innovative approaches to physical laws, constants, etc.

SCI 15: SPACE SCIENCE UPDATE

Star Wars Star Trek Transformers McFarlane Sideshow Dragon 21st Century G.I. Joe

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COPPER CON XXII

Get briefed on the current state of space exploration

SCI 16: LASER LAUNCH

There Must Be 50 Ways to Leave Your Planet

Jordin Kare discusses new and better ways to get us off our beloved rock, the Earth.

SCI 17: MARS ON EARTH: THE CHALLENGE CONTINUES

Veronica Ann Zabala's lecture will focus on the last field season's accomplishments and what we hope to accomplish for the upcoming field season. The general public is encourage to apply as crewmembers.

WRI 5: WRITING WITH A MESSAGE

Writers seem to have something on their minds these days. We could be given to wonder whether with some authors we are reading science fiction or environmentalist propaganda (not to say that's a bad thing). Should writing always be grounded in "important" messages? How can we avoid being heavy handed in our delivery (assuming we don't want to be)?

WRI 6: SCI FI AS THE GATEWAY TO SCIENCE

Many current technology workers cite science fiction as the reason they decided to make science or engineering their careers. Given this precedent, do authors have a responsibility to help lead future young people to similar epiphanies? What do we think that current writing is leading young people to consider as job fields?

WRI 7: MIND EXPANDING WRITING

Think about the possibility of expanding the mind through writing in 3 ways: the mind of the author, the mind of the audience, and the state of the art of writing. Does any one of these necessarily come first? How can we do any of them? Are there practice exercises? Special ways of generating breakthroughs? We can also talk about our experiences of expanding our minds through writing.

WRI 8: THE STRUGGLE FOR AUTHORIAL FREEDOM

It seems like the enemies of freedom are everywhere in writing: the editors, the narrowminded public, our own self-imposed limits, and we haven't even mentioned the government yet. And yet, it could be argued that we are in a great age of freedom for self-expression. What is all this freedom business anyway and what would we use it for if we

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PANELS

had it? How do we get and maintain freedom in a world of commerce and mundane demands?

WRI9: IS SCIENCE FICTION OBSOLETE?

Given the extreme pace of change in our everyday lives, how can science fiction hope to compete? Would science fiction authors be well advised simply to write contemporary dramas (involving lasers, computers, cloning, and all the stuff of the science fantasy of 25 years ago)? How do we keep the craft of science fiction writing relevant in our time of constant and frenetic change?

WRI13: INSIDE STAR TREK

Susan Sackett will cover some of what is in her "Inside Trek" book, as well as some behind-the-scenes fun from a few of the "Star Trek" films and TNG.

WRI14: READING WITH BENNIE GREZLIK: SLOUCHING TOWARDS BETHLEHAM (SHORT STORY)

WRI15: READING WITH ANNE AND MEG LAMBERT: MAGIC'S LOGIC

WRI16: READING WITH HENRY MELTON: IT'S A WONDERFUL MORNING

WRI17: READING BY MARK SIEGEL

WRI18: READING WITH DAVID SUMMERS - SHORT STORIES

WRI19: READING WITH CATHERINE WELLS: THE NECHTANAITE AND THE MIDLIFE CRISIS

CU1: SF TUBE TALK

with Lee Whiteside

Our own Lee Whiteside, webmaster of SFTV.ORG gives us the scoop on upcoming Science Fiction, CUtasy and other cult television. Get the latest word on the new fall season with news on Buffy, Enterprise, Andromeda, Mutant X, Smallville and more, including some special preview video.

CU2: AT THE MOVIES

Freebies & Previews with Barry Bard

We don't have to tell you what this one is all about! Once again, Barry shows those great movie trailers and brings us all the free goodies we can carry away. Thanks, Barry!

CU3: COMPLIMENTS AND COMPLAINTS

Did you like what happened at this Con? Come tell us what you want to see continued. Know something that could be done better? Come volunteer to help make it happen. Your Committee will be on hand, taking notes!

