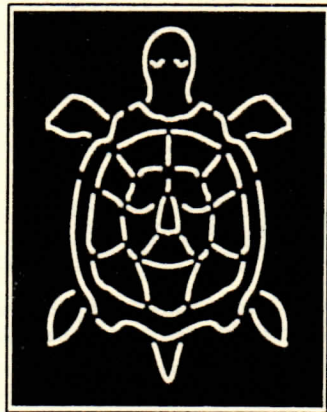


# SwanCon 18



Progress Report Three

November, 1992

The Australian National Convention for 1993, Easter Long Weekend, Perth

# Convention Information

## DATES

Thursday April 8th to Monday April 12th 1993

## VENUE

The Ascot Inn Function Centre  
1 Epsom Ave, Belmont, Perth, WA

## GUEST OF HONOUR

TERRY PRATCHETT

## FAN GUEST

CRAIG HILTON

## MEMBERSHIP RATES

### Attending

\$50.00 until Easter 1992  
\$60.00 until 31/12/92  
\$70.00 until 7/4/93

\$75.00 at the door  
\$20.00 per day

### Supporting

\$20.00

### Child Membership

\$25.00  
(aged 5 - 15 on 8/4/93)

## THE HOTELS

The Ascot Inn, 1 Epsom Ave, Belmont, WA

Room Rates (no rooms remaining)

Bel Aire, Great Eastern Highway, Belmont, WA

Room Rates (twin only) \$37 per person per night, inc. breakfast

Accommodation bookings will only be confirmed and placed with the hotel upon receipt of one night's deposit. Deposit cheques should please be made out to SwanCon 18.

## PUBLICATIONS SCHEDULE

PR3 Due out Sept/Oct 92

Deadline for material 15/9/92

PR4 Due out late-Jan 93

Deadline for material 14/1/93

Program Book

Deadline for material 22/2/93

## ADVERTISING RATES

### PROGRESS REPORTS:

	<u>Member/Fan</u>	<u>Professional</u>
Full Page	\$20.00	\$40.00
Half Page	\$12.50	\$25.00
Quarter Page	\$7.50	\$15.00

### PROGRAM BOOK:

	<u>Member/Fan</u>	<u>Professional</u>
Full Page	\$40.00	\$80.00
Half Page	\$25.00	\$50.00
Quarter Page	\$15.00	\$30.00

## HUCKSTERS

Professional \$65.00  
Member \$35.00 or \$10.00 per day

SwanCon 18: Australia's National SF Convention '93

## Welcome!

SwanCon 18 is coming together quite well: the program is shaping up before our very eyes, there's some interesting comix action planned, and the video strand should be quite off-beat. Sadly, our Programming coordinator, Sally Beasley has had to withdraw from her committee activities due to other commitments. The committee would like to take this opportunity to thank her for working so hard to help make SwanCon 18 a success.

The core committee and the subcommittees are bearing up well under the load, and we're expecting to have the biggest Con that WA has ever seen.

The gaming subcommittee is working hard at getting prizes organised for the many and varied tournaments that will be running, so if you're at all interested make sure that you play in at least one during the Con. At least two freeforms will be offered at SwanCon 18 - 'Master of Xenophobia' by Stefen Brazil who has been responsible for extremely successful freeforms at previous SwanCons, and 'Pirates' by Julian Ackermann which will feature (weather permitting) an authentic plank. Shadow Laser Games will be demonstrating their new Zone 3 packs, and there'll be several organised sessions per evening.

In addition to Terry Pratchett who is our Guest of Honour, and Craig Hilton as Fan Guest of Honour, it looks like we'll be lucky enough to have Robert Jordan join us for at least part of the weekend. We expect the following invited guests to attend: Terry Dowling, Nick Stathopoulos, Lewis Morley, Marilyn Pride, and Paul Kidd.

Memberships are currently set at \$60, but are expected to rise on the 1st of January. It seems unlikely at this time that the venue will suffer overcrowding, but the Con committee have resolved to limit memberships before that nebulous point is reached.

There will be *another* SwanCon 18 Quiz Night in late January, organised by that paragon of questions, Gigi Boudville. She says: same place, same questions! Stay tuned for more information.

For those who know Tim and Narelle, you may enjoy hearing that during their stay in Cairo, they almost missed the earthquake. Apparently they were in a taxi, and their driver was certain that all the shuddering was a flat tyre.

SwanCon. It's more than just a state of mind.

Have fun.

## Hotel Blurp

The primary venue for SwanCon 18 is the Ascot Convention Centre in Belmont. It's on the banks of the Swan River, on a quiet side street, just down the street from Great Eastern Highway (where there's some fast food and so forth).

