

SwanCon 18

*Perth, Western Australia
Easter 1993*

Welcome!

For reasons that nobody can ever explain, words from the Con Chair have always been thought essential for the Program Book of a SwanCon. I don't know why, either. Nobody ever gives them the slightest attention, and rightly so, because all the Chairthing can ever say is "Welcome", and "Enjoy", usually in that order. Sometimes this can be augmented by sentiments along the lines of "We worked our butts off to get this thing going, and you'd all better appreciate it and not complain, or I am going to come all over peculiar", but this is almost never stated outright. Still less is heard the straightforward "I've had it up to here with the whole sorry mess and my ego had better be assiduously stroked or else it's the rabid rottweilers for everyone." Whilst hark! far away in the lonely glens and borrens, can we not discern the lorn cry of the Trufan, "If they don't like it, waste 'em all. Roscoe will sort out His own..."

I'm sorry, I'm feeling better now. Can anyone smell smoke?

Dave Lockett, SwanCon 18 Chair

Souvenir Book

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Sponsors and Supporters

The SwanCon 18 Committee would like to take this opportunity to thank everyone who has assisted us with the convention, including:

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22nd Century Boys

Murdoch University

Curtin University Student Guild

Guild of Undergraduates, the University of Western Australia

JAFWA

Australian Science Fiction Foundation

The West Australian newspaper

AARNet ;-)

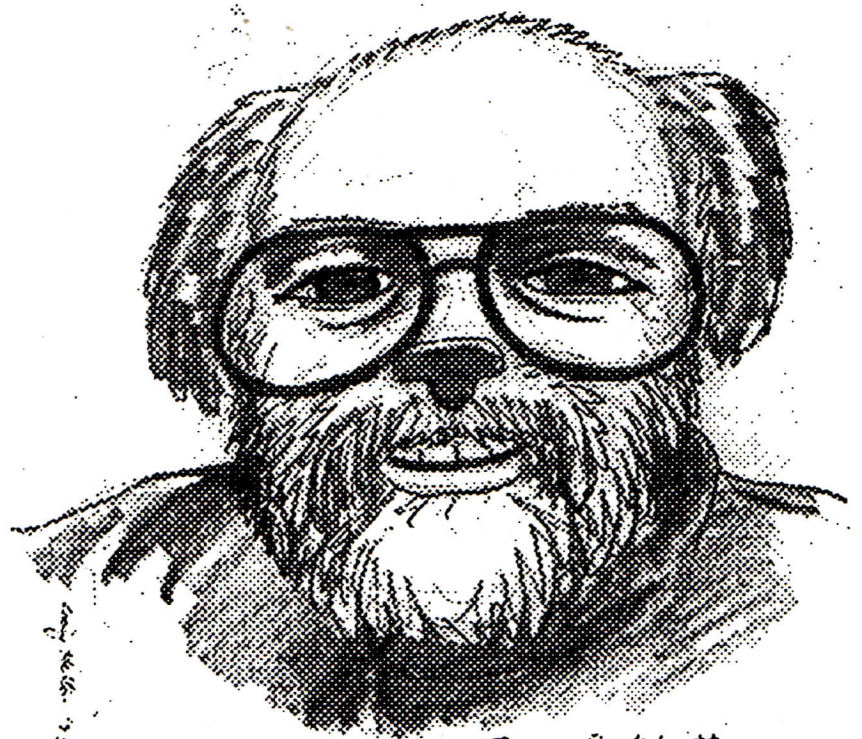
Guest of Honour - Terry Pratchett

Terry Pratchett is a fairly small man with an assertive panama hat and an insouciant beard, with a truly bewildering way of turning perception on its ear. He doesn't invent funny things - I don't think anyone's done that since Aristophanes - but he points out that funny things exist everywhere. And he demonstrates it. Morris dancing, for example. And Shakespeare*. And conventional scenes in popular culture. And the silly things you say when you are thinking conventionally, and which nobody recognises are silly, because they are the conventional things that everybody says.

