

FESTIVAL OF THE IMAGINATION 1996

Australia's National Science Fiction Literature Conference
and the Australasian Science Fiction Media Convention

BRUCE STERLING
NEIL GAIMAN

-AND- ROBIN PEN

King's Perth Hotel
Easter Long Weekend 1996
Thursday April 4th - Monday April 8th
Perth Western Australia

APRIL 1996 NEWSLETTER
GPO BOX G429 PERTH WA 6948

THE FACTS

FESTIVAL OF THE IMAGINATION 1996 GPO Box G429 Perth WA 6948

Guests - Bruce Sterling
Neil Gaiman
Robin Pen

Dates - April 4th - 8th, 1996

Membership rates - Full Membership \$50 until 31-5-95
\$60 until 30-9-95
Supporting \$20
Voting \$10

Venue - The Kings Perth Hotel
517 Hay Street
Perth WA 6000
ph: (09) 325-6555
008-999-055 (freecall outside Perth Metro Area)

Room Rates \$80 per night single, \$85 per night double/twin

For further information, contact:

Richard Scriven (09) 361-8210

Sue Ann Barber (09) 434-4167

julian@multiline.com.au

Or write to the convention address.

THE FESTIVAL

Symposium, n. 1. Ancient-Greek drinking party, convivial meeting for drinking, conversation, and intellectual entertainment. 2. Meeting or conference for discussion of some subject.

The Reader's Digest Great Encyclopaedic Dictionary, 1965

The Festival of the Imagination 1996 is the banner under which two major events will be running homogenously over the Easter long weekend; the National Science Fiction Literature Conference and the Australasian Science Fiction Media Convention. It is a festival of the fantastic, a celebration of all that is science fiction and fantasy, in all of its media and manifestations. The Festival will endeavour to forge an attitude combining exploration and celebration. It will aim to entertain, educate and inspire, to share knowledge and opinion, to be an arena of debate and consensus. It is a gathering of all who have a passion and fascination for the imaginative and speculative, whether literature or script, film or video, fine art or comic art, hand crafted or computer generated; whether passive or interactive, as reader, writer, watcher and/or critic.

And, most importantly, a jolly good time to be had by all. A symposium in every sense of the word.

NOTE - We thought it wise at this early stage to bring to your attention the option of taking a room at the hotel. The festival's entertainments and celebrations will go on well into the late evening and beyond, and having a bed within easy lift-riding distance of the conviviality will almost certainly enhance the festival experience. For the quality of the hotel, the room prices are remarkable, but under these conditions, you can well imagine that the number of rooms available to convention members at these rates are limited. So we fully encourage you to consider taking a room as soon as possible; it's in your interests and ours.

SWANCON'S 21ST

Festival of the Imagination 1996 is also Swancon 21.

Thus in 1996 Swancon will be in its twenty first year.

Swancon is WA's regional science fiction convention and is the longest running annual SF convention event in the Southern Hemisphere.

As you can imagine, this gives cause to celebrate.

And so a major event at The Festival of the Imagination 96 will be Swancon's twenty-first birthday celebration.

Come along and be a participant in this significant land-mark that began back in 1976 in someone's lounge-room and has steadily progressed to national status.

Be there to savour the history and its contemporary significance.

But most importantly, be there to join in the party and see *who* will blow out the candles.

THE GUESTS

BRUCE STERLING

Over the past fifteen years, Bruce Sterling has been building a highly respected reputation in and out of science fiction. Though he had been writing for several years, he came to fore as a major author during the eighties with his shaper/mechanist stories. From here, his novels have established his credentials as a writer influential to the future directions of the genre. He also published the fanzine *Cheap Truth* (1984-6), which was instrumental in the formation of the cyberpunk literary movement. His fantasy and SF short fiction has been published regularly in *OMNI*, *Fantasy and Science Fiction* and *Isaac Asimov's Science Fiction* magazines. As an investigative journalist he has written about the "electronic frontier."; he regularly writes SF criticism and popular science articles for *Science Fiction Eye* and *The Magazine of Fantasy and Science Fiction*, and his thoughts and opinions have been in a wide range of publications, from *Science Fiction Age* to *Wired*. He has received the John W. Campbell Memorial Award, is an experienced public speaker, a self confessed net-spider, and a Texan.