The venues are a cheerful place to be. They've got elbow room Shelob would enjoy, without being so enormous that you need native bearers for your trek to the video lounge.

The accomodations, comfortable as they are, form two blocks overlooking the pool. One block has sweeping river views. The other doesn't.

If you missed out on the Convention Centre rooms, you've only got a short walk up to the conveniently located overflow motel.

Enjoy.

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## Unclassifiable Programming

The following program events are rather general in nature, and form what is sometimes called 'the mainstream'. The Programming subcommittee are trying to create as broad an appeal as possible for this component of SwanCon 18. If you have any comments or suggestions, the subcommittee would be really glad to hear them.

### *Comedy, Inspired or Devised?*

Since our Guest of Honour is Terry Pratchett, it seems a wonderful opportunity to get some of the talent assembled at the con to talk about comedy with something of an SF focus.

### *Comics as Art and Literature*

Can comix and graphic novels claim to be art? Can they claim to be literature? Why do some people oppose 3-colour dithered pictures and talk bubbles? If we can get the opinionated people to turn up, it could be heaps of fun. A panel.

### *The Science and Art of Collecting*

Another panel item where distinguished collectors discuss, and then are interrogated by the audience, about what, how, and why they collect. A little off-beat.

### *Modern Myths and Icons: The Vampires of Subculture*

A discussion about ideas and personalities in SF and how they have drifted into mainstream society. Hopefully, this item will investigate the future of SF as it mainstreams its way into (non-) existence.

### *A Double-Take style Assault on a Yet Unnamed SF Film Icon*

What will it be? Star Wars? Plan-9 From Outer Space? Battle Star Galactica? You'll have to come along to see what film gets its just deserts from a team of talented dubbers.

### *Hypothetical - the end of the World*

Well, this is a take-two. SwanCon 17's attempt didn't come about, due to a severely cut foot. Hopefully this time the people involved won't want to cut their feet to bits to avoid running it. Loads of fun.

### *Science Fiction Sticky Moments*

If you've seen the classic British TV quiz show, you'll be cringing already.

### *Fantasy as a modern Mythology*

Does our society lack the mythology that underpinned earlier cultures? The discussion will look at how SF has provided mythic characters and a thread to bind together members of a technological civilization that is fast forgetting its roots.

### *The Mass Debate: Is sex better than SF?*

Our assembled luminaries will pontificate on the topic. Perhaps they will enlighten all of us who have the wrong idea. Good shouting fun.

### *The Revelation of Faust: A Play*

### *Impromptu Story: The Dead Man and the Tarot*

As the title says, an impromptu story. It'll be an interesting experience, since the art of story telling (and Tarot-card reading!) aren't widespread in modern Australia.

### *Colin the Barbarian*

A radio play. Join in the fun.

SwanCon 18: Australia's National SF Convention '93

## Social Programming

5

Social programming is still at a conceptual stage. Much of what follows happens at every con, but we're trying to innovate, and revitalise some of the older fannish traditions.

### *Room Parties*

SwanCon 18 will support open room parties by providing some munchies and soft drinks, and noticeboards to advertise them. We'd like to see a few more room parties and casual get-togethers. The pool may be a good place.

### *Pool Party*

There will be a pool party. If the heavens don't open. We haven't always been that lucky in the past. Come to sunny Perth. Hah!

### *Cocktail Party*

We are endeavouring to arrange a cocktail party/meet the guests evening which won't cost the earth to attendees. Formal dress is requested.

### *Pizza Banquet*

Following 17's surprisingly successful fiasco, there will be another mass Pizza-ordering frenzy. Have you ever seen a pizza-shop melt down? It is reputed that last year, one did. Help us do it again.

### *Pasta Frenzy*

The convention centre offers quite a pleasant smorgasbörd pasta meal for a reasonable price. We intend to encourage con-goers to take advantage of this wonderful offer.

### *Masquerade*

Masks are required for this function, and there'll be a *Real Band™* and everything. Masks will come off at midnight. Bar and booze will be available. Let's make it a real party, huh?

### *SwanCon 19 Launch*

The evil SwanCon 19 committee have asked to be allowed to 'officially launch' their con at 18. Naturally, since they're providing the punch and munchies, we said yes. However, they're not telling us very much about it, just giggling a lot. This may be one space to watch.

## Gaming Program

A great deal of work has already been done by the ever-enthusiastic SwanCon 18 Gaming subcommittee to make the Gaming program lots of fun, and to appeal to all attendees. They are very interested in any feedback you may have regarding the program as it now stands. If you'd like to contact them, either to offer some help, or to comment on the program, they can be contacted at our normal postal address.

