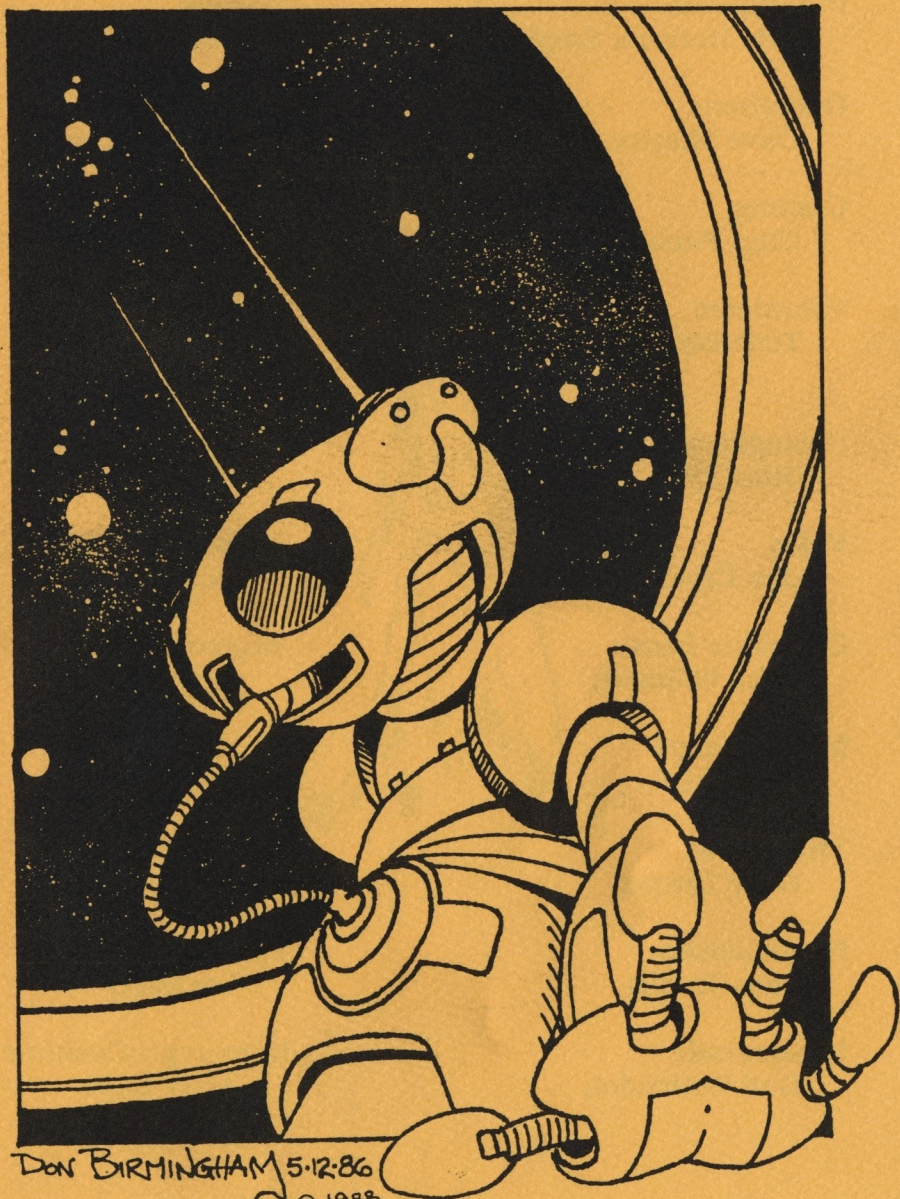


# CopperCon 8

Phoenix, Arizona

September, 9 - 11



## CopperCon 8 Committee

Chair  
Sam Stubbs

Programming  
Bruce Farr

Art Show  
Kim Farr, Margaret Grady

Dealers Room  
Dave Hiatt

Publications  
Eric Hanson, Sandy Stratton

Banker  
Randy Rye

Operations  
Dave Munter

Security  
Mike Morrison

Gaming  
Chip Pitcher

Dance  
Bill Schuch

Volunteers  
Terri Birmingham

Con Suite  
Ken Lemons,  
The Oreo Gang

Photographer  
Jim Cryer

Historian  
John Fong

Video  
Jim Cryer

Logistics  
Greg Ragland

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Mike Willmoth

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Jean Goddin

Memberships  
Cliff Baird

Business Liaison  
Barry Bard

Trivia Bowl  
Doug Cosper

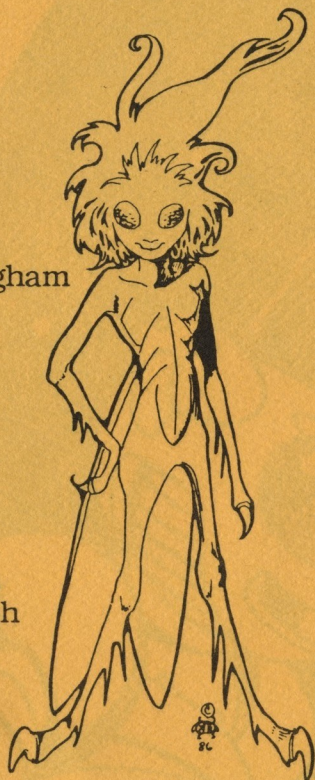
Japanimation  
Tom Perry

Hotel Liaison  
Sam Stubbs

Pro Hospitality  
Lee Sapp

Masquerade  
Gail Wolfendon

Impromptu Costume  
Terry Gish



## From the Chair

Sam Stubbs

Welcome to another installment of CopperCon, this being the Eighth of it's number. We are very proud of what we have wrought, and I hope that you all enjoy yourselves this weekend. We have pro's and near-pro's and not-yet-pro's and wanna-be pro's , both domestic and imported, to amuse and enlighten the intellect and well as the rest of your body.

True to form, a good convention cannot happen without the help of a lot of people. This chain goes all the way from me (for wanting to manage this thing to begin with) to the committee who have put together their areas for your enjoyment to the volunteers who help all of us out so that we can enjoy also, to all of you attendees without whom all of this wouldn't be worthwhile. A few people do deserve a special thanks for all of their help, without whom we couldn't be here to enjoy ourselves. My thanks to Bruce Farr who came in at almost the last minute to take over Programming, Eric Hanson who always found something for me to say, Ken Lemons who came in with a puppy dog like enthusiasm and kept it, and all the rest of you who have helped and sweated for the past year to keep me sane. THANK YOU ALL VERY MUCH!