SELECTED BIBLIOGRAPHY

Involution Ocean, 1978; *Artificial Kid*, 1980; *Schismatrix*, 1985; *Mirrorshades: the Cyberpunk Anthology*, (editor), 1986; *Islands in the Net*, 1988; *Crystal Express*, (collection) 1989; *The Difference Engine*, (with William Gibson) 1990; *Globalhead*, (collection) 1992; *The Hacker Crackdown*, (non-fiction) 1992; *Heavy Weather*, 1994

NEIL GAIMAN

Expatriate Britisher and winner of the World Fantasy Award, Neil Gaiman is probably most widely known as the writer of the *Sandman* comic saga. He is also the author of numerous comics and graphic novels, often working with acclaimed artist Dave McKean. An occasional writer of short fiction (some of which was recently published in a collection), he collaborated with Terry Pratchett on a highly successful humorous fantasy novel and co-created and edited a number of shared-world anthologies including *Temps* and *Weerde*. Gaiman also collaborated with Kim Newman on a compilation of high-lights of the low-lights of science fiction and horror writing in literature and film; he is a popular interview subject, has received many awards and happens to be an authority on Douglas Adams' *Hitch-Hiker* series of plays and novels.

SELECTED BIBLIOGRAPHY (* denotes graphic novel)

Ghastly Beyond Belief, (non-fiction, co-edited with Kim Newman) 1985; *Violent Cases**, 1987; *The Official Hitch-Hiker's Guide to the Galaxy Companion*, (non-fiction) 1988, rev 1992; *Sandman**, 1988 - , collected as *Preludes and Nocturnes*, *The Doll's House*, *Dream Country*, *Seasons of Mists*, *A Game of You*, *Fables and Reflections* and *World's End*; *Good Omens*, (with Terry Pratchett) 1990; *Black Orchid**, 1991; *Miracleman: The Golden Age**, 1991; *Now We Are Sick*, (co-edited with Steven Jones) 1991; *The Books of Magic**, 1993; *Angels & Visitations*, (collection) 1994; *Death: The High Cost of Living**, 1994; *Mr Punch**, 1994; *Signal to Noise**, 1994

ROBIN PEN

Writer, columnist, film maker, artist, publisher, editor, critic, interviewer and raconteur, Robin Pen has worked in three SF bookstores - managing two of them - two comic shops, and two games stores, and has been active in conventions since Swancon 14 in 1989. In 1990 he helped found and edit *Eidolon - The Australian Journal of Science Fiction and Fantasy* and began his film column "Critical Emburgerance", for which he won a Ditmar Award in 1993. He has also programmed film events for Lumiere Cinemas, including two Sci Fi Blockbusters and the week long Festival Fantastique in 1994. Today, along with his involvement with *Eidolon*, he is an associate editor for *PC Games Plus*.

WHAT IS THIS THING?
It is a Foldalope.

WELL THANK YOU, THAT'S REALLY CLEARED THINGS UP. BUT WHAT IS A FOLDALOPE
AND HOW DO I USE IT?

Simple. A Foldalope is a sheet of paper which, through the cunning use of folding and fastening, miraculously transforms into an envelope, conveniently addressed to where it needs to go. To use it, simply fill out the form on the other side of this sheet, giving all the required details. Then using the instructions at the bottom of the page, fold and glue or tape the Foldalope and push it gently into the nearest post box.

WHAT ABOUT A STAMP?

No stamp is required. Your only outlay is the time and effort to complete the form and fold it into its required shape. The rest is up to us and Australia Post.



Reply Paid 332

Festival of the Imagination 1996

FESTIVAL OF THE IMAGINATION 1996

GPO Box G429, Perth WA 6948

All checks to be made payable to Festival of the Imagination

Name _____

Address _____

Post Code _____ Phone _____

TICK AND FILL OUT WHERE APPROPRIATE

- I want to be on the mailing list for the *Festival of the Imagination 1996*
- I wish to purchase a full membership - \$50 until 31-5-95 \$ _____
- I wish to purchase a supporting membership - \$20 \$ _____
- I wish to purchase a voting membership - \$10 \$ _____
- I wish to book a hotel room - enclosed is a deposit of \$80 single \$ _____
- For the dates - 4th 5th 6th 7th 8th Other(s) \$85 double \$ _____
- _____ \$85 twin \$ _____
- I wish to have a table in the Hucksters' Room \$40 (members) \$ _____
- \$120 (non-members) \$ _____
- I wish to buy a *Festival of the Imagination 1996* t-shirt \$15 \$ _____
- Specify size - M, L or XL
- I have enclosed a cheque/money order for a total of \$ _____
- I want to help before the con (see below) I want to help at the con (see below)
- I can be of use to the program (see below) Other (see below)

(Give details) _____

What I would like to see at this convention is (activity, person or program item)

THE PHILOSOPHY

The Festival of the Imagination is conceived as interactive. Everyone has an opinion, every person at the festival is a valued contributor to the continuous and lively debate. We aim to explore the length and breadth of science fiction and fantasy discourse in every medium, from hard science to high fantasy, from pulp to cult to classic, from the informed to the insane, from the sublime to the ridiculous, from the academic to the alcoholic. The program will comprise authoritative presentations, open discussions and participatory entertainments. The intended structure is of a casual, discursive approach in the mornings, giving way to a more intense interaction over the course of the afternoon and early evening, then ceremonies and formal celebrations in the later evening, before sliding into an informal, social atmosphere well into the night (remember to book that hotel room early!).