### *Shadow Laser Games*

Once again, those shadowy people are going to offer their unique game for the discerning members of a SwanCon.

Don't recognise the name? That's because they've changed theirs quite recently. You probably know their old name ... it starts with a Q. Although the Perth centre now uses their current Zone 3 equipment, they are only able to bring the old Q gear along.

This time, the setup will be slightly more complex, with base stations, re-energisers, and possibly a scoreboard.

If you are going to be eating at the pizza or pasta pig-outs, this is the game to play. Fast, fun, exciting, and in the dark!

### *Freeforms*

Fast becoming an institution during SwanCon, freeform r[eg]leplaying has certainly caught on with

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hugely successful games running at the last 3 cons. This year we expect to have at least two freeforms running: *Master of Xenophobia* and *Pirates*.

*Master of Xenophobia* has a player limit of 30 and will run for between 4 and 5 hours including a lunchbreak. Costumes will be compulsory, but can take almost any form you like. There will be a KFC bulk order for lunch that will be arranged when you register for the game.

Plot information and more details about *Pirates*, *Master of Xenophobia* and any other freeforms that will be running will be provided in the Final Progress Report for SwanCon 18, which is due out early in 1993.

### Beer and Pretzels Gaming

The Gaming subcommittee have arranged an information desk near registration which will also have copies of classic games available for loan. We encourage you to settle some old scores with your friends when the hectic pace of the con wears you down.

### Tournaments

This year, we're going to run several tournaments which will have perpetual trophies and other prizes. There should be something for everyone, with games ranging from *Wacky Races* to an *AD&D 2* module.

*Wacky Races*: it's what you all know and ... hmmm. Mutley is my personal favourite, but some prefer Penelope. It's not a difficult game and you'll either love it or hate it. No limit on number of players.

*Rail Baron*: what can we say? It's been played for aeons by people who regard it as the game of the century. Others see it as the game that time forgot. A classic, and bound to be played religiously by those who enjoy it.

*Shōgun*: there will be some changes to the rules to speed up play, but it'll be pretty close to the original game. *Shōgun* is not too hard to learn, and can be a lot of fun. No limit on number of players.

*AD&D 2 Tournament*: the scenario will involve (surprise surprise) the wrath of a dead wizard, a haunted house, and a band of brave (and greedy) adventurers. Will be lots of fun. Get a team together.

*Star Fleet Battles*: the grand old war-horse struggles on. This eternally popular wargame looks set to continue its SwanCon successes of the past. Look forward to some decent opposition, and lots of games. No limits on number of players.

*Paranoia*: if you haven't played *Paranoia*, you haven't lived ... I mean died. It's the classic humorous SF RPG, where the aim is to win, not to help your team-mates. This *Paranoia* scenario involves Teenage Mutant Ninja Citizens, no doubt throwing the Alpha Complex into turmoil as the Computer tries to bumble its way through the situation. A must play.

*Cyberpunk*: the scenario is called 'The Lost Day'. That isn't all that has been lost, as I have absolutely no information at all about this one.

There are several more games that may make it into SwanCon 18's Gaming Program. These include:

- A systemless cyberpunk sequel to SwanCon 17's *Dreamers in the Net*
- A BattleTech Tournament called *The Great Solaris Team Tourney* which will be set on Solaris, using BattleTech compendium rules. The 'Mechs will be limited to 200 ton of Inner Sphere standard and variant designs as published by FASA, and restrictions will include no fewer than 3 and no more than 6 'Mechs with no vehicles, no CAMs and no INF/PA.

There are also quite a number of demonstration games being planned, with games ranging from *AD&D Spelljammer* to a *Warhammer* fantasy battle.

Please note that for all games, unless explicitly noted otherwise, will have strict limits on numbers of players permitted. This means that it may be a good idea to register your interest *before* the convention (simply send the Gaming subcommittee some mail expressing your interest) or be quick when registrations open at the con itself.

The final Progress Report will contain detailed plot 'teasers' for all of the games that will be running. Detailed rules and scenario information will either be published in the Program Book or provided in

booklet format at the convention itself.

### Panels and Discussions

#### *Miniature Painting Workshop*

This workshop will deal with the techniques of miniature painting, especially concerning itself with techniques that enhance 'realism'. There may be a prize offered for best miniature painted at the con.

#### *Fantasy Gaming Superquiz*

Following the success of the superquiz at 17, this event will be sure to draw a crowd. You may not want to attend if you suffer from mintie-phobia.

#### *Freeforms: what are they?*

A discussion where creators and players of freeforms slug it out. Are freeforms part of the gaming, acting, or impromptu composition traditions?

