# WesterCon 41

## Phoenix, Arizona July 1-4, 1988

## Phoenix Hyatt Regency

## Phoenix Sheraton

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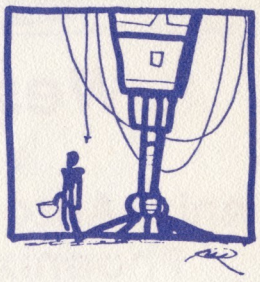
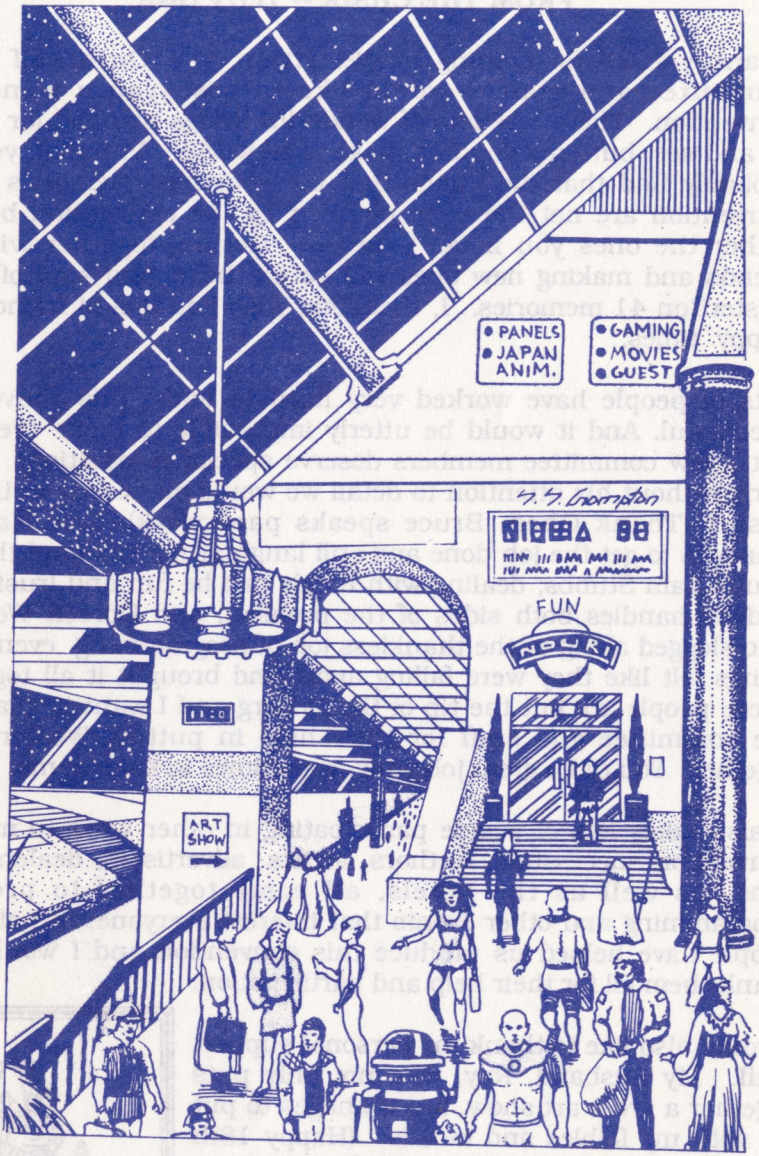
**And A Cast of Unsung Thousands**






**WesterCon 41**

**July 1-4,1988** **Phoenix, Arizona**

**Guests of Honor**

**Robert Silverberg**

**Real Musgrave**

**Craig Miller**

## FROM THE CHAIR -- Terry Gish

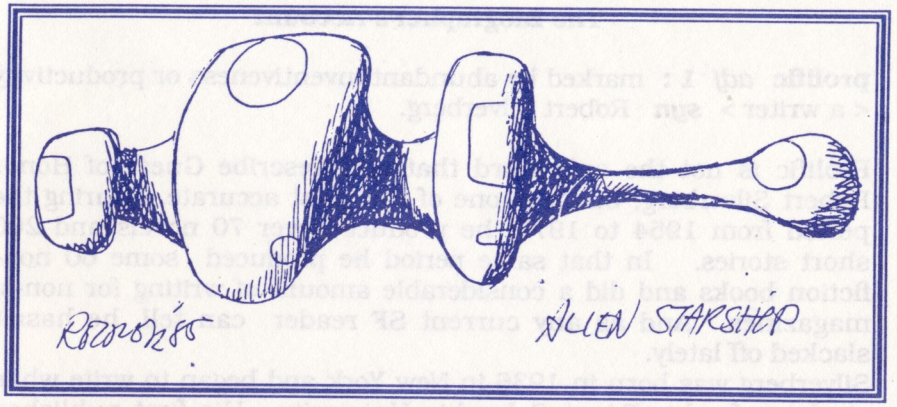
Thank you all for coming to WesterCon 41. On behalf of the committee and staff, I would like to wish you a wonderful convention. There are lots of wonderful things planned for you to do and see, but only you can make it all work. As usual, you will probably find that the things that are your best memories of the convention are not the ones planned by the convention but are rather the ones you make yourself. Getting together with old friends and making new ones will be the heart and soul of your WesterCon 41 memories. I, therefore, wish you lots of friends and happy times.

Lots of people have worked very hard to make this convention successful. And it would be utterly impossible to name everyone, but a few committee members deserve special recognition: Bruce Farr; without his attention to detail we would all be lost in the out basket (Thank Ghod, Bruce speaks paperwork); Eric Hanson; manages to get the job done and still laugh at himself (and the rest of us); Sam Stubbs; dealing with hotels can be fun and frustrating and he handles both sides of the problem; and Doreen Webbert, who slogged along in the thankless job of programming even when things felt like they were falling apart and brought it all together. These people are but the tip of the iceberg and I want to thank all the committee and staff for their help in putting WesterryCon together. You did a great job gang, sometimes in spite of me.

It also takes lots of people participating in other ways to make a convention successful. Authors, artists, advertisers, dealers, and fans, as well as the hotels, all come together to produce programming and other events that interest everyone. All of these people have helped us produce this convention and I would like thank them all for their help and participation.

I would also like to thank my personal support staff. My husband, Ray, who not only puts together a great art show, but manages to put up with my foibles and moods. (Happy 18th Anniversary , Dear.) And my friends Teny Rule and Charles Fisher, Deborah Newbury, Tom Stern, Ben Yalow, and David Berry whose love and support have gotten me through a very rough year. My love to all of you.

Fandom is a family and thank you all for being part of mine.




**SILVERBOB, The Legend**
A Fan's Appreciation

Lo, those many years ago (more than I shall count herein), about the time I was getting hooked on Science Fiction, one of those responsible for doing that was deed, was one? Robert Silverberg. I question the number because this is one prolific individual.

Aside from a large quantity of material under his own name, he has produced a great body of literature under various pen names. He has written both as a soloist of great virtue and in team efforts with a number of other fine writers, notably; the late Randall Garrett, as Robert Randall.

Robert Silverberg has been writing science fiction off and on since the early 50's and has been earning awards as he goes along, including five Nebulas, three Hugos, and the French Prix Apollo.

Robert was the Guest of Honor for Worldcon in Heidelberg, Germany in 1970. He has served admirably as Toastmaster for several conventions, although Westercon has strangely eluded him. As Chair of the Los Angeles Westercon bid committee, I was as surprised as anyone to find that he had never held that particular honor. We were pleased to see that he had been selected as Guest of Honor for this year's Westercon.

Our Guest has given much pleasure to fandom with both the written word and the spoken word, as guest and toastmaster. It is my pleasure to write these few words in appreciation of his skills and talents. I leave the detailed work to the biographers and historians. I merely wish to say "Thank you" for years of entertainment and enlightenment.

Keith Williams -1988

## The Biographer's Account

**prolific** *adj* **1 :** marked by abundant inventiveness or productivity < a writer > ***syn*** Robert Silverberg.

Prolific is not the only word that can describe Guest of Honor Robert Silverberg, but it is one of the most accurate. During the period from 1954 to 1977, he produced over 70 novels and 200 short stories. In that same period he produced some 60 non-fiction books and did a considerable amount of writing for non-sf magazines. And as any current SF reader can tell, he hasn't slacked off lately.

Silverberg was born in 1936 in New York and began to write while studying for his BA at Columbia University. His first published story was *Gorgon Planet* in 1954; his first novel was for a juvenile audience: *Revolt on Alpha C* (1955).

During the years 1956-1960, he concentrated solely on science fiction: he worked for the Ziff-Davis "stable", producing wordage at assembly-line speed for magazines such as *Amazing* and *Fantastic.* It was during this period that he began writing under a number of pseudonyms, including Calvin M. Knox, David Osborne, Ivar Jorgenson, Richard F. Watson, Ralph Burke, Dan Malcom, Eric Rodman, Hall Thornton, Alex Merriman, T.D. Bethlen, George Osborne, Dirk Clinton, and Webber Martin, plus a myriad of Ziff-Davis house names. Other magazines he contributed to during this period were *Science Fiction Adventures* and *Super-Science Fiction.*

Among his earliest novels are: *The 13th Immortal* (1957), which tells of an attempt to refurbish a devastated earth;*Masters of Life and Death* (1957), where one man endeavors to solve the world's population crises; *Invaders from Earth* (1958), a drama involving political corruption during the colonization of Ganymede; and *Recalled to Life* (1962), which looks at the social reactions to reviving the dead.

He won the Hugo in 1956 as the most promising new author, but it was shortly thereafter that the short fiction market for SF began to dry up, and Silverberg began to diversify his writing. Some of his non-fiction efforts include The *Golden Dream* (1967), and *Mound-Builders of Ancient America* (1968). Those works and others of the period have been called "works of genuine scholarship." During the period he also re-wrote much of the work he had done in his earlier years.

The long-awaited explosive sequel to SUN'S END!
GALAXY'S END
by
Richard A. Lupoff
"Sun's End keeps you reading and enjoying." —Science Fiction Review
The solar system is about to be destroyed. The entire galaxy is in danger. And nothing human can halt the oncoming disaster. But Daniel Kitajima is not exactly human...
$3.50
"A grand and silly adventure, full of enchanted toads, and magic swords, and large green people who are not jolly at all." —Craig Shaw Gardner
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Join Kedrigern on his fearsome quest for the perfect anniversary gift as our hapless wizard embarks on a dreaded shopping spree.
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THE #1 PUBLISHER OF SCIENCE FICTION AND FANTASY

In the early '60's Silverberg began his return to science fiction. This time his work was marked not so much by quantity, but by quality. He continued to turn out a vast amount of short fiction, but his total output declined steadily and as the overall quality of his novels improved, his work began to get critical notice.

His novella *Nightwings* won a Hugo and a French Prix Apollo in 1969; he has four Nebulas to his credit: for the novel *A Time of Changes* in 1971, and the short stories *Passengers* (1968), *Good News from the Vatican* (1970), and *Born with the Dead* (1974).

Recent publications include *Tom O'Bedlam*, *Lord Valentine's Castle*, *Valentine Pontifex*, and *Star of Gypsies*, his newest. A series of short stories recounts the adventures of *Gilgamesh in Hell*, part of a shared world anthology. He currently has over 29 books in print.

According to the *Science Fiction Encyclopedia*, Silverberg "is one of the most imaginative and versatile writers ever to have been involved with SF. His productivity seems almost superhuman and his metamorphosis from a writer of standardized pulp fiction into a prose artist is unparalleled within the field."

Aside from his own writing, Silverberg has also edited over 40 anthologies including the critically acclaimed *New Dimensions*, several collections of original novellas, and many reprint anthologies.

Silverberg is a past president of The Science Fiction Writer's of America. He currently lives in Oakland with his wife, Karen.

MANKIND'S LAST LINE OF DEFENSE.
THE FLEET
The new science fiction shared world anthology edited by
David Drake and Bill Fawcett
As expansive, daring, and diverse as the galaxy itself...
When mankind takes it's exploration of the galaxy into alien territory, it's up to The Fleet to keep the home planets safe...and protect us all.
With characters and stories created by such science fiction luminaries as Piers Anthony, Gary Gygax, Anne McCaffrey, Margaret Weis, and more, The Fleet captures the excitement of interstellar battle and collaborative writing like no other series ever has!
Look for The Fleet: Counterattack, coming in November '88!
$3.50
ACE
MAY
THE #1 PUBLISHER OF SCIENCE FICTION AND FANTASY

## REAL MUSGRAVE -- The Man Behind the Art

Imagine knowing what you want to do in life from the tender age of five, and then actually doing it. And imagine that what you do is draw: not anything as prosaic as landscapes or nudes, but dragons and wizards and mystical airships. If you're Real Musgrave, you don't have to imagine: you're doing it.

"By the time I was five years old, I knew I wanted to be an artist," he says, and even then "liked drawing things realistically that no one could really see."

An attempted detour by his father into engineering didn't pan out, and Musgrave has never done anything but draw. After a time at Texas Technological University in a degree program in art, Musgrave went to work doing art for a chain of department stores, later becoming the store's art director.

Along the way, he married Muff, and the two took a big chance in early 1973 when Real opened his own studio. Muff initially went to work full time to support them, but in 1979 quit to become Real's business manager. The project was obviously a success.

Real has always drawn subjects just slightly out of whack. As anyone who has cruised a convention art show knows, this includes Pocket Dragons, wizards, Guardian Teddies, gargoyles, and airships. He says the Pocket Dragons actually grew out of a serious but strictly spatial relationship he was having with women.