CU6: ART SHOW WALK-THRU

with Guests of Honor

Join Art Show Director Ray Giish and our esteemed guests of honor as they walk through the Art Show, enjoying and interpreting the entries.

CU7: AN INTERVIEW WITH BARBARA HAMBLY

Author Guest of Honor

Our author GOH will be interviewed by Barbara Peters of Poisoned Pen Bookstore.

CU8: MOJO!

Media Guest of Honor

On Saturday, Mojo will discuss his work in visual effects and computer graphics, including Babylon 5 and Star Trek. He's got video and slides that you won't see anywhere else, plus some surprises you won't want to miss. Mojo will also preview material from his "Ships of the Line" calendar series for Pocket Books and the unpublished "Star Trek: The Unseen Frontier."

CU9: LUBOV

Artist Guest of Honor

Lubov will discuss her work: past, present, and future.

CU10: MOJO!

Media Guest of Honor

On Sunday, Mojo will discuss his work in visual effects and computer graphics, including Babylon 5 and Star Trek. He's got video and slides that you won't see anywhere else, plus some surprises you won't want to miss. Mojo will also preview material from his "Ships of the Line" calendar series for Pocket Books and the unpublished "Star Trek: The Unseen Frontier."

CU11: MEET THE PROS

Come and mingle at this reception for our professional guests and participants.

CU12: FILK CONCERT WITH JORDIN KARE

Presented by the Phoenix Filk Circle

Our talented musical Guest of Honor, Jordin Kare, will be performing.

CU15: MASQUERADE PARTICIPANT MEETING

Masqueraders will be advised of everything they need to know to be part of our Saturday Night Masquerade. Rules, expectations, helps and hints, dos and don'ts...

COPPER CON XXII

CU 19: UFP'S SCI FI JEOPARDY

Join The United Federation of Phoenix for SciFi Jeopardy and test your knowledge on all things Sci-Fi. We've also got brownies and some some great prizes thanks to Barry Bard.

CU 22: REGENCY DANCING

or Country Folk Dancing

Dancing is a celebration of bodies and a fun way to spend Friday night. Costumes only improve the atmosphere. Alice and Marty Massoglia host this very entertaining and educational event. If you can help to teach newbies the joys of country folk dancing or Regency dancing, or if you just want to come and learn to dance, we'll see you here.

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DESTINATIONS

ART SHOW

We are proud to announce Lubov as our Artist Guest of Honor. We are planning a guided tour of the art show hosted by Lubov at about 9 PM on Friday. Check your pocket program for exact time.

Once again, CopperCon will offer fans the best of science fiction and fantasy art. We will be located in Salons D and E of the convention center.

Artists that have reserved space: Betsy Mott, Ruth Thompson, Brett Bass, Nene Tina Thomas, James Wappel, Lela Dowling, Mary Hanson-Roberts, Nancy Strowger, Rachael Mayo, Monika Livingstone, Theresa Mather, Alan Gutierrez, Larry Vela, Ellisa Mitchell, Robert Ross, Sylvana Anderson and many more old favorites.

New artists that have reserved space: R. Stephen Adams, M. C. Hogarth, Howard Howell, C. H. Morgan, Grant Fuhst and Sarah Clemens.

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

The Art Auction will be held at 1 PM on Sunday, check the pocket program for location. Pieces with three or more bids will go to the voice auction and buyer pickup will be after the auction.

This year we will be featuring a print shop-an area for artists to sell multiple prints of some of their more popular work. Come in and purchase some of your favorite prints.

We will accept Visa and MasterCard as well as cash and checks.