To put it short, (too late Sam, ed) welcome to CopperCon 8. I hope you enjoy your stay with us. If there is something you especially liked, please take a moment to thank the committee person who has put so much time and effort into this event. People are very important and without all of you, attendee's and committee, we wouldn't have much of a reason to be here. Enjoy.



## Programming

BruceFarr

What brought you to journey to Fandom? The bright lights, the smell of the crowd, the roar of the greasepaint? Well, you've come to the right place! (A silly place though it might be, ed) Terry Erdmann, Rep for UA/20th Century Fox will update you on what is new from Tinseltown.

We'll have a path for those who are driven to jump into writing and one on fanzines (the outlet for much amateur writing...and the forte of our Fan GOH, Pat Mueller) to panels including our many pros, such as our GOH - Bob Vardeman, and Michael McCollum, Jennifer Roberson, Somtow Sucharitkul, Rick Cook, G. Harry Stine, and many others.

CopperCon 8 is traveling to a more literary bent in the road than past CopperCons, though Fandom comes from more than books alone. Therefore, the Program tries to have something of interest to all fans. This will include those interested in art, costuming, filking, clubs of all sorts, and gaming.

And we're especially interested this year in having more things for Fandom itself. CopperCon is trying to find it's way to a slightly different kind of convention, and so we need to find out more from all of you as to what you want. To help us on the trip, we have an Astrologer to guide the way and a Music Synthesizer to play the tune. There will also be a panel that will help shape the future of CopperCon where we'll be asking your ideas, likes, dislikes, and comments.

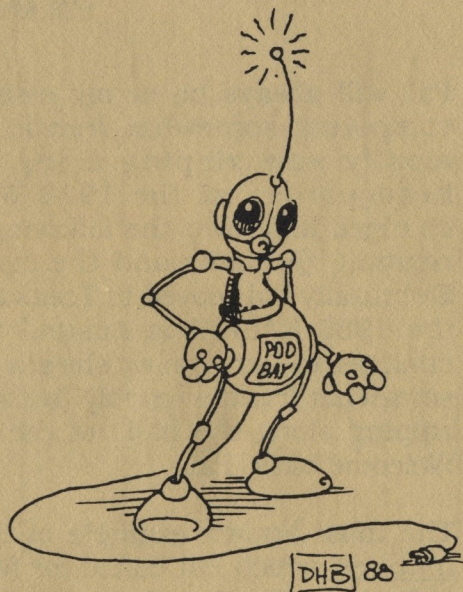
Finally, to hit everyone where they live, we'll have a lively panel on the tug-of-war of the sexes...a panel on fannish flirtation featuring some of the male and female experts. We hope to see all of you as you tour the CopperCon Program. Your road map is the Pocket Program and the road never ends!