"I was doing full-size drawings of women with full-size, very large dragons. Now that gave me 18- to 36-foot long drawings, and very, very few people were buying these things for their living room.

"So I started working in more intimate dragons so I could get that kind of relationship. I could still do full-size women with full-size dragons, just shrinking the dragons."

These shrinking dragons

eventually came to be known as Pocket Dragons, because they like living in pockets of old worn tweed jackets. They are a very special breed, who speak in Middle English, are slightly vain, love junk food, and have an overwhelming desire to be helpful. "I tell people that if they reach into the pocket of an old tweed jacket and find a little bit of fluff in there, that;'s obviously a leftover pillow of a Pocket Dragon, and if they find a half-eaten red jelly bean, that's a dead giveaway."

Real's menagerie also features wizards in brightly colored, flowing robes: wizards whose personalities reflect that of the artist himself. "The wizards are very much my personality. They like to write notes everywhere, including on their clothing. You'll note that every wizard I draw has the word 'wizard' written on his cloak somewhere. If it's a wizard who is deep in thought, he will wear a cap that says "Ideas, ideas, ideas.'"

Those words are most often written in runes: a magical alphabet Real devised to give his characters that little extra bit of enchantment. He often decorates borders and trim in his drawings with messages or words written in runes.

Wizard Air Ships "may be the most ecologically sound form of transportation ever invented. They are powered by non-polluting magical spells (a renewable resource) and glide along the sky with more grace than a Mississippi riverboat."

His gargoyles are not the grotesque stone figures mounted on middle European castles, but rather loveable creatures who are extremely dependable and wouldn't mind you sharing a raspberry teacake.

There are also Unicorns: heraldic creatures with the legs of a stag, the tail of a lion, a horse-like body, the beard of a goat and a horse-like head with some features of a goat; and large Dragons: poor, persecuted creatures who wouldn't even consider devouring a virgin, and would rather light your pipe than burn down a village.

In person, Real resembles his creations. A bearded, pipe-smoking, tweed jacket wearing jelly-bean eater, Musgrave lives in North Dallas with Muff and a dog, Flower, who tends also to show up in Pocket Dragon personalities. Their home is decorated with objects of dragon, wizard, and magic themes the two collected or received as gifts, as well as Real's art and other things he occasionally makes. "Muff used to go to bed and wake up in the morning with a new piece of furniture in the house. These are generally useless

# They always did say that spring was a time for growth.

I had this whole "seed planting, flowers blooming" analogy worked out, but I'll spare you. The thing is, though, an awful lot of projects we've been working on for quite some time will be "sprouting up" in the next few months. Foremost among these projects is Foundation Books, the new cooperative venture between Doubleday and Bantam. The people who have been bringing you Spectra (along with some wonderfully talented people at Doubleday) will now be bringing you eighteen hardcover titles a year under the Foundation imprint. I could go on at length, but I think you'll get the idea of what we have planned for this program as you read on.

**MAY:** Our first Foundation book is a novel people have literally been waiting decades to read. ***Prelude to Foundation*** is the overture to Isaac Asimov's magnificent *Foundation* saga. Here, at last, is the story of Hari Seldon, father of the Foundation. The other Foundation hardcover this month is Parke Godwin's funny, irreverent and biting ***Waiting for the Galactic Bus.*** On the paperback side, we have a true embarassment of riches (I hope you have *lots* of time set aside). Margaret Weis and Tracy Hickman lead the way with their second *Darksword* novel, ***Doom of the Darksword.*** The action really heats up in this one. Then there's Richard Grant's absolutely stunning near-future fantasy, ***Rumors of Spring,*** for everyone who loves novels like ***Little, Big*** and ***Mythago Wood.*** And *then* there's Connie Willis's accomplished first novel, ***Lincoln's Dreams.*** We nearly had to increase the size of the book in order to list all of the rave reviews it received. ***Brother to the Lion*** is the sequal to Rose Estes's exciting prehistoric fantasy, *Saga of the Lost Lands.* And we'll be publishing three of Robert Silverberg's most powerful novels, ***The World Inside, Thorns,*** and ***Downward to the Earth*** in one volume entitled, well, ***Three Novels.***

**JUNE:** Raymond E. Feist is a simply great storyteller, as anyone who has read his *Riftwar Saga* can attest. Janny Wurts has shown in novels like ***Stormwarden*** that she has an incredible talent for creating characters and complex situations. The two of them have gotten together to write ***Daughter of the Empire,*** and the result is the best of both along with some real surprises. It leads the Spectra mass market list this month. ***Aces Abroad*** is the fourth book in the *Wild Cards* series edited by George R.R. Martin. This time, the outrageous adventures take place in Europe. ***Shrine of the Desert Mage*** is Stephen Goldin's first volume in a thundering Arabian fantasy series, *The Parsina Saga.* Real edge-of-the-seat stuff. Speaking of stories that keep you on the edge of your seat, ***The Web*** by Thomas Wylde concludes *Roger Zelazny's Alien Speedway* in breathtaking fashion. And James P. Hogan's ***Minds, Machines and Evolution*** is much more than a collection of his best stories. It also includes essays on the science behind his fiction and some fascinating biographical insights. Stephen Spruill's ***The Paradox Planet,*** his latest Kane and Pendrake novel, is coming from Foundation.

**JULY:** You never quite know how people are going to react. When I tell people that Foundation is publishing Barry Hughart's sequel to his World Fantasy Award-winning ***Bridge of Birds, The Story of the Stone,*** they *really* show their enthusiasm (one guy literally grabbed me and yelled, *"I've been dying to read that novel."* I'm making sure he gets one early). Also in July from Foundation is Craig Strete's chilling drama of Indian magic, ***Death in the Spirit House.*** On the lighter side (though this news also seems to cause hysterical reactions), Harry Harrison's ***The Stainless Steel Rat Gets Drafted*** will be out in paperback from Spectra. The title says it all, though, as usual, you'll never be able to anticipate what's going to happen. In the early '70s, David Gerrold published a groundbreaking novel of artificial intelligence called ***When Harlie Was One.*** A lot has happened in the field since then and Gerrold has now completely re-written this classic novel (only the characters and the most basic plot threads are the same) under the title ***When Harlie Was One, Release 2.0.*** Many of you have already discovered how terrific Jonathan Wylie's fantasy saga, *Servants of Ark* is. ***The Mage-Born Child*** is the final volume of the trilogy and it's quite a conclusion. Daniel Keys Moran made his debut earlier in the year with the highly praised ***The Armageddon Blues.*** In July, he's back with another knockout sf novel, **Emerald Eyes.** And if you haven't read R.A. MacAvoy's three "Damiano" novels, ***Damiano, Damiano's Lute*** and ***Raphael,*** you can correct this grievous error by picking up all three in one volume entitled **A Trio for Lute.**

**AUGUST:** Spectra still publishes hardcovers, too, and in August we have one a lot of people have been waiting for (I know I was), Harry Harrison's ***Return To Eden.*** Here the story begun in ***West of Eden*** and ***Winter in Eden*** comes to an incredibly dramatic close. Speaking of things dramatic, Foundation has Lewis Shiner's brilliant ***Deserted Cities of the Heart,*** a searing near-future novel about revolution, transcendence, and the possible end of the world as we know it. In paperback from Spectra comes Isaac Asimov's phenomenal ***Fantastic Voyage II: Destination Brain*** and *the* sf rock-and-roll novel, ***Little Heroes*** by Norman Spinrad. There's also the beginning of a sensational new fantasy saga created by Philip Jose Farmer, *The Dungeon.* The first title, ***The Black Tower,*** is written by Richard Lupoff and it introduces you to an incredible world of nightmare and wonder. Nightmares come in Joe Lansdale's ***The Drive-In*** as well. The subtitle says it all: "A B-Movie with Blood and Popcorn, Made in Texas."

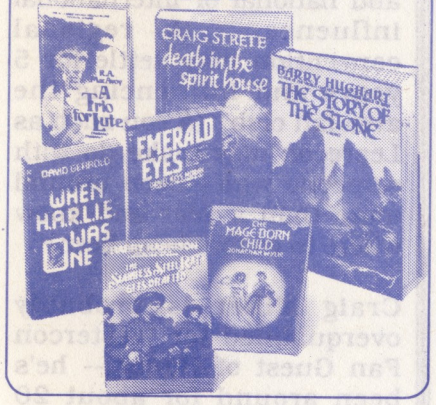
Whew. I hope you enjoy yourself with this list. We had a great time putting it together. Have a wonderful summer.

Best,

Publisher, Bantam Spectra Books

SPECTRA FOUNDATION

JULY




AUGUST

things that I like to create, but I have an idea for something that would be fun to create and there's just that compulsion to do it, and I work very rapidly on those things." Like the time during a rainstorm when he made three dimensional ducks out of brown wrapping paper and set them in the puddles.

Besides showing his work at science fiction conventions (and winning awards at such), Musgrave has a line of greeting cards through Otters and Others featuring the Pocket Dragons. He has illustrated a book or two, and is the official artist of the Texas Renaissance Festival. (He's been dubbed Sir Real Musgrave.)

And on top of all that, Real and Muff are both real (no pun intended) nice folks. So stop and say Hi! when you see them at their table in the art show.

**CRAIG MILLER - For better or worse**

In deciding on a Fan Guest of Honor, a convention committee cast about mentally for the name of someone who has been active for a reasonable length of time and who has been influential in the appropriate area of fan activity --- appropriate geographically, at least, and possibly with regard to the specific sort of fan activity the person engages in.

Their parameters for "reasonable length of time" and "appropriate area of fan activity" vary with the scope of the convention. A Worldcon may want 20 years and national or international influence. A regional convention may settle for 5 years and influencing the area fan club. (A con such as Leprecon may make do with someone who's been around more than a year and know where to go for cheap beer.)

Craig Miller is probably overqualified for Westercon Fan Guest of Honor -- he's been around for about 20 years, and he has influenced

# What A Find !

# Phoenix in '93
## WorldCon Bid

**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** -- Bid Administrator
*Chair of 3 conventions including CactusCon, the 1987 NASFiC*
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fan activities in several countries (including Boston). A Worldcon -- possibly an overseas Worldcon -- should invite him. Perhaps Zagreb will do so.

Fan activity for Craig is mostly conventions -- an interest he shares with his wife Genny Dazzo. (They also share (1) an interest in collecting stuffed animal toys and (2) a thorough dislike for the state of Ohio). He has chaired a Loscon and co-chaired a Worldcon and a Westercon (and even an Equicon, back when they were somewhat more fannish.) And when he's not chairing an L.A. area convention, he's serving as Division Head for Programming or Hotel Relations or something equally as vital to a con.

He also attends conventions in all parts of the country. At such out-of-area conventions, Craig is usually a Program Participant, taking part in panels on science fiction and fantasy in films and other visual media in which he can put to use the knowledge he ~~fabricates~~ acquires in his professional work. He is also the Perfect Partyer at cons -- he doesn't drink, so your booze stock is totally safe (unless it consists of Perrier water), and he can keep the Pros busy for hours talking to them, so that they stay out of the fans' way.

In L.A. fandom, Craig is one of the longest-lasting Directors of LASFS, Inc (The Los Angeles Science Fantasy Society, established in 1934, incorporated in 1968, and Craig has been on the 11-member Board continuously since June 1974.) He has also served for the past several years, as Chairman or Vice Chairman of the Board . It's a dirty job, but someone has to do it. So we keep re-electing him. (Actually, we keep electing him because he'll Get the Work Done, unlike some other officers that we have seen over the many years.)

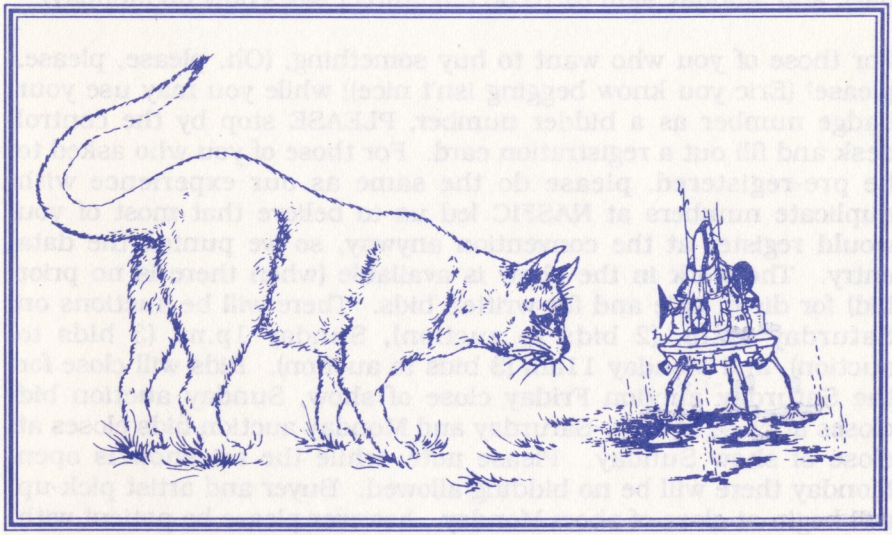
Craig has credentials in Fanzine Fandom, too. But he won't talk about his genzine (published in 1969), and <u>we</u> won't talk about his newszine (published in 1976). (<u>No one</u> talks about his APA-zines -- and they didn't in the APAs he sent the thing through.)

In case you bump into your Westercon Fan Guest of Honor, be prepared to ~~bounce~~ say hello, congratulate him on his stamina for agreeing to be FGoH in Phoenix in mid-summer, and invite him to your party. Or to your Worldcon as FGoH. Or at least to the bar for a Perrier. And commiserate with him on having a @#$%$^%!! do his write-up for the program book.