Come in early and often to feast your eyes on all the wonderful work presented by our artist friends. We're looking forward to seeing you there! - Ray Gish

ART SHOW HOURS

Friday: 12 noon - 10 PM

Saturday: 10 AM - 7 PM

Sunday: 10 AM - 12 noon

Sunday Art Auction 1 PM

COMPUTER LAN GAMING

Relax, my young Padawan. Carefully unpeel your hand from the joystick and breathe. Let the Force flow into you, and through you. Breathe in, breathe out. Feel better? Good. *Let the mass destruction begin!*

Here is a sampling of the games we will have in the Computer Rooms:

- The Half Life Series:
Half Life, Counter Strike, Day of Defeat, Opera, and Team Fortress Classic.
- Unreal Tournament
- Quake 3
- Red Faction
- Return to Castle Wolfenstein
- Jedi Knight 2
- Aliens vs. Predator 2
- Tribes 2
- Ghost Recon
- Serious Sam 1 + 2
- Medal of Honor Allied Assault
- Rune – Hall of Valhalla

DEALERSROOM

The dealers room is a bazaar of interplanetary delights. Books, weapons, perfumes, buttons, t-shirts, music and other diverse goods await you. Or pass through and see the finest Art Show this side of Coruscant.

- Moebius Enterprises - swords, scents
- Ethereal Enterprises - jewelry, collectibles
- Gilley's Books - comics, books
- Athena's Sundries - jewelry, books, music
- Barry Bard - books
- Inside Trek
- Mark Banning
- Nighthawk Studios - jewelry, collectibles
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Authentic Relics - collectibles
Phoenix Filk Circle - music books, recordings, collectibles
Sloganeer - buttons

DEALERS ROOM HOURS

Friday, noon - 10 PM
Saturday 10 AM - 6 PM
Sunday 10 AM - 4 PM

GAMING

Tables will be open for twenty-four hours, Friday through Sunday in the Ventanas Room. Some of the games we will have at the convention include: Big Eyes Small Mouth, Tribe 8, Dungeons & Dragons 3rd ed., Witchcraft, Conspiracy X, All Flesh Must Be Eaten, Unknown Armies, Call of Cthulu, Vampire the Masquerade, Werewolf the Apacolypse, and many more. Tables will be available for unscheduled gaming.

See the Events section for information on the LARP's scheduled throughout the convention.

SECURITY

The Security staff is present to help make your convention experience as pleasant and safe as possible. We act as a buffer between you and the hotel security staff, but we are not a police force and will not be acting as one. Please use common sense and we will all have an enjoyable weekend.

THE RULES:

1. No real or realistic firearms will be allowed.
2. All bladed weapons must be peace bonded.
3. No glass containers around the pool area. Plastic cups are available from the Consuite.
4. All parties must be registered with Security prior to 8PM on Friday or Saturday.
5. The badge remains the property of the convention until the convention ends.
6. Membership may be revoked at the discretion of the convention.

7. We reserve the right to refuse or revoke membership.

As always, we will need volunteers to help with security. If you are interested, please contact the Head of Security.

VELAVISION - INFORMATION SERVICES

THE REBEL INFORMER

Velavision will be publishing multiple newsletters throughout the convention that will contain programming updates, event results and original content. Velavision will accept original article submissions till 3pm on the first day of the convention.

WHAT'S THAT BYTE?

Velavision will be presenting an expanded version of the well received contest that was held at Coppercon21 where contestants / teams compete to identify sounds, music and dialog from common media sources.

VIDEO ROOM

There will be videos, including at least one unaired pilot of an upcoming TV show. A selection of Star Wars-related videos, UK stuff, and some Aussie stuff as well 2 episodes of 5th Season Stargate SG-1 (for those without Showtime) and Robin of Sherwood (only shown on Showtime in the Mid-80's., now out on DVD in the UK) Plus, the assortment of my favourite show, Doctor Who, which celebrates 40 years next year!

VIDEO ROOM HOURS

Friday 10:45am-1am

Saturday 8am-1am

Sunday 8am-4pm

Additionally, in the bedroom area will be Facepainting all weekend and for Masquerade Participants in need of a little extra pizazz.

DESTINATIONS

VIDEO ROOM: ANIME

We will be running a 24-hour Anime track starting Friday morning. We will be on Thursday night from 6pm to 11pm for open programming. We will be showing the latest domestic releases, such as, EX Driver, His and Hers Circumstances, and Fancy LaLa, as well as the latest anime series on air in Japan, like Pre'tear, Please Teacher and Hikaru No Go.