#### *Systemless roleplaying*

A panel dedicated to the science and art of systemless roleplaying. It's all part of the trend, back to basics. If you've wondered how these games tick, this may be for you.

#### *Quality scenario creation*

A panel and participation event where skilled brainstormers will ply their craft, and allow the participants to get a bit of the action. See, and experience, the skills and techniques needed to create a varied and interesting campaign.

Several more items are currently in the planning stages.

## In-House Video Programming

The in-house video system is going to be organised a bit differently this year: it's going to be programmed! The idea is to get the benefits of actually knowing the schedule ahead of time, instead of staying in your room, because you couldn't bear to miss an episode of *Lost in Space* if you stupidly went to have a meal or to see another event.

6:00	Lost in Space
6:30	Dr Who
7:00	unprogrammed - selections made by guests
8:00	Ranma 1/2
8:30	Movie (TBA)
10:00	Superman
10:30	The Tomorrow People
11:00	3*3 Eyes
11:30	Twilight Zone
12:00	Original Star Trek
12:30	Captain Scarlet
1:00	UFO
1:30	Robotech
2:00	Blake's 7
3:00	The Prisoner
4:00	Original Twilight Zone
4:30	Quark
5:00	Start Rek

The program is intended to cycle for the entire Con weekend, with each 12-hour cycle having different, exciting episodes.

This program has not yet been cast in stone. If you want more/less kitch stuff, or want to suggest other alterations in this program, please write to the SwanCon 18 Video Subcommittee, care of our normal address, or hassle a Committee member.

SwanCon 18 - the 1993 Australian National

# SCIENCE FICTION & Fantasy

Convention

## Short Story Competition

Entries will be considered for the following divisions:

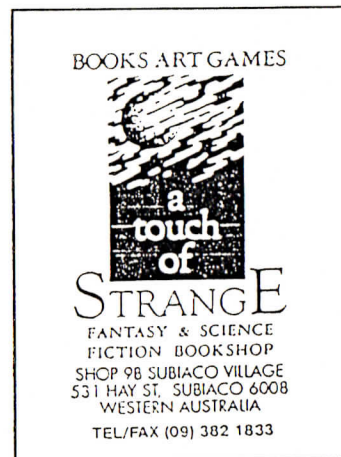
Primary School Division  
(years 1-7) - first prize \$25

Lower Secondary School Division  
(years 8-10) - first prize \$75

Upper Secondary School Division  
(years 11-12) - first prize \$100

Open Division - first prize \$100

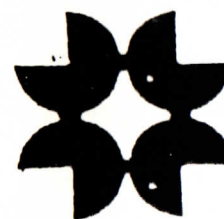
There will also be book prizes for each category



This short story competition has been proudly sponsored by *A Touch of Strange Bookshop*, shop 9b Subiaco Village, Hay Street, Subiaco 6009 - specialists in the latest science fiction and fantasy books and art from Australia and overseas. They specialise as a supplier of genre fiction to schools and libraries for all age groups.

The small print: All entries must be original, unpublished genre fiction by Australian residents or Convention attendees. The manuscript should be no longer than 10,000 words, provided on A4 paper, be double spaced and in a legible hand or typed. The author's name, the title, and page number must appear on each page. If the manuscript is to be returned, a stamped, self-addressed envelope must be provided. Please provide a covering letter stating your name, address, and phone number (also age if competing in a junior division). Entrants for the junior divisions may be considered for the open division on request. Winners will be announced at SwanCon 18 and also notified by mail. Entries must be postmarked by the 1st of March, 1993 and sent to: SwanCon 18 Short Story Competition, PO Box 318, Nedlands 6009.

SwanCon 18: Australia's National SF Convention '93



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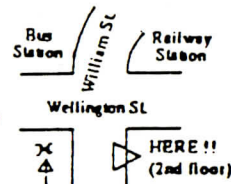
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(entry from William St., diagonally opposite the bus station)



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Sat. 9 a.m. - 5 p.m. (Games Day)  
Sun. 12 - 5 p.m. (Games Day)

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**Red Shirts**

Do you have a Red Shirt and a death wish? If so, we want *you* to help out on the SwanCon 18 security force. Now, just like in Star Trek, security will be wearing red shirts. We will, however, try to avoid getting killed before the end of the episode. 'Security' at a SwanCon can be translated to mean 'Gopher'. It often involves being up at strange times of the night, tracking down errant members of the con committee who haven't been seen for *hours* after some crisis began, and generally being the people who make it all run smoothly (you even get to use a really spiffy radio communication system with wonderful earphone and nifty microphone). Remember, if someone asks you if you want to beam down with a landing party, just say NO!