Bruce Pelz -1988

## SITE SELECTION

Site selection is the most important on-going function of the WesterCon. Each year the site for the convention which will occur in two years is chosen. This is your chance to be part of the decision making process, and get yourself the least expensive WesterCon 43 membership that will be available. Portland is the only registered bidder for the 1990 convention but write-ins or none-of-the-above votes are always possible winners (I don't see it happening but it is always possible. ed.). Votes are cast preferentially. The voting table will be in the Hyatt atrium from 10am to 6pm Saturday and 12 noon -10 P.M. Sunday. Voting fee is $15 and this gets you at least a supporting membership. Please remember one person/one membership in the current convention=one vote.



Another issue that concerns the selection of sites for future WesterCons will be brought up at the WesterCon business meeting on Sunday. Currently under consideration is a change in the site rotation plan. Several years ago the rotation plan was changed and this change led to widely diverging sites being eligible to bid in the same year (such as Phoenix VS. Portland) instead of the old north/south rotation. A by-laws change was introduced and passed last year at Oakland (lacking only the finalization of wording for dividing line) to reintroduce the north/south rotation thus allowing a closer geographical competition. The change calls for the dividing line to be somewhere north of Santa Barbara and south of San Jose with a 75 mile exclusion zone. If you are

## ART SHOW

Help!! The art show has been buried under an avalanche of paintings, drawings, and sculptures from all over the country. Wanted: art buyers to take all of this wonderful stuff off our panels and tables (and behind the panels and under the table and ...) Seriously folks (come on Eric, you never take anything seriously except a bheer), the art show is FULL of great art including work from Real Musgrave, Alicia Austin, Frank Kelly Freas (Congratulations Laura and Kelly), David Cherry (Congratulations David), Alan Clark, Rick Sternbach, George Todd, and Armand Cabrera, to name just a few. You should all stop by and peruse this marvelous show. The art show will be open from 1p.m. to 6p.m. on Friday, 10 am to 7p.m. on Saturday, 10 am to 9p.m. Sunday (Art Appreciation Reception from 7p.m. to 9p.m. with cash bar), and Monday 9am to 10:30 am (direct sales only on Monday).

For those of you who want to buy something, (Oh, please, please, please! (Eric you know begging isn't nice)) while you may use your badge number as a bidder number, PLEASE stop by the control desk and fill out a registration card. For those of you who asked to be pre-registered, please do the same as our experience with duplicate numbers at NASFiC led us to believe that most of you would register at the convention anyway, so we punted the data entry. The work in the show is available (when there is no prior bid) for direct sale and for written bids. There will be auctions on Saturday 1p.m. (2 bids to auction), Sunday 1p.m. (3 bids to auction), and Monday 11am (3 bids to auction). Bids will close for the Saturday auction Friday close of show, Sunday auction bid closes at close of show Saturday and Monday auction bids closes at close of show Sunday. Please note: while the art show is open Monday there will be no bidding allowed. Buyer and artist pick-up will begin at close of show Monday , however please be patient with the staff if you are coming in early to get your goodies, as the auction starts at 11am and things do tend to be hectic for a while till the bugs are out of the system.

In previous publications, we were very proud to anounce that we would have a special are exhibit featuring the collection of Jim Bearcloud and George Barr. We were looking forward to presenting to the attendees of WesterCon 41 the chance to view this collection, probably one of the best in the country. Unfortunatally, (these things are never fortunate) due to work and time constraints, this exhibit will not be available. Instead we will be enlarging the Art Show to include this room. Please stop by and see our progress.

**Elizabeth Berrian, AC.Z: Custom Wire Sculpture**
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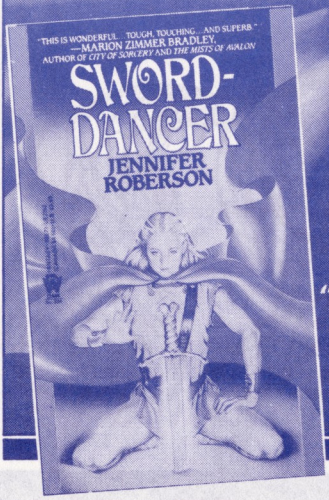


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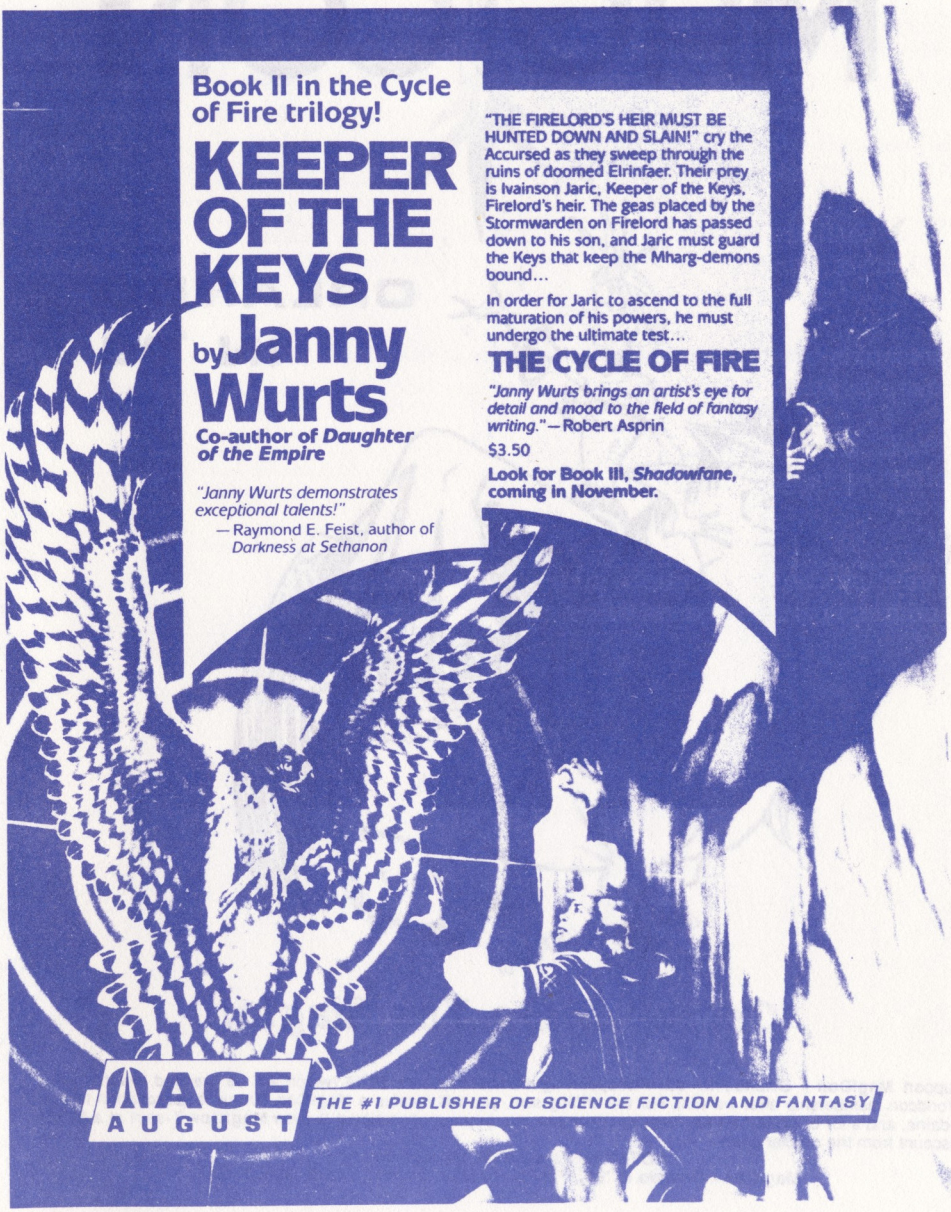

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## HOSPITALITY

"What? Huh?"
"Quit bothering me, if you're here you're going to have to help."
"What? Oh, I'm trying to get everything ready for the Best in the West Westercon Con Suite."

"Friday night we're going to celebrate birthdays and anniversaries which happen between June 16 and July 16. We know that Pate Cook and Bill Rotsler have birthdays real close to the con, and Terry and Ray Gish are celebrating an anniversary during the con and anyone else whose special day is around the con should come to the suite and add their name to the list.

We will have cake and ice cream and other '50's - '60's party goodies to munch on.

Saturday after the masquerade we're going to have Middle Eastern night. Attention all belly dancers, (Boy, do I have a belly for you) we will try to set up a dance area on the pool deck and have some music. Humgris, pita bread and other Middle Eastern munchies will be available.

Sunday we will honor the Southwest with nachos, guacamole, (It's green!) and other traditional fare.

The Monday dead-animal party will be an old-fashioned 4th of July picnic with hot dogs, baked beans and so on.

I'm looking forward to having lots of fun and lots of good parties.

Oh, daytimes? Yes, the Con Suite will open about 10 a.m. or so with lots of beverages - juices and tea as well as soda - and some munchies (not full meal stuff, just nibbles). We'll close about six or seven for clean up and set up for the evening parties.

Hope everyone comes by for a while, days and evenings. The Con Suite will be a great place to meet friends, make friends, leave messages (I hope we'll have a message board) and just relax and have a good time.

At least it will if I can get back to work - here you can ... Oh, you've got to go. See you at the Con Suite."

**HELLO TO ALL COSTUMERS!**

If you are reading this before 9:30 a.m. Saturday morning, there's still time to become a part of the Westercon masquerade! Information and entry forms can be picked up at the con. I hope to see lots of great entries!

The masquerade will be held by popular demand in the Sheraton Ballroom. The stage will be available for some practice on Saturday. Green room will be downstairs in the Apache Room A with elevator (freight or passenger), escalator, and stairs available. (If you can't move around much in your costume you can use the banquet kitchen area.) A MANDATORY meeting will be held for all entrants on Saturday afternoon. Consult your program schedule for times and places.

Our tech crew will be headed by the same group that did NASFIC. We are always in need of willing volunteers; if you would like to help, just stop by the information desk.

An area will also be set up (Apache B) for those of you who want to photograph the entries. Both an available light area and an area for flash will be set up. For early admittance to the area, sign up at the masquerade information desk, but any spaces unfilled at the start of the masquerade will be fill on a first-come first-served basis.

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## PANEL PARTICIPANTS

**STEVEN BARNES** stands about five eight or nine. He's black. He's in perfect physical condition. He's smiling. He's probably talking (though he listens good too) and as he talks, he bounces around like he really ought to be tied to a railing, just in case. He also writes. His novels include *Dreampark* and *The Descent of Anansi* (with Larry Niven), *The Legacy of Heorot* (with Niven and Jerry Pournelle), and the solo efforts *Streetlethal* and *The Kundalini Equation.*

**DONNA BARR** is a Northwest artist who somehow has gotten herself involved in theater, comic books, science fiction and fantasy art. She is the sole owner of several comic book characters, among them *Stinz Lowhard* and *Desert Peach*, whose first full-length comic should come out in July.

**M. SHAYNE BELL** grew up on a ranch in Idaho, received his BA and MS in English from BYU. He won 1st place in the 1986 Writer's of the Future contest. He has published or sold stories and poems to *Asimov's, Writer's of the Future, Short Form*, and *Utopia.* He has a forthcoming shared universe story with Orson Scott Card.

**ELIZABETH BERRIAN** sculpts fantasy creatures from wire with an uncanny ability.

**JOE BETHANCOURT** is the ultimate entertainer. He plays a multitude of instruments, banters and jokes with his audience, and offers a little musical history from time to time on the tunes he plays.

**ROBERT BLUM** is by day a mainframe engineer, by night a writer. He is married to Ines, who, when she first met him, disliked him. But who, after reading his first book, *The Girl from Emeraldine Island*,, fell in love with him. (True story. Ask her.) He is currently completing his sixth manuscript, a sequel to his first novel.

**KAREN BOEHLER** is a freelance space/science writer who recently did what everyone says not to do: gave up her day job to pursue full time writing. She now lives in the hinterlands of New Mexico with her two cats and her goat.

**DAVID BRIN** is a multiple award winner for his novels *Sundiver* and *Startide Rising*, the first two books in his future history. The third novel, *The Uplift War*, is currently nominated for a Hugo. Brin has also published *The Practice Effect*, a fantasy, and *The Postman*, a novel set in post-apocalyptic Oregon, which is currently being filmed in Hollywood.

**CHARLES BROWN** is the editor of *Locus*, the multiple Hugo winning semi-pro zine which is celebrating its 20th Anniversary.

**EDWARD BRYANT** is a two time Nebula Award winner, and infamous shark lover. His latest book, *Night Visions IV*, is from Dark Harvest, with Dean R. Koontz and Robert McCammon and stories are due in George R.R.

Martin's *Wild Card Anthologies III, IV, V.* He is also the book reviewer for *Mile High Futures* and *Twilight Zone.*

**ALGIS BUDRYS**is currently affiliated with the Writers of the Future Program and is the author of *Rogue Star, Who,* and *Falling Torch.*

**JACK CHALKER** has been writing science fiction since high school. He originally intended to be a lawyer, but money problems caused him to switch to teaching. That gave him more time to write, and he now does it full-time. He is best known for his series of novels, including *The Four Lords of the Diamond, Well World, River of the Dancing Gods, Soul Riders,* and *Dancers in the Afterglow.* He is an avid fan of ferryboats, and has the goal of riding every ferry in the world.

**DAVID CHERRY** is a cover artist who is up for two Hugos this year (Best Artist and Best Non-Fiction Book for *Imagination: The Art and Technique of David A. Cherry*). He also serves as ASFA's current President.