## Guest of Honor

Robert Vardeman (aka Vardebob)

The life records of Robert Vardeman, our professional Guest of Honor, begin with a young fan who wants to write and who enjoys fans and convention (Is there really LIFE before fandom, after all?). Bob hasn't changed much over the years except that he no longer wants to write, he does and very well, thank you.

Bob is one of the many pros that have grown out of fandom. When I first entered fandom one of the first things I remember seeing in B.D. Arthur's library is a can with a home-made label proclaiming the contents to be VardeBheer. While I'm not a bheer drinker, I've been told that it takes the varnish off your antique furniture with the best of them. Raising "H" also seemed to be a Vardebob trait but since the details can not be mentioned in polite company, we won't mention the escapades but feel free to pry the details about how his arm was broken out of Bob or any of his earlier friends (assuming they don't run and hide) . White slavery also lurks in Vardeman's past, but the ducks aren't telling, not even one of the 40,000. In 1969 Bob started writing his very own APA, *Slan APA*, for which he was nominated as best fan writer.



New Mexico is the current habitat of the tall lanky Vardeman, and his wife Patty. He is surely one of the best examples of the kind of author this state produces as he has written more than thirty novels during the last 14 years

starting with a young adult novel *Road to the Stars* including two Star Trek novels, and recently *The Equations of Chaos* and *A Plague in Paradise*.. Vardeman has also written 14 Jake Logan Westerns and a Tom Swift novel but he prefers science fiction writing to any other genre.

Once upon a time, before he became a corporation and a famous science fiction writer, Bob earned a Masters in physics and worked at Sandia National Laboratories in solid state physics research with a Q security clearance.

I know you'll like Vardebob when you get to know him and since he is was first a fan you are sure to find him in the con suite from time to time. SO, make him feel welcome.

## Fan Guest of Honor

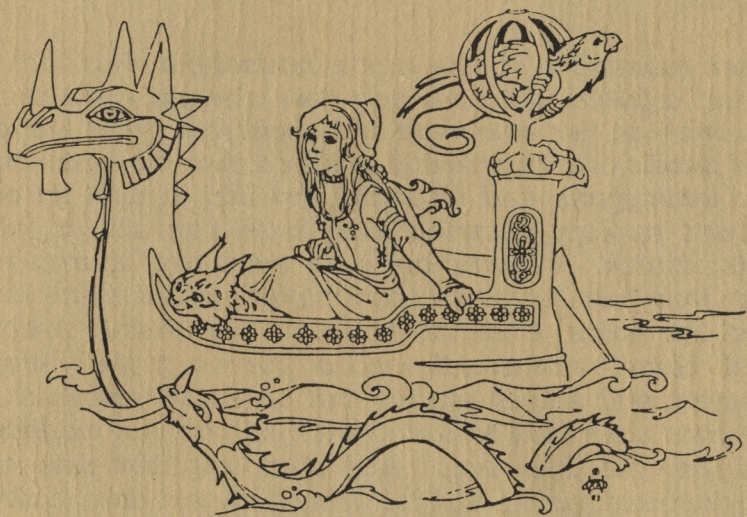
Pat Mueller

Pat will always be in my memory as a plump attractive competent somewhat frantic, terribly young kid who I mostly saw zipping along the halls of convention headquarters at the 1978 Worldcon in Phoenix. She changed little over the following years (except she did stop roaming the halls and the con did end -- Thank Ghod). Eventually Pat moved to Texas and became a key person for the 1985 NASFiC in Austin. Those years wrought large changes in her -- now she's a thin, attractive, competent, somewhat frantic, terribly (not as) young kid who you'll see zipping along the halls of the Hyatt Regency once again. Welcome back, Pat.

The most known example of Pat's work is The Texas SF Inquirer, which Pat edited for five years under the auspices of F.A.C.T. (Fandom Association of Central Texas). Frankly, I think it's the best publication of its time; that is. a newzine that's well rounded, has good production values (for its budget), and pulls in the work of many other good people. As editor of Maw, all I can do is look on with envy

and wish I had the talent, energy, and ambition to achieve the same. (Boy, do I have a proposition -- err -- proposal -- ahh -- a deal for you, Pat).