**Video Program**

The previous fascination with Japanese Anime will continue, however for the less discerning amongst us, it will be programmed in smaller blocks, with 'off-the-wall' and genre material filling the spaces between more traditional fare. There is a core of enthusiasts working on the program and it is expected that their program will be presented in the Final Progress Report.

**Short Story Competition**

Please see the advertisement for the SwanCon 18 Short Story Competition. Last year, the SwanCon short story competition received sixty-five entries, with one story (by Stephen Dedman) actually being accepted for professional publication overseas.

We'd like to see lots of entries, especially in the Junior divisions, as the judging committee were pleasantly surprised by the exceptional quality shown by some of the entries. It's a bit of a truism, but unless we get young people interested in SF and fantasy, both reading it and writing it, the genre will stagnate - and become the sole province of Hollywood scriptcritters.

**Writers' Workshop**

As with previous SwanCons, we will be running a writers' workshop, and will run over the weekend prior to the convention (the 2nd and 3rd of April, 1993). There will be a cost associated with attending the workshop, and details will be made available later to everyone who has expressed interest in attending. As these have proved quite popular in the past, we would appreciate knowing if you are interested so that we can organise an appropriate venue.

**Ditmars and all that Natcon stuff**

The Ditmars are a joke. We'd really like them not to be, so when the Ditmar nomination forms go out, sometime in January, we'd appreciate it if you'd give some thought to nominating the best Oz SF of the calendar year 1992. We don't intend to have trivial categories, but if there's demand, we'll bow to the wishes of the great proletariat.

There will be a business meeting (even if it's only for SwanCon 20 and WASFF related stuff) and we cordially invite bids for the 1995 Natcon - we'd be extra happy for some other 'provincial' cities (or towns, don't forget country towns like Adelaide) to make a bid.

**Auction**

We will be having one. Please see the Final Progress Report of SwanCon 18.

**Huckster's Stands**

Hucksters stands are available. They will be available at both 'corporate' and 'pedlar' rates. For pricing information, please see the information page of this Progress Report. The Huckster's room will be minimally secure, and though we envision no difficulties, SwanCon will not be responsible for any losses of goods or other property.

**Art Exhibition**

We are told that there will be an Art Exhibition. However, before sending any of your masterpieces, please contact the awfully excited Art Exhibition subcommittee at our normal postal address.

**Shuttle Bus 'Galileo'**

We will be operating a shuttle bus service for Day members and anyone else who needs to take advantage of it. The bus will make a run from town at 8:30am, and return people to the city so that they may catch the last public transport home.

**Trivia**

Note how the above headings aren't in alphabetical order? We didn't.

Progress Report 3 - November 1992



# SwanCon 18

Australia's National SF Convention for '93

P O B o x 3 1 8 , N e d l a n d s W A 6 0 0 9

## Generic Application Form

### membership

Please find enclosed a cheque/money order made out to SwanCon 18 for \$  for the following:

- Attending adults (\$60.00 until 31/12/92 and \$70 thereafter)
- Attending child (\$25 for children 15 years or younger at 8 April 1993 until Easter 1993) - this can only be issued with an Attending adult membership.
- Supporting (non-attending) \$20

name:

address:

### hotel bookings

Accommodation at SwanCon 18 has been arranged at the Bel Eyre Motel, at 285 Great Eastern Highway, Belmont, Perth, Western Australia. Please find enclosed a cheque/money order made out to SwanCon 18 for \$  as one night's deposit for accomodation. *Please note: accomodation bookings will only be placed with the hotel on receipt of one night's deposit.*

Twin rooms only, at \$37.50 per person, per night, including breakfast.

Delete dates not applicable  7  8  9  10  11  12  13 April, 1993

Special needs (ie extra bed in room)

I/we intend to share the room with

### gaming registrations

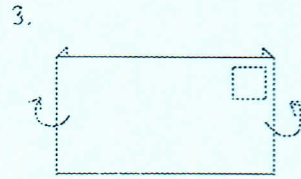
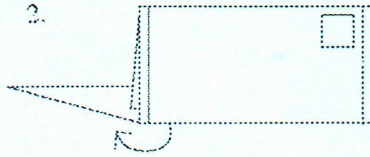
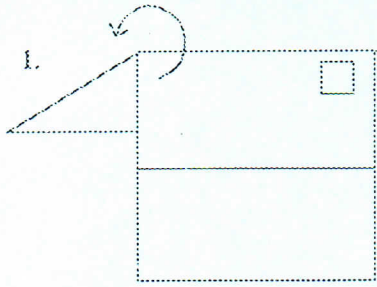
I'd like to play the following games:

- |   |   |
|---|---|
| <input type="checkbox"/> <i>Master of Xenophobia</i> freeform | <input type="checkbox"/> Star Fleet Battles                 |
| <input type="checkbox"/> <i>Pirates</i> freeform              | <input type="checkbox"/> AD&D2 Tournament: <i>The House</i> |
| <input type="checkbox"/> Rail Baron                           | <input type="checkbox"/> Cyberpunk II <i>The Lost Day</i>   |
| <input type="checkbox"/> Wacky Races Tournament (!!)          | <input type="checkbox"/> Paranoia <i>T.M.M. Citizens</i>    |
| <input type="checkbox"/> Shōgun Tournament                    | <input type="checkbox"/> Shadow/Zone 3 Laser games          |

### volunteering

If you'd like to volunteer for a panel or other program item, send us details (such as the title, people required, equipment needed, timeslot info)

- I'd like to volunteer as a:
- Gamesmaster
  - General Gopher
  - Day Manager
  - Registration Desk Jockey
  - Videoroom manager (day/night)



Then staple or tape top and side edges

Staple or tape this end

1. Fold down along this line

3. Fold along this line toward the back, and staple or tape

Affix  
Stamp  
Here

4. Fold down along this line and staple or tape to the back

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Nedlands WA 6009

2. Fold down along this line

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Sender:



# SwanCon 17 Wrapup

This is the financial wrapup for SwanCon 17. 230 persons attended the convention.

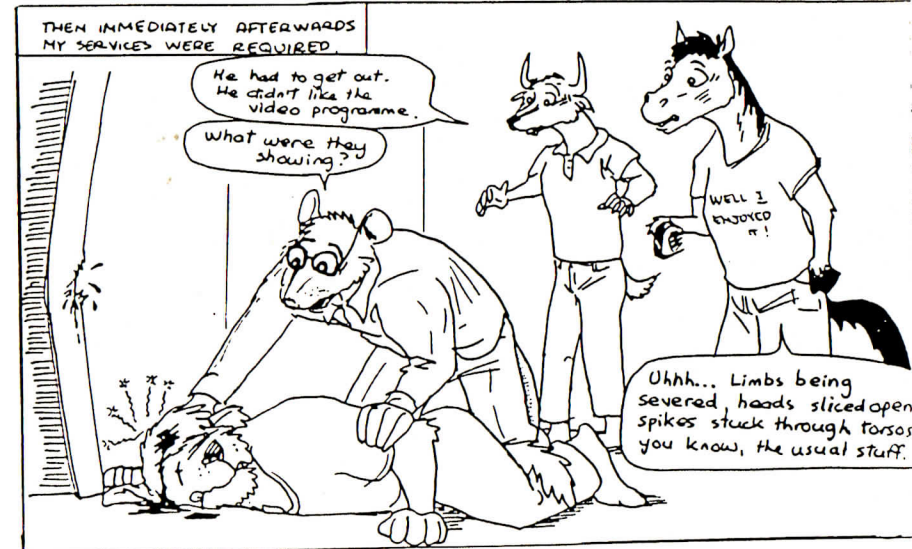
	In	Out	Total
<b>RECEIPTS:</b>			
Memberships	8,073.00		8,073.00
Loan from SwanCon 16	2,000.00		2,000.00
Auction	222.55		222.55
Grants, Sponsorships	1,500.00		1,500.00
Advertising, Hucksters	705.00		705.00
Interest on Investments	272.13		272.13
Other	101.72		101.72
<hr/>			
<b>EXPENDITURE:</b>			
Cost of Convention Facilities		2,325.00	(2,325.00)
G.O.H. - Accomodation		450.00	(450.00)
- Airfare		666.00	(666.00)
- Sundry		143.66	(143.66)
Hotel Accom: Committee Room		150.00	(150.00)
Tea & Coffee (Supplied by Hotel)		200.00	(200.00)
PRIZES: Tinducks			0.00
Short Story Competition		120.00	(120.00)
D & D Module		50.00	(50.00)
Theatre Sports / Other		37.20	(37.20)
HIRE: Video Equipment		126.00	(126.00)
Insurance (Excluding Damage)		207.30	(207.30)
Advertising, Promotion		365.10	(365.10)
Postage & Printing - 4 PR's		895.75	(895.75)
Printing of Program Book		1,435.00	(1,435.00)
Printing of Program Leaflet		120.00	(120.00)
Stationary		196.58	(196.58)
Writers' Workshop	105.00	356.00	(251.00)
Other Convention Expenses		600.41	(600.41)
Bank Charges	20.00	44.40	(24.40)
DUFF, GUFF, ASFF, FANZ		400.00	0.00
SWANCON 16 LOAN PASSED ON TO SWANCON 19	2,000.00		0.00
PASSED ON TO SWANCON 18		2,111.00	0.00
	<hr/>	<hr/>	
	12,999.40	12,999.40	0.00

# SWANCON 17

REPORT

24<sup>th</sup> - 27<sup>th</sup> January 1992

IN THE GOAT-ESQUE STYLE\*  
(or "what to draw when you discover none of your photos came out.")