I have no idea whether Terry Pratchett actually thinks conventional thoughts or not. Perhaps he does - simply for the purpose of flipping them like a cosmic pancake so that their ticklish undersides show. How else can you explain the concept of Rincewind the Magician, his suggestion of a rapid retreat having been rejected on the grounds that there is nowhere to run to, retorting that running isn't to, it's away. Or Death having a horse named Binky? Or the world

as perceived by oak trees being richly pervaded by magic, because things like houses and roads and other oak trees keep appearing and disappearing in what seems to them the merest instant.

Of course, like every humorist,



Terry Pratchett

he quotes other humorists. Or, really, misquotes them. The bit in "Guards, Guards" where the hero is trying to get into the secret meeting of the secret society was done (in a different way) by the Goons in "China Story", by the Marx Brothers in

"Horsefeathers" and "A Day at the Races" (Getcha tootsie-frootsie icecream here"), and by Shakespeare in "Macbeth". But that's because nobody's invented a new, brand new, completely new joke in all of recorded history. What humorists

do is see clearly, through all the persiflage and convention, and tell us how it really is. And when they do it as truly, as sharply, as definitely as Terry Pratchett does it, what else can we do but laugh?

Dave Luckett

Fan Guest of Honour - Craig Hilton

The tragic result of a childhood fixation for *The Amazing Three*, Craig Hilton took his first terrible steps down the long road of funny-animaldom during primary school. When he redrew the "Figure B's" in his sex education handbooks to make them

internship at Royal Perth Hospital. Here, mistakenly housed with the laboratory rats, Craig devoted himself to blending humour with medicine. After early gag attempts involving soda siphons and an irrigation syringe, Craig finally settled on cartooning as a

produced the cartoon strip *DOWNUNDERGROUND* for the *Collie Mail* newspaper. Craig is now trying to strike a balance between homelife, fanzine commitments and his own medical practice. It must be hell in there...

Paul Kidd

As a fan, Craig has committed more time than most in giving his creative talents freely and providing a humorous view of fandom and all its myriad interests. I'm sure you have all seen a "Hilton Cartoon" or heard some of his filk songs. Craig is well known for his interest in Furry fandom, which he will explain at great length if you provide him with enough chocolates.

You may have seen his tongue in cheek D&D jokes or last SwanCon's blow-by-blow pictorial history and laughed along with him.

With thanks to Julia Bateman

Craig Hilton has been responsible for all of the wonderful caricatures that appear through the book, as well as the entertaining "Polaroids of Death" that appear at random locations through the text.



resemble Winnie Woodpecker, Craig's parents realised that he was clearly meant for a very special destiny.

Medicine.

Drawing nekkid bunnys in his university exams won him an

quieter means of expression.

Craig's cartoons have long been the delight of Aussie fanzine editors. This is only the tip of the iceberg. His work graces the pages of american fanzines such as *Ever Changing Palace* and *RowrBrazzle*. For a time Craig

Some Guests of the Convention

Robert Jordan

A graduate of The Citadel (The Military College of South Carolina) with a degree in physics, Robert Jordan served two tours of duty in Vietnam, and among

Charleston, South Carolina, and his hobbies include hunting, fishing, poker, chess, go, and shogi, as well as collecting Oriental and African Art.

Bio courtesy Penguin Australia



Robert Jordan

his decorations are the Distinguished Flying Cross, the Bronze Star with "V" and two Vietnamese Crosses of Gallantry.

He lives with his wife in a two-hundred-year-old house in

The Shadow Rising: Book 4 of the Wheel of Time series

The Stone of Tear, fortress of legend, has been taken and Callandor, the Sword That is Not a Sword, is held. But for Rand

Al'Thor, the shepherd who has become the Dragon Reborn, it is only the beginning.