Some time back I got a call from Dennis Virzi regarding NASFiC work (Pat was editing our Cactus Clipper daily 'zine) "Hello, this is Dennis Virzi", he said as if I might know who this is calling me. "Uhh, hello Dennis," I said as in 'I'm being nice, but who the hell are you, anyway'. "I'm Mr. Pat Mueller", said Dennis by way of explanation, obviously something he's said a number of times to people all over. Good deal, Pat really did get married, and apparently to someone who has the humor to survive life, the universe, and all of this (a gesture around myself follow, encompassing piles of articles, correspondence, works in progress, cons and rabid, manic fans.)



Well, all things must pass (per George Harrison) and so did TSFI due to a puztzh in F.A.C.T. I don't know if she wants to talk about it much, but Steve Jackson and others played heavy politics and took the organization from it's founders. Pat Mueller then took her considerable talents and started Pirate Jenny, another apple of my envious eye.

Now back to Pat, from Pirate Jenny, an excerpt from her story named "GAUZE CELESRE" about her true exploits during her single days.

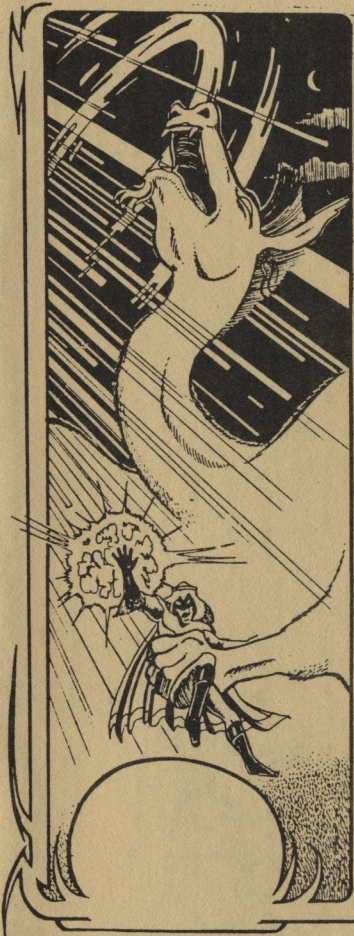
*I have lived with a long, wild and varied series of roommates in my time... We've done strange things together, I've done some strange things myself -- and sometimes my roommates have done strange things on their own.*

*Once, a roommate ran amuck with her airbrush and painted a long white stripe down the back of a neighbor's black cat. After that, we airbrushed our hair white, to see what we'd look like in fifty years or so.*

*Another time, a roommate had a neurotic part-Siamese cat named Magnolia Thunderpussy (the name was lifted directly from an entry in the Los Angeles phonebook). Magnolia had the disturbing habit of peeing on our phone jacks, which caused all the telephones in the house to act as though they were possessed, ringing intermittently at odd hours.*

*Another roommate in the same household decided to "surprise" a friend who lived next door when he came home from work -- so this roommate and about four of his friends draped towels over their heads, grabbed their machetes and plastic tommyguns and whatnot, and laid in wait on our neighbor's rooftop, planning to ambush him with a fake terrorist attack. Unfortunately, at least one apartment-dweller from just across the parking lot spotted them, and phoned the police, evidently babbling "Terrorists! Arabs! Knives! Guns!" incoherently and at the top of their lungs. Helicopters and sniper squads and an entire battalion of police cars swarmed to the scene, just as our neighbor pulled into the driveway. And said neighbor was not terribly amused, as he had just moved in next door, hadn't gotten his address changed on his driver's license yet, and couldn't prove he actually lived there and wasn't part of the terrorist attack... It was all terribly exciting...*

*Please welcome Pat back to Phoenix. Maybe we can arrange a trade with Texas for our "zine editor" and a couple of Ghekkos to cinch the deal.*



Art by Steven S. Crompton

# LepreCon 15

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Phoenix Hyatt Regency

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I would like more information about LepreCon 15 concerning \_\_\_\_\_

Enclosed is \$ \_\_\_\_\_ for \_\_\_\_\_ Memberships in LepreCon 15.