**HAL CLEMENT** is a long-time science fiction writer, artist and scientist. He became interested in science fiction during childhood, and sold his first short story, *Proof,* to *Astounding Stories* while he was a junior in college. His first novel, *Needle,* appeared as a serial in the same magazine in 1949. His writing has always been a spare time activity, and he has produced only about ten novels in thirty-five years. His newest novel is *Still River.* He also wrote *Mission of Gravity, Iceworld,* and *Close to Critical.*

**RICK COOK** is a freelance writer specializing in science and technology. His fiction and non-fiction articles have appeared in *Analog.* A fantasy novel, *Wizard's Bane,* and a science fiction novel *Limbo System,* are both due in 1988 from Baen Books.

**MATTHEW DeMERRIT** played one of the best known movie characters of all time, although most people don't know it. The 18-year-old was one if the three people inside *ET: The Exterrestrial* during his visit to Earth. DeMerrit also has a handicap, although you wouldn't know it from his attitude: he was born without legs.

**LAWRENCE DiTILLIO** is a writer of animation and live action science fiction television. He is also well known in the gaming field, and is co-host of "Mike Hodel's Hour 25" the longest running SF & F horror talk show on radio. His credits also include *Captain Power and the Soldiers of the Future, He-Man, Shera, and Jayce and the Wheeled Warriors.*

**ELLIN DODGE** is America's foremost numerologist, and is also the author of five books. She has been lecturing and conducting workshops on numerology for more than a decade.

**STEVEN DONALDSON** is best known for his six volume series *The Chronicles of Thomas Covenant the Unbeliever*. As hard as it might be for his millions of fans to believe, Donaldson was on his second round of publishers before he found someone willing to take a chance on the fantasy saga. The series made it to the national best seller lists, and has gained him a following beyond just SF readers. He has a volume of short stories, and his current novels: *The Man Rides Through* and *The Mirror of Her Dreams, are again on the best seller lists.* Donaldson lives in a suburb of Albuquerque, NM.

**LAURIE GOTTLIEB EDISON** an artist working in metal jewelry and sculpture. She tends to blend science fiction, fantasy and feminist themes. She has been showing her work at conventions for the last 13 years.

**PAUL EDWARDS** was born an actor, director and playwright. He now divides his creative energies between writing fiction and professional engagements playing and signing "Blues". He is also a Knight and Bard of the SCA. His most recent work is in *Friends of the Horseclans.*

**MARJII ELLERS** is the daughter of an artist and a scientist. She has been an incorrigible reader since *Skylark of Space* (1926 or '27). A flair for dramatic costuming on a pin-up figure caught Forrest J. Ackerman's eye at a Beaux Artes Ball; he invented her name and introduced her to fandom, where five Worldcon wins have qualified her as a Master Costumer.

**FRANK KELLY FREAS** has won multiple Hugos for Best Artist, and drew Alfred E. Newman for *Mad.* He is well known for his diverse use of techniques and media.

**JANET GLUCKMAN** is a writer, lecturer, translator, editor and literary consultant. Her co-authored story *Timestalkers* was a recent CBS movie-of-the-week. Her last novel *Rite of the Dragon* has been optioned to Mark Taper Enterprises.

**STEPHEN GOLDIN** has over twenty books to his credit, including *A World Called Solitude, And Not Make Dreams Your Master, The Eternity Brigade, Assault on the Gods, The Business of Being a Writer* and the *Family d'Alembert* dekology. He has a Bachelor's degree in Astronomy, and has been likened to a koala bear.

**LYNNE ANNE GOODWIN** has adopted fantasy art as a hobby and is an educator by profession. She illustrated her own idera and those of patrons sho commission specific works. She hopes to do more Publication work, including children's books.

**MICHEAL GOODWIN** has been exhibiting and selling SF painting at conventions since 1976. He is the author/illustrator of 4 cartoon books and is co-author of *Guide to the Commonwealth.*

**SHERRY GOTTLIEB** is the owner of A Change of Hobbit, the world's oldest and largest science fiction/fantasy bookstore. She was Special Guest of Honor at WesterCon 32 and is currently writing a book-length oral history of draft evasion during Viet Nam titled *Hell No, We Won't Go!*.

**JIM GROAT**, basically a cartoonist and clown at heart, got into comics in 1983 and decided to self-publish in 1984. By summer of 1985 *Equine the Uncivilized* hit the market. Still publishing black and white comics, his future goals are in animation.

**ALAN GUTIERREZ** has done covers for Analog, BAEN books and software, and Tonka toys. His covers include *Imperial Star* s, *Gilpins Space*, and *Island Worlds* among others.

**JACK HALDEMAN** has a unique view of science fiction: many of his stories focus on futuristic sporting events. The short story *Louisville Slugger* tells of a baseball game that decides the fate of the mankind. Novels include *Vector Analysis* (1978) and *Perry's Planet* (1980), as well as a collaboration with his brother Joe, *There Is No Darkness*. His work has appeared in *Analog, OMNI, Amazing, and Asimov's*, among many others.

**FRANCIS HAMIT** is the author of simply hundreds of articles, on subjects ranging from films to covert intelligence. He is branching out into the fiction world, and this June saw the production of his stageplay *MARLOW, An Elizabethan Tragedy*. He is currently hard at work on a science fiction novel.

**HARRY HARRISON** is a man of many talents: writer, editor, and artist, he got his literary start in 1951 with the publication of *Rock River*. He is probably best known for his series of books telling the adventures of Slippery Jim DeGriz, *The Stainless Steel Rat*. Harrison sold his first *Rat* story to John W. Campbell in 1957, a sale that began a lifelong friendship. Harrison originally started out as an illustrator, and in fact did the illustrations for the covers of the U.K. editions of his first two *Stainless Steel Rat* novels. He is now living in Ireland.

**NOAH HATHAWAY** had the enviable job of appearing in a hit television series (*Battlestar Galactica)* and a hit fantasy movie (*The Neverending Story)*. And all before he reached his teens.

**KANE HODDER** is hoping he'll scare the pants off you this summer. He's the man behind the hockey mask in the latest of the string of movies featuring mad slasher Jason Voorhees: *Friday the 13th, Part VII: The New Blood*. He's also been a stunt man and/or stunt coordinator for almost 50 other films and television series.

**JEFF JOHANNIGMAN** is currently an Associate Producer for Electronic Arts, the publisher of entertainment software for micrcomputers. His job is to find, sign and manage some of the most talented software designers in the world, and, as an added bonus, he gets to kibbitz on the game design. His past accomplishments include publishing six games for three different

microcomputers, (the only successful one being *G.I. Joe* for the C-64). His great loves are: cats, comic books, bad movies, sf fandom, and his beautiful new wife. Not in that order.

**ED KLINE** is well known for his strange sense of humor and electronic gadgets.

**MARY MASON** is beginning her career as a writer by collaboration with her new husband, Stephen Goldin, in a three book series for Signet/New American Library with the overall title *The Rehumanization of Jade Darcy*, a futuristic soldier-of-fortune. She dissects brains for the sheer fun of it.

**MICHAEL McCOLLUM** is a regular contributor to *Analog* as well as an accomplished novelist. His titles include *A Greater Infinity, Life Probe, Procyon's Promise, Antares Dawn*, and its sequel *Antares Passage*, due out later this year. He says he writes "engineer fiction" because it's the kind of fiction he likes, and Del Rey pays him for writing.

**THOMAS R. McDONOUGH** is an astrophysicist; lecturer in engineering at CalTech; coordinator of the SETI (Search for Extra Terrestrial Intelligence) program for the Planetary Society; and an all-around nice guy. He is the author of the non-fiction books *The Search for Extraterrestrial Intelligence* and *Space: The Next 25 Years*, and the SF novel *The Architects of Hyperspace*.

**HARLAN McGHAN** is the author of the world's most complete reference source on SF awards, an article *The Writing Awards*, in the *Science Fiction Reference Book*. He has also published a one issue fanzine on SF awards (in 1979) and hopes to make it a yearly event. It should be made perfectly clear he is NOT that Harlan. He is, as is known far and wide "The Other Harlan". The (relatively speaking) young, tall one...

**JOSEPH A. McKERSIE** has been attending conventions since 1976. Currently he is the manager of Books Etc, where he has worked for the past ten years. He is a member of "Life of the Party", a costumed horseback group.

**MARYEILEEN F. McKERSIE** is a high school english teacher with a background in costuming. She has designed for both large and small stage presentations. She is also a member of "Life of the Party".

**LORETTA McKIBBEN** is majoring in Physics at ASU, and is currently writing a book on women in space.

**CRAIG MILLER** See Appreciation

**JEFF MOORE** is presently a graduate research associate in the ASU Geology Department specializing in planetary geology. He also has degrees in Geoscience and History. He has served in the army and was a tank platoon leader.

**REAL MUSGRAVE:** See Appreciation.

**INGRID NEILSON** started showing her work at the 1977 Worldcon and has been winning awards ever since. Her art has been published in *Vampirella, The Comics Journal* and *EPIC* Magazine. She is current East Coast Director for ASFA and also the inker for WaRP Graphics/Apple Comics' publication, *Myth Conceptions.*

**LARRY NIVEN** won the first of his five Hugo Awards in 1967 three years after selling his first story. He has collaborated with Jerry Pournelle, Steven Barnes and David Gerrold on *Dream Park, Footfall, and Legacy of Heorot,* .among others. He is currently working on seven novels, four collaborative and three solo. A *Ringworld* movie is in gestation.

**MARILYN "Fuzzy Pink" NIVEN** is a well known fan, who is often asked about tatting. She also just happens to be married to an author.

**MARK O'GREEN** wrote his first game project, *The Hole Delver's Catalog,* to contain unusual items for fantasy RGP. It is set in an outlandish adventure. *Tricks of the Trade,* and *The Second Hole Delver's Catalog* as will a game tentatively named, *Amazing Ginsu* are now available. Hehas been working on *Crossfire,* indoor paint gun games, and will subject everyone to Sneeho.

**FREDERICK PATTEN** is a lifelong fan & collector of comic books, animation, and SF&F. He attended his first convention in 1958 but didn't become active until he joined LASFS in 1960. He has been a convention chairman and a member of many APAs. He is a co-founder of The Cartoon/Fantasy Organization. In another life he is a technical catalog librarian for the aerospace industry.

**DIANA PAXSON** is the author of the 5th of Westria Series, a future history of Northern California, including *Sea Star*..

**GERALD PEARCE** is a feelance writer who has had work appear in *If*, *Amazing*, *Galaxy* and others. He was a staff writer for the Walt Disney Sunday evening show from 1968-72. He lives in Hollywood with his wife and multiple cats.

**JERRY POURNELLE** is best known for his collaborations with Larry Niven, and for his support of a viable space program. A multitalented individual, Pournelle has undergraduate degrees in Engineering and History, and Ph.D's in Psychology and Political Science. He worked on the Mercury, Gemini, and Apollo Programs for NASA, and still is a popular non-fiction writer on computers and space. His collaborations with Niven include *Lucifer's Hammer*, *The Mote in God's Eye*, *Inferno*, and, with Niven and Steven Barnes, *The Legacy of Heorot*. His solo efforts include *King David's Spaceship*, *Janassaries*, and *Mercenary*.

**JOHN-ALLEN PRICE** graduated from Bradley University in 1977 with a B.S. in LAS/ART. His books include *Doomsday Ship* and *Operation Nighthawk* which are W.W. II adventures. *Extinction Cruise* is a contemporary naval adventure, all three books are from Zebar Books. He also has a novel in the works entitled *Pursuit of the Phoenix* which is about the space shuttle. He is also a militarist who wishes to own his own neutron weapons.

**JENNIFER ROBERSON** is the author of the 8 volume DAW fantasy series, *The Chronicles of the Cheysuli*, of which five titles are currently available: *Shapechangers*, *The Song of Homana*, *Legacy of the Sword*, *rack of the White Wolf*., and *A Pride of Princes*,

**KRISTINE KATHRYN RUSCH** has sold stories to such magazines as *Amazing*, *S & SF*, *Aboriginal SF* and small press magazines. She has also sold over 100 articles to plasces like *Emmy* and *Publishers Weekly*. She is the editor of *PulpHouse*, The Hardback Magazine.

**KEN ST. ANDRE** has been a fan since 1969, and a gamer since ...? In 1975 he he developed *Tunnels and Trolls* with the help of Mark Anthony and Rob Carver. He has also created other role playing games such as *Monsters!Monsters!* and *Stormbringer*. He discovered computers in 1978 and has gone on to work with Mike Stackpole designing *Wasteland* for several different computers. He also does reviews for fanzines.

**ROBERT SILVERBERG**: See Appreciation.

**DEAN WESLEY SMITH** has sold over 20 short stories to such rags as *S & SF*, *Amazing*, *and Night Cry*. His first novel will be out next year from Warner Books.

**TOREN SMITH** is a comic writer and journalist whose work has appeared in *Epic*, *Alien Encounters*, *Animage* and many other magazines. He is

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currently co-translating *The Legend of Kamui* for Viz/Eclipse Comics, and divides his time between San Francisco and Tokyo. He is co-writing a book on Japanese animation and co-translating the famous Japanese comic *Nausicaa.*

**KEVIN STANDLEE** is president of the *Mythadventures* Fan Club. He is close to becoming a convention fan to end all fans with a "FanVan" RV, and will be attending conventions all over the country (if he wins rthe lottery).

**ALEXZANDRA STARR** is a psychological astrologer currently studying for her PhD in Sociology. She has been reading Tarot cards since 1975.