An integral part of the program will be celebrating one hundred years of science fiction cinema. Being the centenary of film SF - plus horror and fantasy - it is ideal that the Festival explore the history and attributes of *cinema fantastique* and its relationship to the literature and other mediums. Keep an eye on this aspect of the Festival as it develops. More than fifty items have already been proposed for the Festival, and several of these are currently in preparation in the form of debates, presentations, impromptu and performances, but you can read more about those in future newsletters.

Gaming will be treated as an off-shoot of the general program rather than as an exclusive set of items. Gaming is largely considered entertainment (even by ardent players) and it will be taken in this light for the program philosophy. Gaming for spectators, as well as for participants, will be emphasised as this aspect of the program develops. To date, there are several formal events proposed, but of course the festival is most amenable to offers of further gaming excess. And on top of all that, you can check out the video program, as it peruses the new, the rare, the novel, the bizarre, the original and the down-right inexplicable, as it endeavours to support the program content, as well as being a vestibule of enlightenment in its own right.

THE HOTEL AND PERTH

The Kings Perth Hotel is a three star establishment located in the city centre only 200 metres from the Hay Street Mall and only minutes walking distance to the Swan River and the cycle walkway to Perth's scenic Kings Park. Facilities in the Hotel include a roof-top pool, restaurant, coffee shop, bar, self service laundry, newsagent and gift shop. The Kings has ample undercover parking and seeks to provide the best value for money in Perth.

With an ideal climate, Perth is a very modern but relaxed city. You will find it has few of the pressures of modern city living, and its compact commercial heart is bordered by parks and the Swan river. Convenient to the hotel is the central shopping district, open for both Saturday and Sunday trading; with several major department stores and a huge range of smaller specialty stores, you'll be able to enjoy casual shopping or find that urgent last minute purchase. While the city centre itself is well supplied with restaurants, food halls and cafes, the place to eat at night is definitely Northbridge. One of the most colourful areas of central Perth, it boasts a huge variety of pavement cafes, superb restaurants, colonial bars, nightclubs, markets and food. All cuisines, familiar and some not so familiar, are available - your palate won't be neglected or abused here.

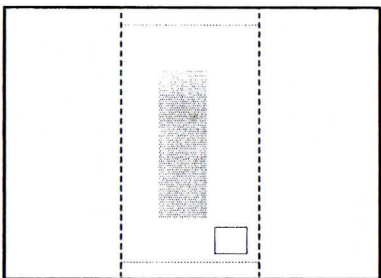
For more details on our wonderful state, where the men are men, the women are women, the quokkas are quokkas and the entrepreneurs are in prison, you can write to the WA Tourist Centre, Albert Facey House, Forrest Place, Perth WA 6000, or phone on (09) 483-1111

GPO Box G429

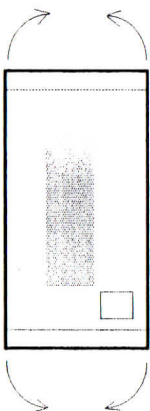
Perth WA 6948

INSTRUCTIONS

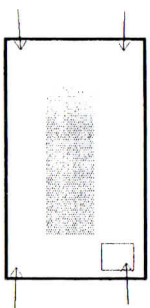
1) Fold in three



2) Fold ends over



3) Fasten ends with tape or glue, and mail.



PLEASE FEEL FREE TO PHOTOCOPY THIS FORM TO YOUR HEART'S CONTENT.

PROMOTIONS

Festival Table - April 13th-17th, 1995

The festival will have a table in the hucksters room at Swancon '95 over the coming Easter break. We will have memberships and T-shirts on sale, and will be more than willing to supply you with information about the festival. Come along, talk to the committee, register your interest or just find out more about the con.

Festival Launch Party - April 16th, 1995

A party will be held to celebrate the launch of the festival at Swancon '95. The party will be located in the fan lounge on Sunday night from 8PM onwards; some free drinks will be supplied with eats, but BYO for a good time. All are welcome.

Pit Bash - Late May, 1995

A gaming competition will be held in late May, probably in conjunction with the Gamer's Guild at the SWY. Titled: "World Championship of Champions", it will be a single round elimination tournament played with the Champion rules system. Character generation rules will apply, and are: No power frameworks, no powers marked "stop", and no mercy. You can register your interest at the Festival '96 table at Swancon '95, phone the contact numbers or write to the convention address. Small charge will apply, based on costs. There is a player table limit based on venue size.