## Guests

Bruce Arthurs  
Liz Danforth  
Paul Edwards  
Terry Erdmann  
Alan Dean Foster  
Michael McCollum  
Pat Mueller  
Mark O'Green  
Jennifer Roberson  
Jim Seeley  
Alexandra Starr  
G. Harry Stine  
John Thiesen  
Robert Vardeman



## Con Suite

Ken Lemons

The year is 1988. As you walk through the door it occurs to you that something isn't right. Are things out of place, or are you? Your hands are sweaty, your throat is dry. A dizzy feeling comes over you. You stagger to a chair. No one seems to notice your struggle against insanity. Staring at the walls you notice there are posters and signs which seem familiar, yet you realize that you've never seen them before. The furniture and decorations are comfortably normal, but the people around you treat them like an oddity. Other people are dancing, eating and drinking. There is an ancient machine against one wall blaring out century old music. No! wait. It's not an old machine. You know what it is; it's, it's ... But the name won't come to you, your mind is a raging torrent of uncertainty and confusion. There are people in costume dancing wildly to the beat of the music. The music, the music is soothing your tattered brain. It's pulling you out of your seat, drawing you nearer to the celebration, you are standing, moving onward, searching for the happiness that you seek. The happiness that will ease your troubled soul. Stop! You stand still, you shake your head as you try to blank your mind. Gazing bleary eyed about the room you try to recall how you got here and where you are. Turning back the way you came, you reach for the door... it's not there anymore! Panic engulfs you, you turn and run, pushing through the crowd trying to get away from the pleasures that are haunting you. Aimlessly you search from room to room, but to no avail. Exhausted, and out of breath you lean against a wall in a far corner, people are smiling and laughing as if all was calm. Are you insane? Are you sure? You pause to think of an answer to all this madness. On the wall across from you is a calendar. Just a calendar? No, for you it is a foothold on reality. There is a chill down your spine as you focus on the revealing numbers in front of you. Can it be? You shut your eyes and then look again. No! No! Noooooooooooo....

**WELCOME TO THE CON SUITE THE YEAR IS 2069**

# Masquerade

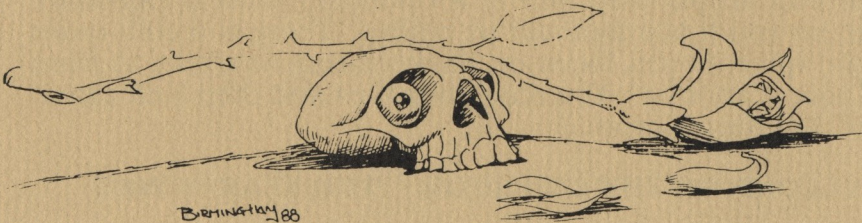
Gail Wolfenden

**Wanted:** 1. Individuals or Groups that have a strange urge to stand up in front of a group of fans wearing unique (or unusual, ed) apparel for social gratification; 2. Costumers.

Are you interested in Participating in the CopperCon 8 Masquerade? Do you fit the afore mentioned definition? Well, if you do, now is your chance to get involved in the "New Blood" Masquerade.

The Masquerade will be held in the Phoenix Ballroom on Saturday night at 8:00pm. Registration will remain open Cowboy Artist's until 11:00am Saturday. There will be a mandatory run through/meeting at 4:00pm in the Phoenix Ballroom that all entrants must attend. This is your chance to meet with the tech crew and tell them what, if any, special lighting/sound needs your presentation requires. If for some very, extremely good reason you or a member of your group cannot attend the meeting, (you can be excused by a three day prior written notification of your death, ed) see me Sat. morning to make special arrangements. I can be found through the Impromptu Costuming area in the Cowboy Artist's Room or through the Operations office in Russell A.

Contestants must report (in costume, silly) to Russell B & C at 7:00pm on Saturday to have pictures taken for the JUDGES (Ghod, a little power goes right to my head, ed) and to receive your place in line.



This is just a reminder to all the photographers in fandom -- **DO NOT** even think of taking any flash photography during the masquerade! There will be an area set up for those of you who want to photograph the contestants (see your program schedule for the specifics).

And now for the final plea.... I know not everyone reading this is an exhibitionist (costumer we mean, ed) so there must be some volunteers out there. If you are interested in den mothering, or helping, or seeing behind the scenes, stop by the Cowboy Artist's Room.



## Impromptu Costuming

Terry Gish

In addition to our regular masquerade, we decided to try something new this year just for fun. (Fun being the operative word.) Bring your imagination to the Cowboy Artist's room and let it run wild in our costume trunk. We have all sorts of interesting oddments and goodies that we are sure you can turn into an inventive costume for wear in the halls (or in the masquerade if you want). Just check out what you think would be fun, add your own touches, and have a good time amazing us all. Please remember to return the costumes to operations for future use by someone else, as we hope to make this a regular feature at Phoenix conventions.

# Video

Jim Cryer

We are very proud of our selection of video presentations for this year. We have been combing the files looking for lots of great oldies for your enjoyment. In fitting with the main thrust of this years convention, we are showing lots of videos that were books prior to becoming movies. This is not to say that we are only showing the golden oldies, we have several recent releases as well.