**G. HARRY STINE** has been writing since 1951 and has more than 40 published books, including 10 SF novels as "Lee Correy." A pioneering rocket engineer, research director, space advocate and positive futurist, he's currently working on a series of robot war novels under his own name, plus a definitive history of the ICBM. His science-fact articles have appeared in *Omni, Billboard,* and *The Wall Street Journal,* among others.

**SOMTOW SUCHARITKUL** writes fiction ranging from the Inquestor series to *Vampire Junction* written under the name S.P. Somtow. In his native Thailand, he is better known as and accomplished avant garde composer. Recently, he has also been writing scripts for several cartoon series.

**JOHN THEISEN** is a freelance writer and interviewer. He is a fan of SF&F and loves to attend and work conventions.

**RAY VAN DE WALKER** claims that he writes SF with such bad dialog that he doesn't even subit it. In his spare time he is a Senior Sofware Engineer for Printronex, Inc. He also teaches and plays the flute.

**ROBERT E. VARDEMAN** is the author of more than thirty SF and fantasy novels, the most recent being *The Equations of Chaos.* A forthcoming novel is *A Plague in Paradise.* He worked at Sandia National Laboratories in solid state physics research before becoming a full time writer.

**CHRIS WEBER** is a well known animation writer. Chris has a diverse spread of television credits ranging from *He-Man* to *G.I. Joe* to *Galaxy High* and a new ABC series, *Young Wizards.* He also served as Pre-Production Coordinator for *Pinocchio and the Emperor of the Night.*

**ALAN WHITE** has more talents than we can list. However, were we to try, he is into: film, video, fanzines, nostalgic poetry, art, and attending conventions. If you wish details, find him, sit down and talk.

**KAREN WILLSON** wrote two episodes of *The Twilight Zone* with Steve Barnes. She is also a well known animation writer with her husband Chris. On her own Karen has worked as a feature staff writer for *Starlog* and *Megamart* magazines. In feature film production, Karen worked as Special Effects Production Manager for the Magic Lantern Studios and Private Stock Effects.

**RICHARD WRIGHT**, your favorite party animal, is back once again. He has chaired conventions, been Fan Guest of Honor, done programming, and in general deserved his "Party Animal" title. In his spare time he works at the Boeing Kite factory in Seattle.

**BEN YALOW**, attended his first conventions in 1971: *LunaCon* and *NoreasCon*. Since then he has attended over 205 conventions, working on about 100 of them in jobs ranging form Gofer to Regional Chairman (*LunaCon 1978*) and *WorldCon* Division Manager (*ChiCon, 1982*). He is currently a member of Lunarians, NESFA, Fanoclasts, FACT.

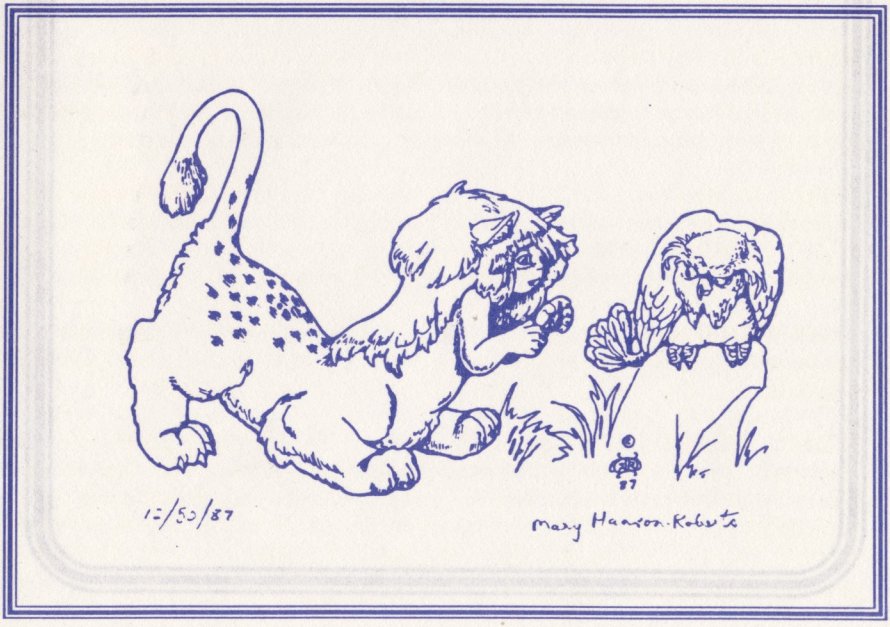
**PAUL EDWIN ZIMMER** has written *Hunters of the Red Moon* ,and *Survivors* with his sister Marion Zimmer Bradley. He is well known for being one of the few men to come to conventions in a kilt.

## Thanks to the Artists

**Real Musgrave, Don Birmingham, Bill Rotsler, Mary Hanson-Roberts, Sue Dawe, S. S. Crompton, Diana Gallagher Wu, Bill Schuch, and Brian McCrary (for the Rocket Logo)**

## Thanks

There are some companies that deserve special thanks for all their help: **Shamrock Foods, Pac-Tel, and America West Airlines.** They have worked with us to make this con work.



*Autographs*

# CONDIEGO

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**San Diego Marriott**

**Guests**
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**Ben Yalow -- Fan**

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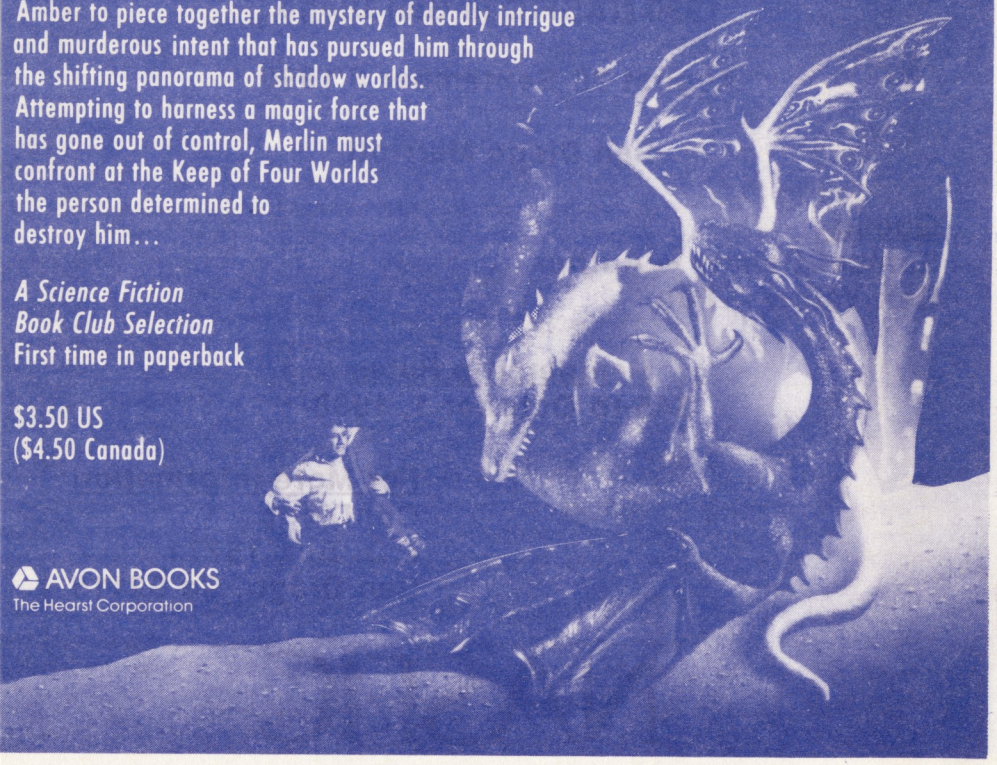

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## GAMES AND DIVERSIONS

Gaming at Westercon is primarily a product of Games & Diversions, a partly illusory organization that is primarily a product of Don Harrington, who is primarily a product of his parents and too many years of reading speculative fiction. Gaming will be located on the lower floor of the Sheraton Hotel, with Gaming Central located in the Mohave-A Room. If all else fails, just follow the signs.

GAME CHECKOUT

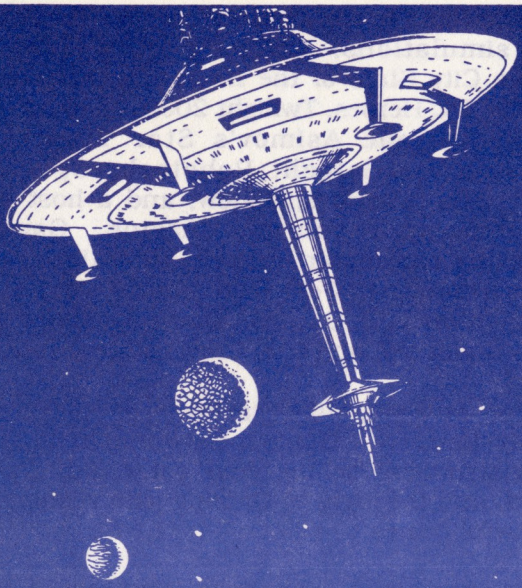
Game checkout has always been a popular feature - come on over to the lower level of the Sheraton and use your convention badge to check out one of our many fine games.

MINIATURE PAINTING CONTEST

Entries for the Miniature Painting contest will be accepted from 12:00 noon on Friday through 3:00 P.M. on Saturday. Bring your entries to Gaming Central on lower floor of the Sheraton. Categories are (1) single figures, (2) single vehicles or mechs, (3) vignettes, and (4) dioramas. First and second place ribbons will be awarded in each of the categories, with a special prize going to the First Place winners. Ribbons will also be awarded for Best Science Fiction, Best Fantasy, and Best of Show (with an extra prize for Best of Show). Winners will be announced at 2:00 P.M. on Sunday, just prior to the Used Game Auction, in the Mohave-B room.

USED GAME AUCTION

Games for the Used Game Auction will be accepted from 12:00 noon on Friday through 11:00 P.M. on Saturday. Bring your games to Gaming Central, just like entries for the Miniatures contest. The Convention will receive a 10% commission on all sales. The Game Auction will begin around 2:00 P.M. on Sunday, in the Mohave-B room, right after the announcement of the winners of the Miniatures contest, and the door prize drawing.



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What's more, this new edition comes complete with: a Gamemaster Book including sections on Natural Laws and Imperial Background; a Player Book detailing character development, psions, and combat; a Tech Book covering personal equipment, weapons, combat and critical tables, androids and robots; and a full-color map of the stars. The new **SPACE MASTER** is easy to use with all of its adventure supplements, and is fully adaptable to most other science fiction systems. Take command of your destiny and plunge into the void . . . challenge the stars with **SPACE MASTER!**

# CHALLENGE THE STARS!

## Space Master

**The Role Playing Game** ™

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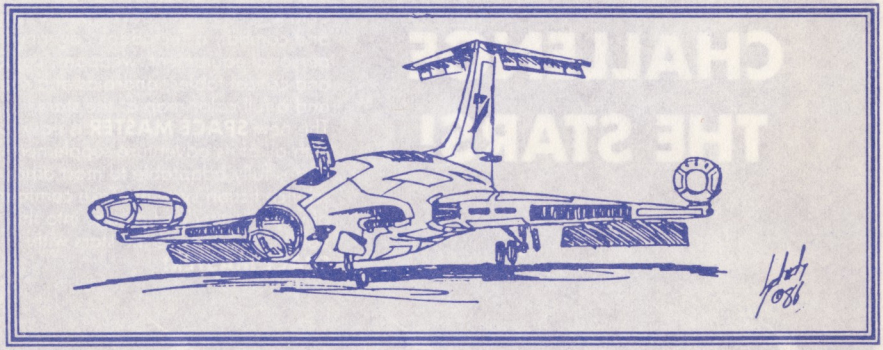
Available this June at your local hobby store. Produced and Distributed by Iron Crown Enterprises / P.O. Box 1605 / Charlottesville, Va. 22902.

## TOURNAMENTS, PANELS, AND SPECIAL EVENTS

Featured games at Westercon include Warhammer Fantasy Battles, Harpoon modern naval simulations, Advanced Dungeons & Dragons, adventures in the City State of the Invincible Overlord, Empire Builder, British Rails, DC Heroes, Twilight 2000, 1/35 scale WWII miniatures, GURPS, Isaac Asimov's Star Traders, Champions, Space Master, Battletech, Robotech, Cyborg Commando, Flight Leader, Star Warriors, Willow, and a host of others including more prizes than you can imagine. Game companies contributing to the convention include Steve Jackson Games, Flying Buffalo Incorporated, West End Games, Mayfair Games, New Infinities, Avalon Hill Games, Game Designer's Workshop, Fantasy Games Unlimited, and Iron Crown Enterprises.

Gaming guests include Steve Jackson, Mike Stackpole, Scott Bizar, Steve Crompton and Holly Bennett. Don't miss our panels on Saturday about world construction; selling your game; and (my favorite) the Good, the Bad, and the Ugly in Gaming with readings from the rules of all-time awful games.

Yes, there's something for everybody! You know, you owe it to yourself to come on down and check it out.



**PARTY FOOD PARTY SUPPLIES GOODIES GALORE**

The convention will pick up party supplies for you at competitive rates subject to some limitations. Money is to be paid in advance. Details will be posted at the con in the con-suite and in OPS.