Friday night, from 11pm to 3am, we will be showing more 'adult' programming, so no one under 18 will be allowed into the room without parental consent. We will have parental release forms available at the Anime Room and at Programming Ops. Some shows during late night may also be restricted due to content, so please check the Anime Pocket Program for details on which shows are 18+.

We will have our schedule posted in various locations around the convention with information and summaries for the Anime being shown. We hope you will stop by and visit us in the Anime Room!

Carlos Ross

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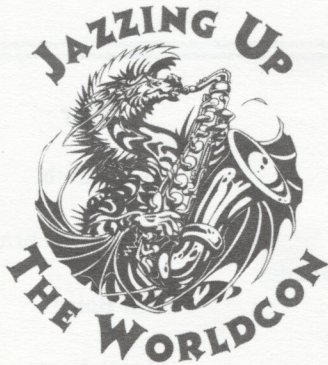
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KANSAS CITY IN 2006

A BID FOR THE 64TH WORLD SCIENCE FICTION CONVENTION AUGUST 31-SEPTEMBER 4, 2006

SOME REASONS TO COME TO KANSAS CITY IN 2006

- ✦ **Tradition.** 2006 will mark the 30th anniversary of Kansas City's last Worldcon, MidAmeriCon. Fandom followed the Republican National Convention and the Shriners and outpartied them both. While that kind of challenge can't be guaranteed, we think the time has come to do it again.
- ✦ **Great New Facilities!** Overland Park's new state-of-the-art convention center includes:
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 - All hotel and convention center parking will be free
- ✦ **People.** Our Bid Committee includes fans from the midwest and throughout the country with experience working local and regional cons, as well as WorldCons. Our local group hosted the Nebula Weekend in 1997 and 2002. ConQuesT (now in its fourth decade) is renowned as one of the finest (and most fun) cons in the midwest. Members of our committee are also part of the group hosting the 2003 World Horror Convention here.
- ✦ **Convenience.** Kansas City is a major transportation hub with easy travel connections and a modern, spacious airport. You'll be amazed at how little you'll have to pay for hotel rooms and fine dining in the Kansas City area. The convention center is directly adjacent to a major interstate and is easily accessible from any direction.
- ✦ **Attractions.** There are many activities awaiting your discovery, including the Kansas City Zoo, the Harry S Truman Library and Museum, the Nelson-Atkins Museum, the Kemper Museum of Contemporary Art, several riverboat casinos, the world-renowned Country Club Plaza shopping district and much more, all within thirty minutes of the convention center.

We believe we can make Labor Day weekend 2006 one of the most memorable in WorldCon history. Please join us in the effort by presupporting our bid at one of the four levels explicated below. We thank your for your support, and look forward to seeing you in 2006.

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COPPERCONS - PAST, PRESENT AND FUTURE