**AROUND THE WORLD IN 80 DAYS** - Jules Verne's tale about traveling around the world in a balloon filled with fun, action and adventure.

**BATMAN** - Holy repeat! The whole gang is here to battle the dynamic duo in their movie.

**ESCAPE FROM NEW YORK** - It's 1997, and if you're in Manhattan, you're not at the Big Apple, you're at the Big House! New York's been walled off and turned into a maximum security prison.

**FANTASTIC VOYAGE** - A team of scientists are reduced to micro-bacteria size and have 60 minutes to repair damage to a scientist's brain.

**FLIGHT OF THE NAVIGATOR** - What happened to eight years in a boy's life. He goes into the woods near home and returns to find everything changed, only he is still the same.

**THE FURY** - While on vacation in Israel, a former C.I.A. agent finds himself in the middle of a Palestinian attack staged by his old agency boss who wants to kidnap his psychic son.

THE GOLDEN VOYAGE OF SINBAD - A great soaring bird with a rodent head , a giant centaur, a roc, and a band of primitive blue men guard a cave of gold that Sinbad seeks.

THE HOWLING - SPECIAL EFFECTS makes this story about werewolves terrorizing a California countryside, a first - rate horror film.

JASON AND THE ARGONAUTS - Before the legendary Jason can recover the mythical Golden Fleece, he must first overcome the hazards in his path: the Giant of Talos, a multi-headed serpent, the Harpies, and sword - fighting skeletons.

THE SEVENTH VOYAGE OF SINBAD - Ray Harryhausen gives life to the Cyclops, the Dragon, and the Two - Headed Bird.

SINBAD AND THE EYE OF THE TIGER - Sinbad's greatest adventure of all time was done with brilliant special effects by Ray Harryhausen.

SUPERMAN II - Superman meets his greatest challenge when a trio of criminals from the destroyed planet Krypton team up with his arch enemy, Lex Luthor.

## Japanimation

Tom Perry

What's the big deal about Japanimation and why are we showing so much of it at CopperCon? 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 television. Unfortunately, as we grew older, American animation seemed to grow less mature until it is now aimed at an audience of 4-10 year olds.

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 the 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 the movie.

The artistic style is distinctive and readily recognized. It is characterized by uncommonly large eyes, brightly colored hair (green and blue 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, fantasy, mythology, samurai/ninja adventures, comedy, religion, mutants/psionics, boxing, romance, etc. There is material to please anyone.

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



## Hotel

Sam Stubbs

As you already know, since you are here, the Hyatt Regency is hosting CopperCon 8. The hotel will do its best to be sure you enjoy the convention. Please be sure to treat all the staff courteously. If any of you have problems please contact Sam Stubbs and we will try to help. Do remember that the hotel is in the business of selling sleeping rooms and food, so please do not sleep or eat food from outside the hotel in convention function space.

## Security

Mike Morrison

I would like to extend a warm welcome to those who are attending a science fiction convention for the first time. The first convention can often be a time of magic and excitement, I hope you enjoy yours. And to those of you who have been to a few, "Welcome back and have a good time". I hope to get the chance to meet all of you during the convention.

Here are a few rules that should be followed during the convention:

Projectile or energy weapons are not allowed, this includes weapons that shoot or project any type of substance. Real or realistic firearms are not allowed.

Spiked apparel may not be worn or carried as it could damage somebodies costume.

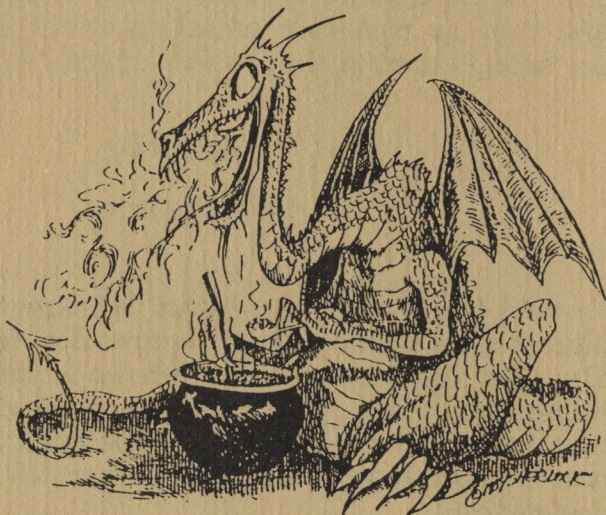
Swords and other bladed weapons must be carried in a hard protective case to protect any from the edge and point. Bladed weapons must be peace bonded in their sheaths.