**REMEMBER you have to order today for delivery tomorrow.**

*On behalf of the Committee...*

Patrice and Lex

*invite you to attend*

# Conosaurus

## Westercon 42

Los Angeles

*Friday, June 30 to Tuesday, July 4, 1989*

*Anaheim Marriott, Anaheim, California*

*Guests of Honor:*

**John Varley *and* Arthur Hlavaty**

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## BABYSITTING

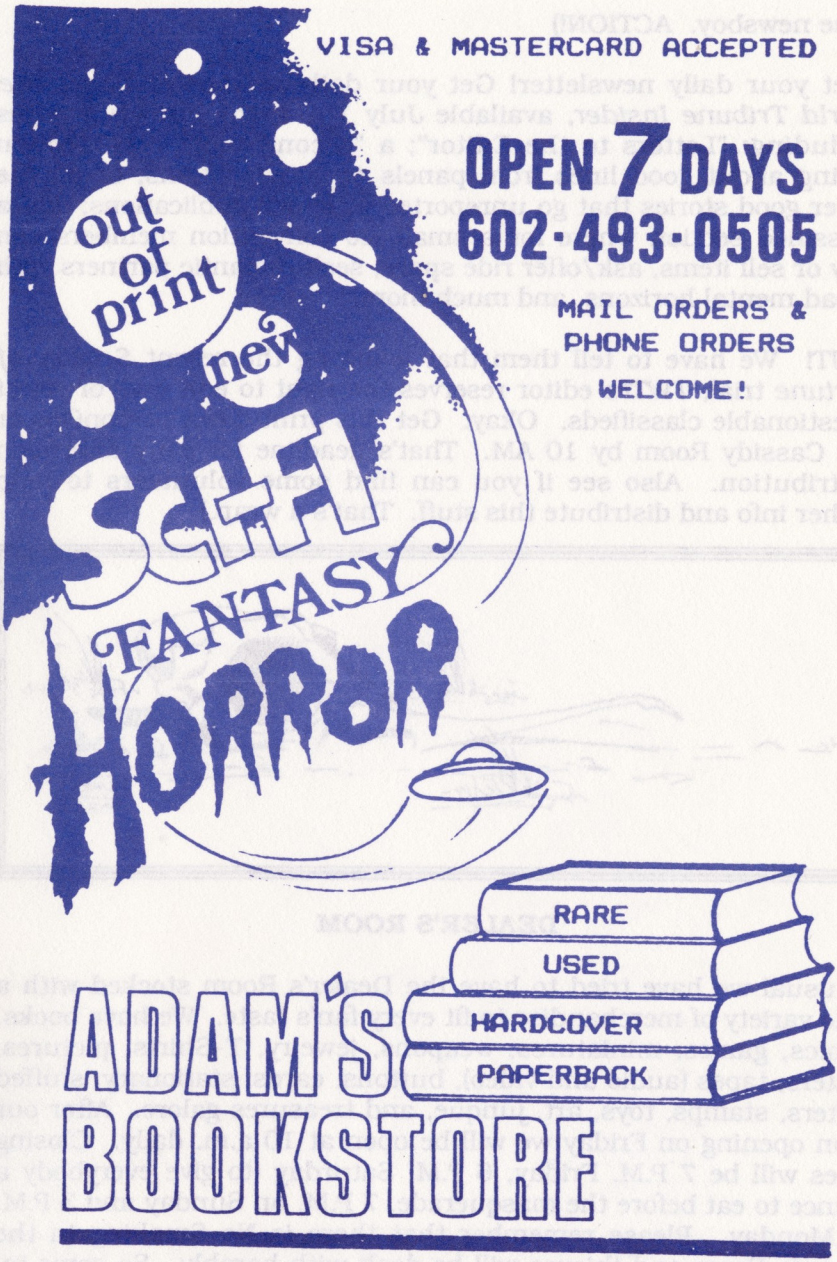
A babysitting service is being planned for WesterCon in the Hyatt. There will be a core staff of professionals with others helping out from time to time. The service will be located in the Hyatt Regency and will be open from 30 minutes before the Dealer's Room opens until 30 minutes after the Dealer's Room closes. The cost will be $1.50 per hour and anyone using this service will be required to provide 1 hour of help in babysitting for every 4 hours used.

These services are designed for children under the age of 9, and all children in babysitting must have a children's membership (1/2 adult rate) .

Parents must provide any special diet needs, including FORMULA, disposable diapers, and one complete change of clothing.

Nourishing snacks, such as cereal, fruit, lemonade and crackers will be provided but parents must provide meals for their own children.

Lots of activities including arts and crafts projects, computers, and games are planned to keep the kids occupied and entertained.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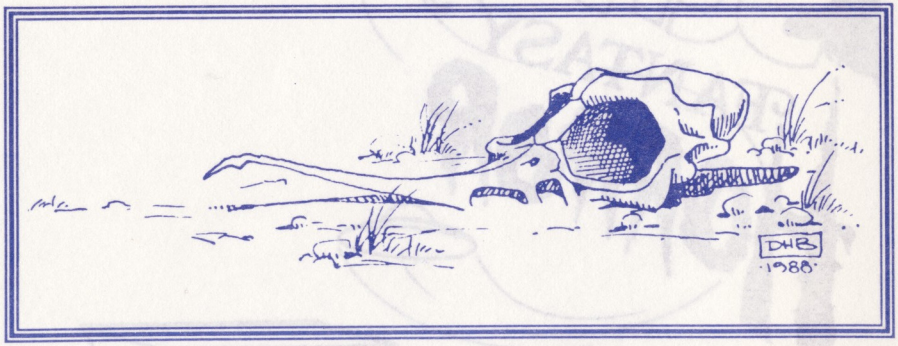
## DAILY NEWSLETTER

(Cue newsboy. ACTION!)

"Get your daily newsletter! Get your daily newsletter here! *The World Tribune Insider*, available July 1-4 only. Four full pages including: "Letters to the Editor"; a "second hand con" section telling about good lines from panels or conversations, or all the other good stories that go unreported at lesser publications; and a classified section where for a small fee convention members can buy or sell items, ask/offer ride space, seek romantic partners with broad mental horizons, and much more."

(CUT! We have to tell them that following the recent *Soldier of Fortune* trial, *TWTI*'s editor reserves the right to edit and/or reject questionable classifieds. Okay. Get this print down to ConOps or the Cassidy Room by 10 AM. That's deadline for early afternoon distribution. Also see if you can find some volunteers to help gather info and distribute this stuff. That's a wrap.)




## DEALER'S ROOM

As usual we have tried to have the Dealer's Room stocked with a wide variety of merchandise to fit every fan's taste. We have books, comics, games, miniatures, weapons, jewelry, T-Shirts, pictures, posters, tapes (audio and video), buttons, cards, stationary, stuffed critters, stamps, toys, art, junque, and treasures galore. After our noon opening on Friday we will be open at 10 a.m. daily. Closing times will be 7 P.M. Friday, 6 P.M. Saturday (to give everybody a chance to eat before the masquerade, 7 P.M. on Sunday and 3 P.M. on Monday. Please remember that there is No Smoking in the Dealer's Room and thieves will be dealt with harshly. So come in, look, and spend money.

Hagar the Horrible

## JAPANIMATION

The abysmal quality of most Western animation has been noted for a long time; that's probably one reason for the rapid rise in popularity of Japanimation.

What is Japanimation? It's cartoons for all ages, with a sheer diversity of topics and a unique style. The artistic style is distinctive and readily recognized. It's characterized by uncommonly large eyes, brightly colored hair (Blue and green is common), and the use of bright, highly saturated colors. The diversity is marked by the range of topics, including horror, SF, baseball, soccer, detective drama, sword and sorcery, motorcycle racing, pornography, fantasy, mythology, samurai/ninja adventures, comedy, religion, mutants/psionics, boxing, romance, etc.

Now, why do we show so much of it at Westercon--a convention based on science fiction/fantasy art? As noted above, a lot of Japanimation is based on SF/fantasy themes (and it's not all giant robots, either.) *Lensman* is based on E.E. "Doc" Smith's *Lensman* series. *Time Stranger* is a serious look at time travel and an attempt to change the past. *The Humanoid* deals with a robot who falls in love with a man. Japanimation is one of the few places where one can find serious SF in animated form.

Please note that while we will be glad to entertain well-behaved children, much of the program material is oriented toward an adult audience (especially in the evening and early morning hours). So use your discretion, and if you have any questions regarding the appropriateness of any of our programs for your children, please ask!

But most of all, ENJOY!

★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★

## BLOOD DRIVE

The Blood Suckers are coming to take you away (but only to the Monroe room and only for as long as it takes to have you give them a pint of the vital fluid). A goody packet has been prepared for those willing to donate. Donors will also have preferred seating in the Masquerade and be eligible for a raffle. It only seems fitting in view of the recent death of Robert Heinlein that this WesterCon 41 Robert A. Heinlein Memorial Blood Drive help provide life to many.

## MOVIES

Films will be shown on a big screen in the spacious Sheraton Ballroom. Many of you will recall films being shown here for the 1982 WesterCon as well. We plan to run films from Thursday evening until Monday afternoon. Films will be run several hours a day with Midnight Movies planned for Friday and Saturday. The film program will move late Saturday afternoon to the lower level of the Sheraton to accommodate the Masquerade, but will return to the ballroom afterwards. Many titles will be shown twice for your convenience. Check your pocket program for the exact schedule.

We feel we've come up with a fine program of films. The highlight will be last year's enjoyable fantasy, ***The Princess Bride***, plus many recent favorites and a couple of cult hits. An non-audience participation showing (keep off the stage ) of ***Rocky Horror Picture Show*** will be shown Friday evening and audience participation will be allowed on Saturday evening. ***Star Trek Bloopers***, cartoons and NASA films will also be shown. Our confirmed list at press time includes:

***Blade Runner*** - In 21st century L.A. a former cop (Harrison Ford) is recruited to track down four genetically-engineered killers called replicants.

***A Boy and His Dog*** - Based on the award-winning novella by Harlan Ellison, this cult film about survival in the year 2024, traces the exploits of Vic (Don Johnson) and his canine companion Blood.

***The Empire Strikes Back*** - The Star Wars saga continues as Luke Skywalker and Co. lead the heroic fight against the evil Darth Vader and his dreaded Imperial forces.

***Highlander*** - Sean Connery and Christopher Lamber star in this stylish tale of immortal antagonists who wage a fierce, winner-take-all battle for power down through the ages.

***Excalibur*** - John Boorman beautifully recreates the timeless myth of Arthur, who rises to Camelot after extracting the sword Excalibur from its stone.

***The Neverending Story*** - A young boy immerses himself in the tale he's reading from a mystical book and realizes he is the hero the characters are searching for. (Noah Hathaway (ATREYU) will be attending the convention.

***The Princess Bride*** - A wonderful fairy tale from William Goldman's zany renaissance satire. This one has sword fights, fire swamps, rodents of usual size and a beautiful princess named...Buttercup.

***The Rocky Horror Picture Show*** - The most off-the-wall cult film ever made, this kinky, rock'n roll science fiction satire has a young

# ConFrancisco

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couple who stumble into a castle inhabited by weirdos from the planet Transylvania.

***Star Trek II*** - Captain Kirk and the Enterprise crew must do battle with Khan, the nefarious villain of 1967's "Space Seed" episode, who has escaped and possesses a weapon of limitless power.

***Superman - The Movie*** - What better way to celebrate the 50th anniversary of the Man of Steel than this beautiful film that traces his beginning on Krypton to his move to Metropolis.

***The Terminator*** - a cyborg is sent from the future to kill a seemingly innocent woman. Arnold Schwarzenaggar is the one-man monster machine who cannot be stopped.

***Time After Time*** - In Victorian England, H.G. Wells (Malcolm McDowell) pursues Jack the Ripper in a time machine to present day San Francisco in the enjoyable thriller.

***Wizards*** - Ralph Bakshi's animated tale of the struggle between a good wizard and his evil twin, who resurrect Nazi propaganda in a final battle for world supremacy.

***Yellow Submarine*** - The Beatle set off to Pepperland to rescue the inhabitants from the Blue Meanies. Milestone animation and those great Beatles songs.

***Yojimbo*** - Another Kurosawa classic. A wandering samurai (Toshiro Mifune) sells his services to both sides of a feuding town. (Sponsored by Reality Simulations.)


**The Game Depot**

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**Role Playing Games ...** Chaosium, FASA, FGU;GDW, GW, ICE, Leading Edge, Mayfair, Palladium, SJG, TFG, TSR, WEG

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YES! I'd like to register for CopperCon 8!

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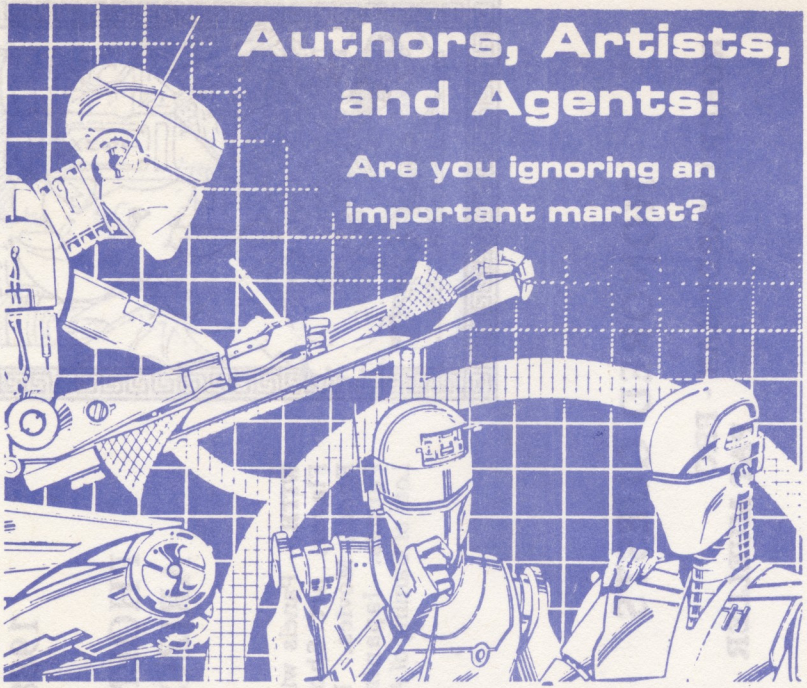


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If you are an author, artist or agent, we'd like to introduce you to an important market. Steve Jackson Games is interested in buying game rights to fantasy and science fiction material for *GURPS* — the *Generic Universal RolePlaying System.*

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All our worldbooks need beautiful full-color covers and lots of black and white interior illustrations. Since we need game rights only, we can consider works which have appeared as book covers — a second source of revenue for you and another new market for your work.