Freeform - Late August, 1995

A freeform will be held on a Saturday in late August, in a city venue catering for twenty five players. Written by Stefen Brazil, the basis for the scenario will be the *Illuminati* books. A small fee will be charged based on costs. To register your interest, contact us either at the convention address or just come and talk to us at our table at Swancon '95. There will be more details in our July newsletter.

COMPETITIONS

The Festival of the Imagination 1996, at its essence, will be a celebration of creativity. As such, it will strive to encourage the creative spirit, particularly in the fields of art and writing. There will be two competitions run in the months leading up to the convention, open to any Australian entrants, whether members of the convention or not; however, entries must be previously unpublished. The winners will be announced at the convention itself.

Firstly, there is the short story competition. To be eligible to enter, a piece of writing must be of 5000 words or less, and do remember that this is a speculative fiction convention, although stories may be of any genre. The art competition is more difficult to define, but again, work of a speculative nature will probably be more appropriate than other forms of art.

There will be more details on these competitions, including prizes, in further newsletters. If you are interested in entering, please write to the convention address for more information.

AWARDS

An important and traditional part of an event such as the Festival of the Imagination is the presentation of awards for recognition of excellence and achievement in various fields. At the 1996 Festival of the Imagination, two sets of awards will be presented.

The Australian Science Fiction "Ditmar" Awards

The idea for a national literary science fiction award was developed during 1968 when a committee of fans and authors, including Ditmar Jensen and Lee Harding, struggled to decide on such matters as the form of the trophy, the rules, and the name. Despairing of ever reaching agreement it was proposed, half in desperation and half in jest, to use Jensen's name for the award. The rest is history. The awards were first presented in 1969, and have been presented at each national science fiction convention since then, which will make the 1996 awards the twenty-seventh time the awards have been presented. They recognise fannish and professional endeavours and, like the Hugo Awards, are presented for work published in the year prior to the convention at which they are presented, and are voted upon by the members of that convention.

The Australasian Science Fiction Media Awards

The ASFMA's were originally conceived as a way of giving a form of acknowledgment to those in the media side of fandom, in much the same way that the Ditmar pays tribute to its literary aspects. They were first awarded in 1984 at Medtrek, and are now awarded at the annual National Australasian Science Fiction Media Convention. 1996 will be the first time the ASFMA's (which, at one point in their brief but venerable history were known simply as 'Robbies') have been awarded in Western Australia. The awards themselves are made out of glass by Peter Lupinski, and are fashioned to look impressive sitting on a mantelpiece, as well as to be a fairly deadly weapon in close combat.

The Ditmar Awards will be presented in the following categories:

- Best Long Fiction
- Best Short Fiction
- Best Publication (Periodical)
- Best Artwork
- Best Non-professional Writer
- Best Non-professional Artist

In addition, the William Atheling Jnr Award for Criticism will be awarded.

The categories for the Australasian Science Fiction Media Awards are:

- Best Fan Writer
- Best Fan Artist
- Best Newsletter
- Best Fan Fiction Zine
- Best Amateur Audiovisual Production

Eligible entries for the awards will have been published or produced between January 1st and December 31st in 1995, and be the work of Australian (or, in the case of the ASFMA's, Australasian) residents during that period. More details on the criteria for the award categories will be printed in subsequent Newsletters. For more information, or to nominate works for either set of awards, write to the convention address, marking clearly which award you are nominating for. Nominations should be received no later than January 31st 1996.

Like all revolutionary ideas, the subject has had to pass through three stages, which may be summed up by these reactions:

1. "It's crazy - don't waste my time."
2. "It's possible, but not worth doing."
3. "I always said it was a good idea."

Arthur C. Clarke

THE ACCREDITATIONS

UP-DATE APRIL 1995 is a publication of The Festival of the Imagination, © 1995

EDITOR

Martin Livings

EDITORIAL CONSULTANT

Robin Pen

Contributors: Julian Ackerman, Stefen Brazil, Nick Evans, Martin Livings, Robin Pen, Richard Scriven, Jonathan Strahan.

We acknowledge *The Encyclopedia of Science Fiction* (Eds; J. Clute, P. Nichols) for its invaluable assistance.

COMMITTEE

Julian Ackerman (Secretary), Sue Ann Barber (Co-Chair), Stefen Brazil, Nick Evans (Treasurer), Richard Scriven (Co-Chair), Brian Trump, Elizabeth Trump, Geoff Tilley, R. Walker

The Festival of the Imagination is an official project of the Western Australian Science Fiction Foundation Inc and runs under it's directives. WASFF is a non-profit incorporated organisation.

The next newsletter will be published in July 1995.

The secret word for this newsletter is - "homogenously".