Any weapon that is to be used as part of a presentation in the Masquerade must first be cleared by both myself and Gail Wolfenden. You can do this at the masquerade meeting on Saturday afternoon. See your Program book for time and place.

Violations of these rules may result in your weapon or prop being held in the Operations office until the end of the convention.

Memberships can be 'pulled' for cause. Memberships revoked in this manner are not refundable.

Remember folks, the rules of common sense apply. We can all have lots of fun and still be responsible for ourselves and that way we can come back year after year to do this again.



## Computer Room

Mike Willmoth

Welcome interactive gamers and computer enthusiasts! This year's computer room will feature hi-res, interactive attractions like those seen earlier this year at WesterCon 41 plus a few new tidbits to tickle your fancy (no, not those, ed) and please the video palate. Come to the Cassidy Room and enjoy the challenge, fill in those Con gaps or just watch the fun. Hope to see you there.

## Volunteers

Terry Birmingham

Welcome from the cabbage patch. Now that we have the amenities out of the way, how would you like to spend a little of your copious free time and get behind the scenes. We can offer the bright lights, the wonder of it all, the fun and excitement and the chance to meet some new and interesting people.

Conventions are made up by people like you who are willing to spend just a little of their time to make the whole a better place to be. Without all my wonderful friends (those I know and those I have yet to meet) to help, a con could not happen. And with your help, we can make CopperCon 8 a convention to remember.

If you would like to help out in a specific area, just stop by and see if they need any help. Sometimes, the best way to help is to just show up and pitch in. If you are not sure what you would like to do, stop by the Volunteers Desk (look for the racing penguins, ed) and see me. Good help, like good friends, are always in demand.

## Gaming

Chip Pitcher

Hi! Chip Pitcher here from Gaming Central Command. Here are just a few of the things we have lined up for you at this year's CopperCon. We'll be having an ongoing Nuclear Escalation Tourney all day on Thursday. Some other events include: T.S.R. Sanctioned AD&D, Fusa Sanctioned BattleTech, a 6x6 AD&D Tourney by RSL, a Paranoia Tourney, and many many more. We will have the full convention schedules available at Gaming Central in the Cowboy Artists Room on the second floor of the Hyatt. Our guest include Scott Bizar, Holly Bennett, Mike Stackpole, Mark O'Green and many others.

As usual, we will be having a used game auction for all you fans of used auctions. Items to be auctioned should be brought to Gaming Central no later than 10am Sunday. The auction will be at Noon Sunday so bring lot's of money. As in the past, the convention will receive 10% of the proceeds.

Be sure to get your complete, often imitated but never beat, schedule of all the great events. Get yours at Gaming Central during the Con and remember, keep playing.

## Art Show

Kim Farr, Margaret Grady

Works of art, boy do we have works of art. We have art that will make your eyes pop out and wish that your last name was Rockafeller. We are located in the Curtis Room this year, on the second floor of the hotel. The Art Show hours are:

Friday:	12:00 noon	to	8:00pm
Saturday:	10:00am	to	6:00pm
Sunday:	10:00am	to	12:00noon

The art auction will be held at 1:00pm on Sunday in the Borien Room. Pieces with two or more bids will go to the auction so be sure to tour the show prior to this and get in your bids. Purchases may be made by cash (I always accept Lincolns and Grants, ed) or by check with proper ID. Artist check out will start at 12:30pm on Sunday and buyer pickup will be at the conclusion of the auction.

We are proud at this years CopperCon to be featuring the works of some of the best artists around. A short list of them include: Alan Gutierrez, Dexter Dickinson, David Cherry, Armond Cabrera, and Diane Gallagher Wu. So stop on by and see the great works of some of our friends.

## Dealer's Room

Dave Hiatt

As you have read in the latest CopperCon PR, there have been a few changes in the set-up of the Dealers Room. The Dealers Room is located on the third floor pool deck. We have set up a series of rooms for this purpose. We are arranging to have two to three dealers per room with the rooms open while the dealers are in agreement to stay open. This could mean that some of the dealers could be open late in the evening for your convenience.

The dealers in attendance include:

Rakish Blade  
Adams Books  
Barry Bard  
Tien Mejendez  
Joel Block  
AZ. Holt Association  
Endless Universe  
Marty Massoglia  
DAG Productions  
Carla Langille

Motley Merchandise  
D. Padilla  
Sci-Fi Friends  
Hagar the Horrible  
Mere Dragons  
Pern Imports  
Alan Gutierrez  
Paul Lidberg  
PFFS  
Outrageous Creation

Come one and come all, have lot's of fun and enjoy. See you around the table.