Con Name	Dates, Hotel, Guests	Chair
CopperCon	September 11-13th, 1981, Howard Johnson's Caravan Inn, Phoenix, AZ Author GoH: Marion Zimmer Bradley, Fan GoH: Ken St. Andre	Terry Gish
CopperCon 2	September 10-12th, 1982, Howard Johnson's Caravan Inn, Phoenix, AZ Pro GoH: Fred Saberhagen, Fan GoH: Barry Bard, Toastmistress: Marion Zimmer Bradley	M.R. Hildebrand
CopperCon 3	September 9-11th, 1983, Phoenix Hilton, Phoenix, AZ Pro GoH: Theodore Sturgeon, Fan GoH: Alice Williams, Toastmaster: G. Harry Stine	Clif Baird
CopperCon 4	September 7-9th, 1984, Sunburst Hotel, Scottsdale, AZ Pro GoH: Somtow Sucharitkul, Fan GoH: Samuel Konkin III	Bruce Farr
CopperCon 5	September 6-8th, 1985, Safari Resort Hotel, Scottsdale, AZ Pro GoH: Nancy Springer, Fan GoH: Keith Williams	Margaret Grady
CopperCon 6	September 4-7th, 1986, Safari Resort Hotel, Scottsdale, AZ Pro GoH: James P. Hogan, Fan GoH: Sean McCoy	Margaret Grady
CopperCon 7	September 18-21st, 1987, Ambassador Inn, Phoenix, AZ GoH: Opus (The Penquin)	Margaret Grady
CopperCon 8	September 9-11th, 1988, Phoenix Hyatt Regency, Phoenix, AZ Pro GoH: Robert Vardemann, Fan GoH: Pat Mueller	Sam Stubbs
CopperCon 9	September 12-12th, 1989, Safari Resort Hotel, Scottsdale, AZ Author GoH: A.E. Van Vogt, Fan GoHs: Jim & Doreen Webbert	Doug Cospser
CopperCon 10	September 7-9th, 1990, Safari Resort Hotel, Scottsdale, AZ Author GoH: Keith Laumer, Fan GoH: Wilson "Bob" Tucker, Special Guest: David Gerrold	Matt Frederick
CopperCon 11	September 6-8th, 1991, Safari Resort Hotel, Scottsdale, AZ Author GoH: Michael McCollum, Artist GoH: Armand Cabrera, Fan GoHs: Bruce & Kim Farr	Doug Cospser
CopperCon 12	September 11-13th, 1992, Camelview Resort, Scottsdale, AZ Author GoH: Roger Zelazny, Author GoH: Alan Dean Foster	Matt Frederick
CopperCon 13	September 10-12th, 1993, Holiday Inn Convention Center, Phoenix, AZ Author GoH: Robert Sheckley, Artist GoH: Wayne Barlow	Larry Hallock
CopperCon 14	September 9-11th, 1994, Francisco Grande Hotel, Casa Grande, AZ Author GoH: Vernor Vinge, Fan GoH: David Hungerford	Matt Frederick
CopperCon 15	September 8-10th, 1995, Phoenix Airport Days Inn, Phoenix, AZ Author GoH: Spider Robinson, Artist GoH: Jeanne Robinson, Fan GoH: M.R. Hildebrand	Steve Burroughs
CopperCon 16	September 6-8th, 1996, Holiday Inn SunSpree Resort, Scottsdale, AZ Author GoH: Lois McMaster Bujold, Artist GoH: Alan Gutierrez Special Guest: Andrew Robinson, Filk Guests: Karen Willson & Chris Weber	Lee Whiteside
CopperCon 17	September 5-7th, 1997, Holiday Inn SunSpree Resort, Scottsdale, AZ Author GoHs: Kevin J. Anderson & Rebecca Moesta, Local Author GoH: Ernest Hogan Filk Guests: Doctor Jane Robinson & Cynthia McQuillan	Doug Cospser
CopperCon 18	September 4-7th, 1998, Embassy Suites, Phoenix, AZ Author GoH: Stephen R. Donaldson, Artist GoH: Mitchell Davidson Bentley Filk Guest: Jeff Hitchin	Jim Cryer
CopperCon 19	September 10-12th, 1999, Holiday Inn SunSpree Resort, Scottsdale, AZ Author GoH: David Weber, Artist GoH: Brett Bass, Filk GoH: Mitchell Burnside Clapp	Craig Dyer (Robert Osman)
CopperCon 2000	September 8-10th, 2000, Holiday Inn SunSpree Resort, Scottsdale, AZ Author GoH: Poul Anderson, Artist GoH: Vincent Di Fate, Music GoH: Cecilia Eng Local Author: Jennifer Roberson, Local Author: Adam Niswander	Mark Boniece
CopperCon 21	September 9-11th, 2001, Holiday Inn SunSpree Resort, Scottsdale, AZ Author GoH: Julian May, Local Author GoH: Diana Gabaldon, Artist GoH: Mark Roland Music GoH: Heather Alexander	Stephanie Bannon
CopperCon 22	September 6-8th, 2002, Embassy Suites Phoenix North, Phoenix, AZ Author GoH: Barbara Hambly, F/X Artist GoH: Mojo, Artist GoH: Lubov Music Guest: Jordin Kare	Jim Cryer
CopperCon 23	September 5-7th, 2003, Embassy Suites Phoenix North, Phoenix, AZ Author GoH: Connie Willis, Artist GoH: David Mattingly, Music Guest: Larry Warner	Lee Whiteside
CopperCon 24	September 10-12th, 2004, Hotel TBA GoHs: TBA	Joe Levee