SwanCon 18: Australia's National SF Convention '93

PAUL WAS THE GAMING GUEST OF HONOUR. HE WAS GIVEN A ROOM IN A SECTION OF THE BLOCK GUARANTEED FREE FROM FANBOYS, FUGGHEADS AND FREELoadERS

Ahh... just keep moving. Don't turn around. I'll tell you about it later.



The spider? 'sarright. They never kill straight after a feed.



FANGS OF K'ATH YOUR FAVOURITE VIDEO GAME IS SOON TO BE A MAJOR NEW HOME

SO PAUL WAS KIND ENOUGH TO PUT ME UP IN HIS ROOM.

Do you mind?

Well... given that I can't anticipate the probability that this cohabitational scenario will eventuate into a mutually sustainable proposition...

Paul! Paul! For God's sake stop reading Albedo and listen to me! Think, Paul, Think!



I GOT HEAVILY INTO TIM AND NARRELLE'S VIDEO SALE AT THE HUCKSTER'S STALL, AT \$3 PER MOVIE

Oh wow! Doctor Strangelove, Jabberwocky, Gorky Ark, Dark Star!

They're Beta



Hey, wow, man. Beta's going to come back into style again one day, I know it. Don't bring me down, guys!

NICK'S GUEST OF HONOUR SPEECH

THIS MAN IS COOL.



AUTHORS' READINGS -



Lucy Sussex



Philippa - Moadern



Sean McMullen



Terry Dowling

"THE WORLD'S WORST GAME" - AT THE SESSION TO COME UP WITH THE FRONT RUNNERS, STEPHEN DEDMAN AND I STARTED THE BALL ROLLING...



PAUL RAN A FREEDOM ROLE. RAWW. GAME SET IN THE COURT OF LOUIS XIII



IN NO TIME AT ALL, HE HAD THEM BETRAYING, BACKSTABBING, DOUBLE CROSSING AND ASSASSINATING ONE ANOTHER. AND HE ENJOYED IT, THE MEANIE!

THE ROOM PARTY HAD ITS OCCASIONAL INTERRUPTIONS

Whassa matter, Nicco? Ain'tcha never seen a troop of mercenaries before?



THE GAMING ANECDOTES PANEL



POLICE CONSTABLE GREG TURKICH, ON THE SUBJECT OF FUTURE LAW ENFORCEMENT, SHOWED VIDEOS OF PERTH RIOTS.

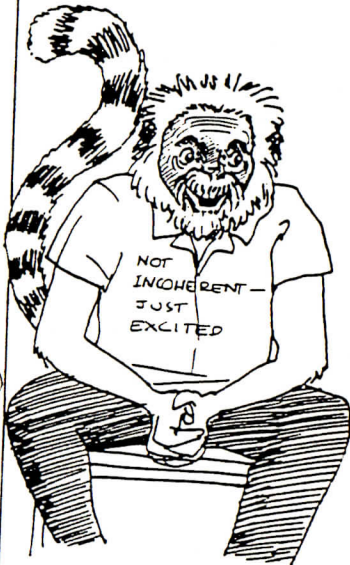


We wanna see limbs being severed, heads sliced open, spikes...

THERE WAS A COMPETITION TO MAKE THE BEST SPACE CRAFT OUT OF ACCUMULATED HOUSEHOLD JUNK. OUR TEAM WON. NEARLY ALL THE TEAMS LISTED THEIR SHIPS AS PERCEFUL AND THEN COVERED THEM HORRIBLY WITH WEAPONS.



GRANT STONE



TERRY DOWLING GAVE US AN ABSOLUTELY MAGICAL GUEST OF HONOUR SPEECH.



"We spend most of our lives making ourselves meaningful to ourselves."

"And sometimes that takes a lot of lying."



And now my special guest, live (almost) by telephone, let's have a special hand for Harlan Ellison!



Hi guys!

... WHO THEN PROCEEDED TO READ SOME OF HIS SHORT STORIES

DESPITE A STRONG SHOWING BY TIM RICHARDS AND AN EARLY COLL BY SEAN McMULLEN, NARRELLE HARRIS WON GRANT STONE'S AWARD FOR BEST-DRESSED FANZINE EDITOR.