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# Registration

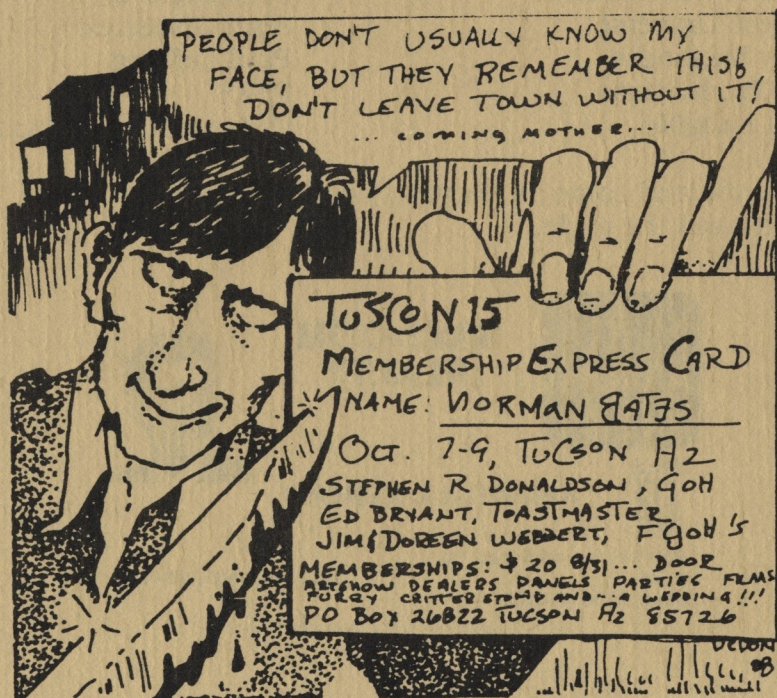
Jean Goddin

Welcome to CopperCon 8. We are very happy that you could spend this weekend here with us. We are very proud of our little convention and we hope you feel the same.

Membership badges must be worn at all times while attending the convention. Memberships are not refundable. If you lose your badge please come see us right away. Dealers room and gaming passes may be converted to full attending for the price difference of the membership.

If we can be of assistance during your tour of fandom, stop by and say hi. Our courteous and helpful staff are available to handle your needs and questions.

**Thanks to the Artists** Don Birmingham, D.C. Dedon, Mary Hanson-Roberts, Joshua Quagmire, and Sherlock.



# What A Find!



## Vote

## Phoenix in '93 WorldCon Bid

## Vote

### Knowledgeable Committee

**Terry Gish** -- Bid Chair  
*Chair of 4 conventions including  
WesterCon 41*

**Randy Rau** -- Bid Treasurer  
*Chair of 4 conventions including  
WesterCon 35 and World Fantasy  
Convention*

**Bruce Farr** -- Vice-Chair  
*Chair of 3 conventions including  
CactusCon, the 1987 NASFiC  
Plus a Cast of Hundreds*

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Phoenix Hyatt Regency  
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41, CopperCons, and LepreCons, and  
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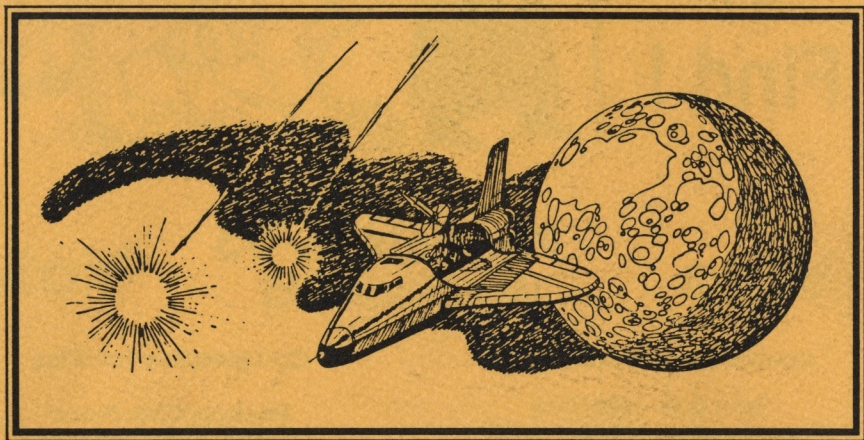
City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Enclosed is \$\_\_\_ for \_\_\_ Supporting Membership(s) in the Phoenix in '93 WorldCon Bid.

# CopperCon 9

Science is Golden

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