COPPERCON XXII

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Clubs and Other Organizations Participating in CopperCon 22

CENTRAL ARIZONA SPECULATIVE FICTION SOCIETY, INC. (CASFS)

Non-profit corporation that puts on CopperCons, HexaCons, and occasional regional cons, and publishes *ConNotations*. Meets at 8pm on the last Friday of each month in January thru September and the second Friday in October, November and December at JB's Restaurant, 2560 W. Indian School in Phoenix, AZ.

Write PO Box 62613, Phoenix, AZ 85082-2613, Email: info@casfs.org,
WWW: <http://www.casfs.org>

PHOENIX JAPANIMATION SOCIETY

Local chapter of Japanimation/general animation oriented fans - meets monthly. Call Tom Perry at (602) 996-2196 or write 3241 E. Altadena, Phoenix, AZ 85028.

LEPRECON, INC.

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T.H.E.M. is ASU's science fiction and fantasy club. Weekly meetings are held in the Memorial Union Thursdays at 5:30 pm. For more info, search them out with the new semester starting, email them@asu.edu, or see their web page at www.asu.edu/studentprgms/orgs/them/

UNITED FEDERATION OF PHOENIX

A Phoenix area Star Trek and general SciFi fan club that has been active since 1975. We are a social club that meets every two weeks at various locations around the Phoenix area. Membership includes monthly newsletter Subspace Chatter. Info: UFP, PO Box 37224, Phoenix, AZ 85069, call Jim Strait at (602) 242-9203 Email: info@U-F-P.org <http://www.U-F-P.org>

501ST STORMTROOPER LEGION: DUNE SEA GARRISON

The 501st DSG are a small part of the International Star Wars Costuming group known as "the 501st Stormtrooper Legion." The DSG's mission is a simple one. To bring smiles to the faces of children, of all ages, by appearing around the Valley. They have attended the annual "Diamond Charity Ball" at the Wigwam Resort, providing guards for some of the valley's high society, and have even appeared on the stage at the Phoenix Symphony Hall, at the request of conductor, Bob Moody.

Upper crust aren't the only people to enjoy their services though, and have been involved in events with the Muscular Dystrophy Association, and St. Mary's Food Bank of Arizona. They are also in the middle of a year round personal year round Toy drive for needy kids called "Troopers for Tots", with all leftover toys going to the local USMC to assist in their annual "Toys for Tots" campaign during the holiday season.

Contact: Kevin O'Connor aztrooper013@aol.com

REBEL LEGION: JUNDLAND OUTPOST

Our time has come. Our days as isolated pockets of resistance are over. From all over planet Earth, hundreds have decided to stand up for justice and freedom and oppose the evil GALACTIC EMPIRE. Pilots, Smugglers, Troopers, and even the noble Jedi have all united in their desire to restore freedom and justice to the galaxy. So just what is the Rebel Legion? Simply put, the Rebel Legion is a Star Wars costuming fan club that focuses on the heroes of the Star Wars universe. If you have a "good guy" costume, be it a Rebel Commander, a Pilot, or even a member of the Senate or Royalty, we have a place for you! The Jundland Outpost is a small band of Rebels which form only a part of the rapidly growing Rebel Legion. Much like it's 501st counterpart, the Dune Sea Garrison, the Jundland Outpost's mission is to brighten up the lives of children and Star Wars fans of all ages across the Phoenix Metro area and eventually other parts of Arizona as well. In it's inaugural year, the Rebel Legion Jundland Outpost is already growing by leaps and bounds and is always looking for new members to join in the fight against the Empire.

Commanding Officer: Gabrielle Suglia mara_jade_az@yahoo.com

Word from the Editor:

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