THIS WAS, BY THE WAY, AFTER THE PASTA BANQUET

\$5 FOR ALL THE PASTA YOU CAN STAND IN QUEUE AND VIEW FROM AFAR.



Mmm... I'm really enjoying this!

Hey, is that your second helping?

Third.

BASTARDS!

Did you hear something?

Mmmf... burp.

AT THE LAST MOMENT, I WAS ROPED INTO A SCIENCE FICTION QUIZ PANEL GAME. I THOUGHT I WAS GOING TO BE SHOWN UP AS A COMPLETE SE IGNORAMUS, UNTIL OUR TEAM BEGAN AND CONTINUED TO WIN BY A CONVINCING MARGIN.

PLUS -

WE KNEW ALL THE WORDS TO THE FELIX THE CAT THEME SONG!

THEY DIDN'T KNOW ALL THE WORDS TO MISTER SQUIBBLE!

(Bonus point - do you?)

Whenever he gets in a fix, He reaches into his bag of tricks...



THANKS TO TIM AND NARRELLE FOR AN EXCELLENT PRODUCTION

APPLICATION HAD A BOOK LAUNCH PARTY FOR TERRY'S "WOODWOOD" AND "REMINDER": BOTH WITH LOVELY NICK'S COVERS. IT BLENDED INTO THE MASQUERADE, WHICH MADE FOR A MOTLEY AUDIENCE. NICK AND I ENDED UP SPENDING MOST OF OUR TIME GOING THROUGH MY TAITTY, STAINED COLLECTION OF VINTAGE TV-21 COMICS.



But let's see him drink that thing

Drool!!!

'Bucketeer'

'King of Kingfishers' (that's me, folks)

You know, I grew up on these comics.

'Grew' or 'Threw'?

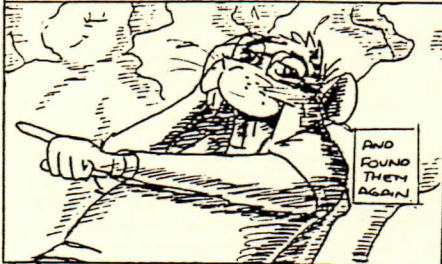
only kidding, ha ha. Nick would never say something as nasty as that.

WE (IAN NICHOLLS AND I) WERE KICKING OFF A DESULTORY FILK SESSION WHEN SOMETHING WONDERFUL HAPPENED. A MELBOURNIAN, GREG FRANKLIN, CAME OVER AND EXPLAINED THAT SINCE HE HADN'T HELD A GUITAR FOR EIGHT DAYS HE WAS SUFFERING WITHDRAWAL SYMPTOMS, AND COULD HE BORROWHINE?



HE THEN PROCEEDED TO MAKE MUSIC LIKE MY POOR, CHEAP INSTRUMENT HAD NEVER KNOWN IN ITS EXISTANCE. JULIAN WARNER JOINED IN WITH HIS HARMONICAS, AND THE RESULT WAS A SWALON FIRST. NATURALLY, I DID WHAT I DO BEST - SAT BACK, SHUT UP AND DREW.

THEN CAME MONDAY  
I WAS DEPRESSED BECAUSE I THOUGHT  
I'D LOST ALL MY SKETCHES. SO THEN  
I WATCHED SOME EPISODES OF 'RED DWARF'  
AND CHEERED UP IMMENSELY



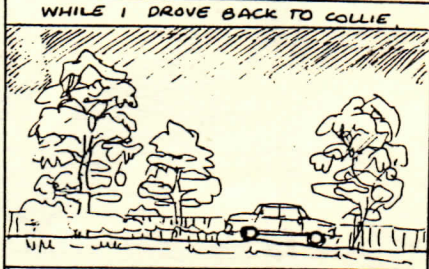
AND THE  
GOODBYES.  
WITHOUT THINKING, I FOUND  
MYSELF LAPSING INTO AMERICAN.

SO HOW DID SWANSON IT GO?  
AT THE CLOSING CEREMONY,  
ROBIN PEN SUMMED IT UP  
JUST DANDY:



HANDY FACES AND SOFT EVENING LIGHT  
FLITERING THROUGH YELLOW STREAM CLOUDS.  
HA HA HA...  
HA HA HA...

SO THE GANG SAT AND WATCHED  
THE AUSTRALIA DAY FIREWORKS.



AND TOOK WITH ME MEMORIES  
OF AN UNRECAPTURABLE  
WEEKEND. IT WAS REAL.

END