Sound interesting? Speak to Steve Jackson at the convention or send an inquiry to Sharleen Lambard.

*GURPS* is a registered trademark of Steve Jackson Games Incorporated. *Witch World* is a registered trademark of Andre Norton; *Horseclans* is a trademark of Robert Adams; *Humanx* is a trademark of Alan Dean Foster; *Conan* is a registered trademark of Conan Properties, Inc.

## VOLUNTEERS

The famous historian Dr. Watknau was recently asked for comment on the war of 1812. He commented as follows--

"The war of 1812 was fought mainly over the actions of the British navy impressing our American sailors. Unfortunately our seamen at that time were easily impressed. By 1814, however, our navy had become bored with the simple antics of the British. The King of England then ordered all of his naval officers to be taught juggling and slight of hand. Our seamen were once again impressed by the British navy. And one might also note that it has been said, but never verified, that the H.M.S. SIDELL had the Elephant Man on board. (This is where the side show came from). But our seamen merely attempted to imitate the poor creature in an attempt to get a section eight. These same American seamen later mutinied and hung Capt. Le Geek of New Orleans."

Dr. Watknau continued on --

"The British were the first, but not the last to use these techniques to much impress the enemy. Baron Von Bierguzlr, during the first world war, did very the same with his flying squadron.

"He called his squadron 'The Flying Circus.' Tragically he died when he tried to invent the first fly through tavern. His successor, the Red Baron, was much more successful with the Flying Circus and soon became a renown ace. When the Americans entered the war we soon dealt with this problem. Our experience in the past had shown that the only way to deal with such antics were to nip it in the bud. And so we sent that great pilot, SNOOPY, to rid the skies of the menace of the Red Baron. And although the little beagle rid the sky of the Baron and his Circus, he destroyed 143 Sopwith Camels and rang up an enormous tab at the rootbeer pub in the process."

Excuse me Dr. Watknau. I believe you're slightly confused.

"What now man, why do you interrupt?"

Well Dr....what is meant by impressing is, unwilling volunteers.

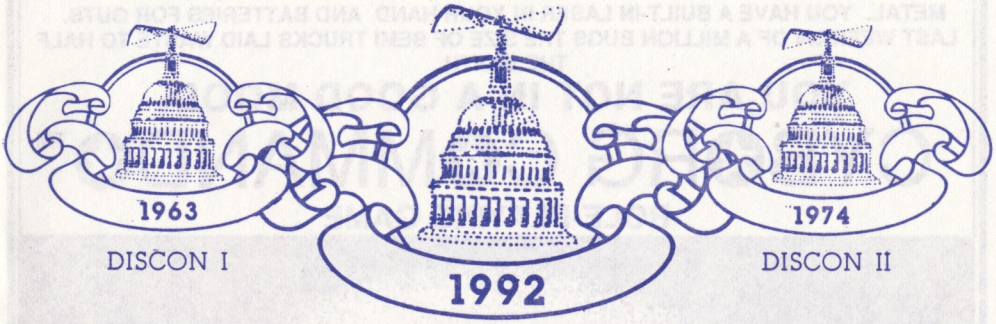
"Oh, well there certainly are a lot of people unwilling to volunteer. So please understand that without volunteers nothing will be there to amuse the all of us. We need people to help in the Con Suite, run the film room, baby sit the little ones and assist the art show, programing con-ops and much more. Please, if you are bored or wandering, go to the volunteers table.

Thank you Dr. Watknau. And thank you volunteers.

## INFORMATION

Attend ye, attendees. Daunted by a large convention? Bewildered by dual - hotel facilities? Worry not, for Omniscience Reincarnate is here to tell you where to go.

Event changes, restaurants, or any other question you have, just bring it to the Omniscience Reincarnate info desk by registration and answers will be forthcoming (hopefully the right answer). Herein also you will find the Handicapped Services. So have fun and bring us your questions.




DISCON I DISCON II

# DISCON III

Washington, D.C. welcomes your support for our bid to host the 50th World Science Fiction Convention. **DISCON III** has the facilities, experienced leadership, and location to provide a great worldcon.

First, our facilities are superb. Preliminary agreements with the Sheraton Washington, Omni Shoreham, and Washington Hilton give us 3000 sleeping rooms, 370 suites, over 100 meeting rooms, 95,000 square feet of exhibition space, and a massive ballroom that can offer 4200 people an unobstructed view of the stage. **DISCON III** will give you plenty of room to enjoy all the con events.

In addition to top-notch facilities, **DISCON III** offers experienced convention leadership. We entertained the science fiction community at Worldcons in 1963 and 1974, and have run Disclaves for over 35 years. Our committee is a large, stable, organized group of local fans and pros who have worked on conventions of all sizes—locals, regionals, Worldcons—on all levels of responsibility and in all departments. These people have the experience to guide you to your best Worldcon ever.

Finally, our location can't be beat. Washington, D.C. is one of the world's great cities, full of broad streets, spacious parks, and a huge array of monuments, museums, and historical sites easily accessible by public transportation. A subway ride from your hotel, for example, will take you to The Mall, site of the Jefferson Memorial, Lincoln Memorial, Washington Monument, Vietnam War Memorial, US Capitol Building, National Gallery of Art, Air and Space Museum, and numerous other attractions. Another must-see is the National Zoo, home of the giant pandas Ling-Ling and An-an: it's just up the street from the Sheraton Washington Hotel.

All of Washington is connected to your hotel by a fast, reliable subway system, as well as an extensive bus line. DC is also served by Amtrak, Greyhound, and three airports.

In addition to our ever popular t-shirts and buttons, we have created a 16-month fannish calendar/art portfolio with work by a number of award-winning artists. Beginning May 1988 the calendar will be available at conventions for $5.00, or by mail-order for $5.00 plus $3.00 postage per package, with a limit of six calendars per package.

We also offer pre-supporting memberships at $5.00 and pre-opposing at $19.92.

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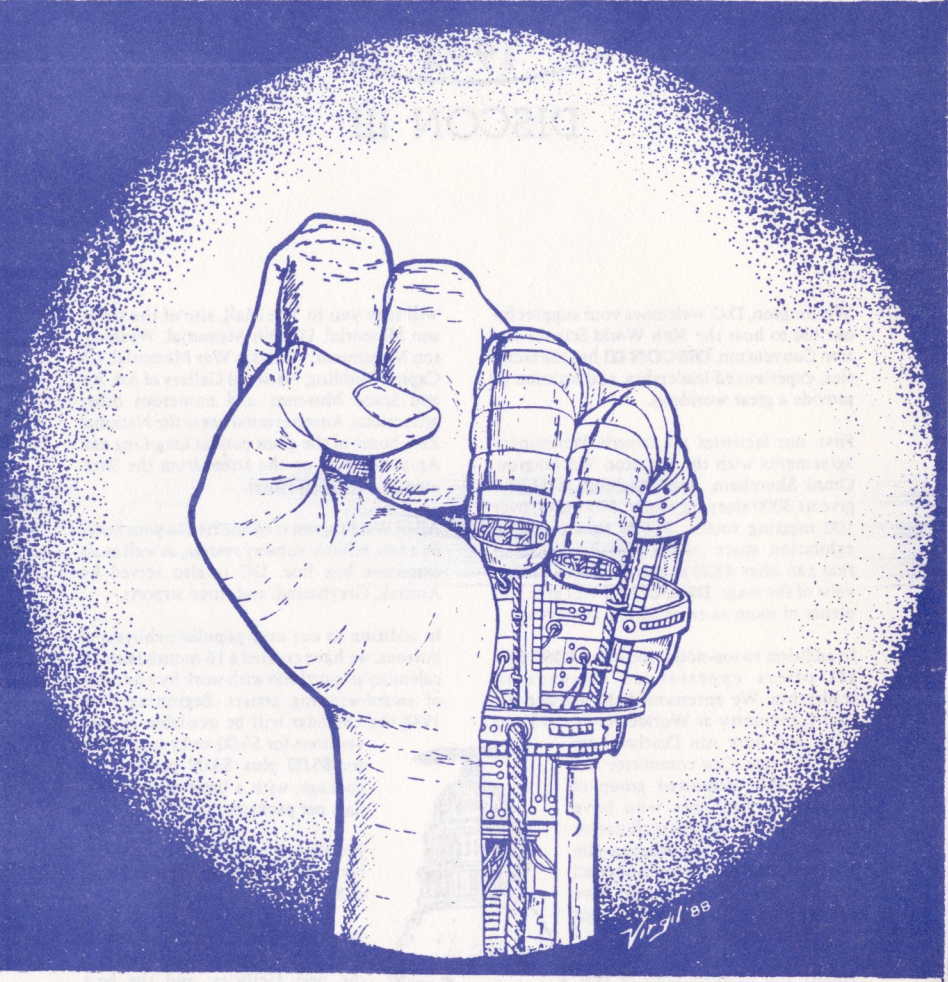


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**Memories**

*Westercons are like a string of pearls, each one separate and yet connected by a common thread of memories. We had hoped, here at WesterCon 41, to publish a separate book of remembrances of Westercons past: we did not get enough response to do so. We do want to share with you what we did receive, so read, and enjoy, and remember:*

There have been lots of memorable events at Westercons for me: the fandom versus the hotel management guerrilla warfare throughout Westercon XIX in 1966 (especially Paul Anderson's immortalization of the bouncing potatoes at the banquet); the strange little old man with his "bubble stuffer" at Westercon XXII in 1969 (it looked something like a transparent TARDIS that manufactured giant soap bubbles and jungle sound effects); fandom's first attempt ever(?) with multiple-track programming at Westercon XXIV in 1971; having the Western 34 Committee (1981) decide that holding the 1983 site-selection voting was too much trouble and dumping the responsibility on the Los Angeles Science Fantasy Society members at the con; waiting on the first day of Westercon 35 (1982) for the Jaycees to finish electing their new president (they were deadlocked for 42 ballots) and end their convention so we could move into the hotel ... there's hardly been a Westercon that hasn't left at least one strong memory.

Certainly the Westercon event that had the most significant impact on my life was Bill Mills' & Robert Short's "Man from U.N.C.L.E." display at Westercon 23 in 1970. Mills & Short were the self-proclaimed, world's biggest "Man from U.N.C.L.E." fans, and they had amassed a fantastic collection which filled an entire room with props, scripts and other materials used on the program, plus merchandising items from around the world. What particularly fascinated me was a three-volume Japanese "U.N.C.L.E." comic book which struck me as vastly superior to the American comic books of the day. Mills & Short told me where they'd bought it, at a Los Angeles Japanese-community bookshop. I bought my own copy, discovered other Japanese comic books, started ordering comics directly from Tokyo, met other fans of Japanese comic art who introduced me to their animated cartoons ... well, to cut a long story short, within ten years we had created the Cartoon/Fantasy Organization, the first club for fans of Japanese comics & cartoons; and we had started the tradition of running Japanese video rooms at fan conventions in addition to the regular film program. (In fact, Don Markstein's daily newsletter for Westercon 35 dubbed the Japanese s-f animation program "the Fred Patten conspiracy to

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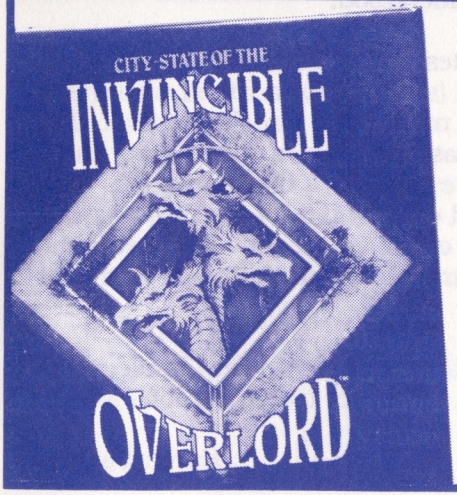


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make you watch cartoons in a language you can't understand.") Japanimation fandom would doubtlessly have developed in America in any case, but it probably would have been much slower in starting if it had not been for this chain of events which began at Westercon 23.

Fred Patten

My memories of Westercons are fairly short--hell, my memories of Cons, period, are fairly short. I didn't go to my first convention until 1980 and my first Westercon until 1983: WesterChron in San Jose. I don't remember much about that at all, it blends in with all the Bay Cons they hold at the Red Lion Inn. I'm sure I met some people who are still friends: the best part of Bay Area cons is the parties and the meeting people, and WesterChron was no exception.

I remember HalleyCon (San Diego), for what I didn't see: most of the Con. I was promoting my new magazine, and I spent most of the con sitting at a table in the lobby in the Convention Center. It was also my first time at throwing a room party: we were off in the hinterlands of the Town and Country, so not a lot of people found us. But those that did told us we threw one whiz-bang party. I do remember Halleycon as the only place where anyone ever attempted to explain the finer points of quantum mechanics. Greg Benford, David Brin, Greg Bear, Jonathon Post and a few oddballs in the audience tried to explain the finer points of a subject they readily admitted no one REALLY understood.

I think my best Westercon memories are of Portland in 1984. It was my first time ever as a panelist (subbing for a friend who was a last minute cancellation), and after my second panel I got invited to come to Orycon as a guest. It was the start a lot of fun, and I thank you, Portland! They also threw one hell of a con suite, with home made munchies both hot and cold, and a lot of really friendly people. I guess the only down side of the whole convention was the jerk (or jerks) who set off the fire alarm at four AM the last morning.

I didn't realize until I started writing that just a few conventions could generate so many memories. I expect to have a lot more in the future.

Karen Boehler

Bylaws of the West Coast Science Fantasy Conference (Westercon)

I. It is now traditional (but not obligatory) that the West Coast Science Fantasy Conference (Westercon) shall take place over the July 4th holiday weekend.

II. It is now traditional (but not obligatory) that Westercon Guests of Honor and other notables be selected from among SF personalities residing within the Westercon geographical area.

III. The Westercon Committee shall have the right to limit activities of attendees, either individually or in groups, insofar as such activities endanger, physically or legally, other persons or their property. Such limitations may include, but are not limited to, closing down parties, ejecting persons from the conference, or turning offenders over to other authorities. No refund of membership money need be given in such circumstances.

IV. All committees shall issue name badges with the names displayed in no less than 24 point bold type. Badges shall contain a unique membership number assigned by the current conference, which shall be used in Article VII.C.10.b.2. In case of transfer, the old membership number shall be noted.

V. No regular session of the Westercon Business Meeting shall be scheduled to start at a time earlier than noon, nor later than 2 P.M., nor on the last day of the conference. In those cases where a site selection resolution, as defined in Sec. VII C.11. below, is necessary, a special Business Meeting may be called to determine the site selection question.

VI. For business other than site selection voting, a quorum of 25 members of the current conference shall be required. All those voting at the Business Meeting must be members of the current conference. Except as noted herein, all business requires a simple majority to pass.

VII. Westercon Site Selection Procedures

A. Eligibility of Bids: Any site on the North American Continent west of the 104th meridian or in Hawaii, shall be eligible to be the location of a Westercon, subject to the following restrictions.

1. A Westercon may not be held in any district more than once in any three year period. "District" shall be defined by the first of the following restrictions which applies:
a. A special district.
(1.) Los Angeles district, including Los Angeles, Orange and Ventura Counties in California.
(2.) Bay Area district, including San Francisco, San Mateo, Santa Clara, Contra Costa and Alameda counties in California.
(3.) Canadian district, including all sites in Canada.
b.The Standard Metropolitan Statistical Area containing the site, as defined by the U.S. Census Bureau on April 1 of the year preceding the site selection voting.
c. The county containing the site.

2. To be eligible, a Westercon Bid must have:
a. at least two (2) persons declaring themselves Chairman and Treasurer
b.a letter of intent or option from a hotel or other facility declaring specific dates for the conference
3. If no site selection bids are qualified for the mail ballot (see Section VII.B.), the provisions of Section VII. shall be suspended and all sites defined in Section VII.'s introductory paragraph shall be eligible.

B. Eligibility of Voters

1. Site Selection voting is limited to those who are Full Attending or Supporting members of the Westercon at which voting is taking place, and who have paid a voting fee toward their membership in the Conference being selected. One day members may vote at the unanimous agreement of all bidding committees.

2.The amount of the voting fee shall be established by the Conference conducting the voting, after consulting the desires of the known bidders for the Conference being voted upon.

3. The payment of a voting fee shall make the voter at least a full supporting member of the Conference being voted upon, and may make the voter a full attending member, depending upon the policy of the winner.

C. Voting Procedures

1. The ballot shall be drawn by the current Westercon committee. The Los Angeles Science Fantasy Society, Inc. shall prepare a prototype form for the Site Selection Ballot and provide it to the current committee for publication and distribution. This provision shall be made at the same time the Bylaws are provided to the current committee.

2. The Ballot and full rules for site selection, including times, the deadline for voting and the location of voting, shall be given to all Westercon attendees upon registration at the Conference, or shall be prominently posted at registration at all times.

3. The ballot shall include all eligible bids which have been filed in writing with the current committee by the April 15th preceding the vote. It shall also include entries for "No Preference" and "None of the Above", and have a space for a write-in bid.

4. "None of the Above" shall be treated as a bid, for purposes of vote counting.

5. The Ballot shall be a secret ballot, specifically marked for preferential voting with an explanation of the method of tallying.

6. All on-site ballot sales and balloting shall be from one central location, under the supervision of the current

committee.

7. Site selection shall be open for at least four (4) hours between the hours of 6:00 P.M. and midnight on the evening before the Site Selection meeting.

8. Mail ballots shall be mailed on or before the May 10th preceding the voting to all members of record on the date of mailing. All mail ballots received by the committee prior to June 20 shall be counted.

9. Each bid shall have 15 minutes of scheduled conference program time, on the first full day of Westercon, to make a bidding presentation.

10. Vote Counting

a. One (1) individual equals one (1) membership equals one (1) vote. Corporations and Associations may purchase voting memberships but must cast them as no preference. A "guest of" membership must have been transferred to a specific person prior to casting the vote.

b. Properly completed ballots shall contain:
(1). the member's printed na.m.e
(2). the member's membership ID as assigned by the current conference
(3). the member's dated signature
(4). the member's address of record with the current conference
(5). the member's new address if different from the address of record
(6). the member's votes as defined in below.

c. Verification of Ballots shall consist of matching items 1,2 and 4 of b above with the current conference records.

d. All ballots received by the committee prior to the opening of the business meeting shall be held until the business meeting. The count shall be by preferential ballot. The successful bid shall be the one which gains a majority of those votes which express a preference for a bid. This includes all votes for a specific bid or for "None of the Above", and excludes "No Preference" and ballots which are blank or invalid. Only properly completed ballots shall be counted.

e. All vote totals of final results and of all intermediate counts shall be made available at or before the closing ceremony.

11. Should no bid gain the needed majority, or should there be no qualified bidding committee, or should "None of the Above" win, a 3/4 majority of the Conference Business Meeting may award the conference to any bid, and a simple majority may decide that they are unable to decide. Should the meeting not reach a decision, it shall be the responsibility of the Los Angeles Science Fantasy Society, Inc. Board of Directors to arrange for the Westercon Site Selection. This selection shall be made within six (6) weeks of the Standing Business Meeting. A Westercon site selected by this procedure shall not be restricted by any of this section, save the main body of section A above and shall not affect the selection of any subsequent Westercon. However, if "None of the Above" is voted by the membership, then none of the bids which were on the ballot shall be chosen.

VIII. Procedure for A.m.endment of these Bylaws

A. A.m.endments must be ratified by the majority vote of the Westercon Business Meetings in two consecutive years, or by a 2/3 vote of one meeting.

1. The secretary of the meeting at which the proposed a.m.endment receives primary (first year) ratification shall submit an exact copy of the a.m.endment to the following year's Westercon Business Meeting .

B. Proposed a.m.endments shall be read in full by the chair or his designate immediately before being voted upon.

C. The question of secondary ratification is debatable but not a.m.endable.

D. Unless otherwise provided, a.m.endments shall take effect on January 1st of the year after they receive final passage. Operating rules will not be changed for the upcoming Westercon by the interim Business Meeting.

IX. The Los Angeles Science Fantasy Society, Inc. will act as an archive to the Westercon Bylaws and Minutes. Westercon shall reimburse the LASFS for only the copying and forwarding costs of requests for copies of the Bylaws and/or Minutes. A copy of the minutes and motions passed by the Business Meeting shall be sent within 2 months to the LASFS. The LASFS shall keep the Bylaws up to date. The selected committee for each year shall be supplied by the LASFS with one (1) copy of the then current Bylaws within 2 months. The committee shall then provide duplicate copies of the Bylaws to all current bidding committees.

X. The Bylaws of the West Coast Science Fantasy Conference, as well as the complete text of any a.m.endment awaiting secondary ratification, shall be published in at lease one (1) Progress Report and in the Progra.m. Book of the current conference every year.

XI. Each member of the conference, by the use of his or her membership, agrees to abide by these Bylaws.

STANDING RULES

1. Rules regarding Eligibility and Voting Procedures for Site Selection are not considered to be Operating Rules.

All of us of the science fiction community feel that this has been a bad year. Over the past year we have lost what seems to be more than our fair share of the greats of the genre. However the last couple of months have been especially traumatic. The loss of Robert A. Heinlein less than two weks after the death of Clifford Simak has left many of us feeling like we have lost a valued and loved family member.

Clifford Simak was a SFWA Grand Master and the winner of both Hugo and the Nebula awards which just goes to prove that his work gained the respect and admiration of both his writer peers and the fans. He had been ill for several years with emphysema and also suffered from luekemia.

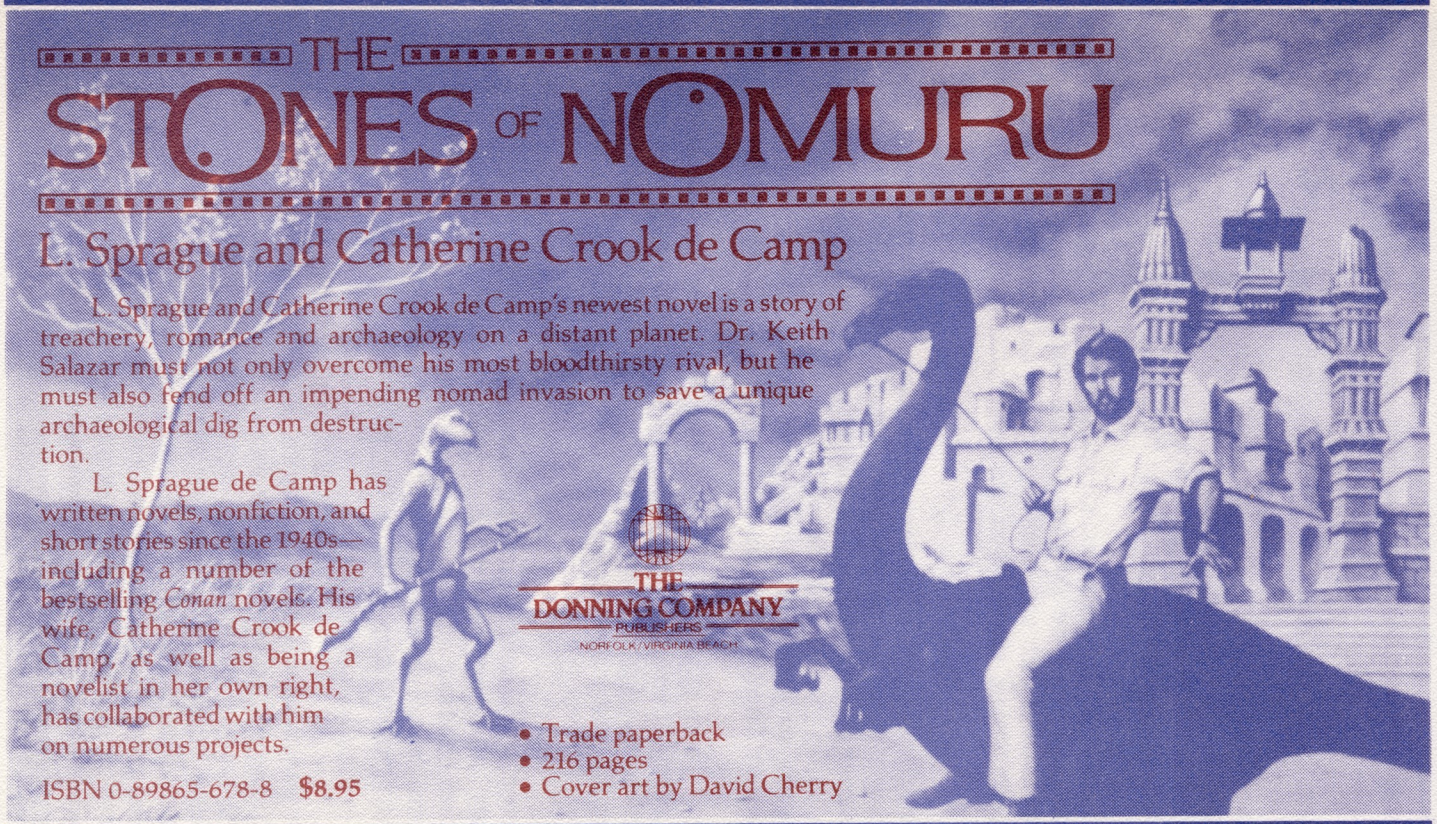
Cliff's work dates back to 1935 when he first began being publish in semi-pro periodicals. In 1981 he won he won his last Hugo for "Grotto of the Dancing Bear" at the Worldcon where he was also Guest of Honor.

If there was ever anyone you felt was going to be immortal it is Robert A. Heinlein. While all of us knew he was living on the brink for several years. I don't think any of us actually thought there would be a day when Bob didn't breath the air of this planet. However, that day indeed did come and the world is a lesser place for it.

Robert Heinlein was THE science fiction writer that many of us grew up with. His juveniles and stories in *Boy's Life* were what got us hooked and his Future History Series was what kept us coming back for more.

He has also won both the Hugo and the Nebula. He was probably the most influential writer in the field. A jumping-off point has been established for the writers of the future to grow and expand to the stars.

WesterCon would like to extend our sympathies to the families of both these great men.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