As his friends and enemies alike plot and mobilize, the Lord Dragon studies the texts of the prophecies and struggles to control the Power that is his. But all know that it must be war-war against the Forsaken and all who oppose the Dragon Reborn. And the prison that holds the Dark One is slowly, but inexorably, losing its power. In the final battle, Rand Al'Thor knows who he must face...

The Shadow Rising is the fourth book of Robert Jordan's internationally acclaimed fantasy, The Wheel of Time. Following its release in the United States, The Shadow Rising appeared on the bestseller lists of The Washington Post, The Los Angeles Times Book Review, Publishers Weekly, The Boston Globe and for five weeks in The New York Times Book Review. More recently it has made the top ten in Canada (The Toronto Globe and The Toronto Mail) and the top ten in The New York Times. To date, The Shadow Rising has been on the bestseller lists in over two hundred cities.

Thanks to Penguin Australia

Some Guests of the Convention

Paul Kidd

Self-confessed writer, game designer, raconteur, hopeless romantic, one-time finest swordsman in the regiment (the *only* swordsman in the regiment, ac-

turn of phrase. Paul was himself equally taken with Swancon; hence his presence again this year.

Victorian by circumstances, Paul was in fact born in Kalgoorlie in

but you'll never make a living by it." Thus, when fresh out of Latrobe University clutching a degree in History he answered a newspaper advertisement for Dungeons and Dragons players. Interested in designing computer games, Paul walked right into a job with one of Australia's top companies in the field. He has now become a freelance agent.

Paul's first love is writing. His Arabian-style romantic fantasy with an all-animal cast, *Fangs of K'aath* is in the process of being published, cunningly tied in with its own computer game spin-off. As well as working on a mountain of diverse other stories awaiting publication, Paul writes for American comic books, has produced two complete roleplaying games (*Lace and Steel* and *Albedo*), appears in the American funny-animal *Rowbrazzle* and has collected a veritable gallery of his particular taste in anthropomorphic animal artwork.

You'll also love Christine, Paul's wife. She met him at university when she wandered into his wargaming club, mistaking it for a science fiction club. Paul's knowledge of science fiction extended to the opinion that *Mein Kampf* and *Starship Troopers* were one and the same book. They fell in love and live happily ever after.



Paul Kidd

tually), international jetsetter and Balding Aussie Twit, Paul Kidd is a new face to fandom (as-we-know-it) but for many years has been an integral part of Victorian gaming cons, not to mention the seedier back streets of the furry fandom territory of big conventions in the United States. At Swancon 17 there were many who fell for the charm of his Pythonesque personality and dry

1963 and grew up in Perth (actually attending the same primary school as his close friend-to-be Craig Hilton, though neither knew it at the time), before moving east in his later childhood. Through his years of schooling he showed a remarkable preference for gaming over homework, and his parents were at pains to impress upon him "Dungeons and Dragons is all very well, Paul,

Some Guests of the Convention

Lucy Sussex: Novelist, short story writer and reviewer

Lucy is a Researcher at Melbourne University and is perhaps best known for her solution to the literary mystery of Australia's first female crime writer ("Waif Wander"). She edited *The Fortunes of Mary Fortune*, which collected a number of the Waif Wander stories, has seen the publication of a collection of short fiction, *My Lady Tongue and Other Tales* from William Heineman, and a novel, *The Peace Garden*. She is a regular reviewer in genre journals in this country and overseas.

Jeremy Byrne



Roman Orzanski

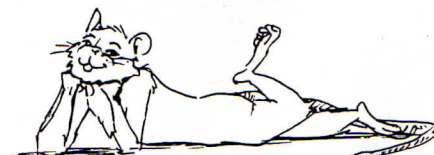


Lucy Sussex

Roman Orzanski

Roman is a stalwart of Adelaide fandom. He represented Australia in the last GUFF exchange to Europe.

By all reports, he's a fun guy.



Some Guests of the Convention

Nick Stathopoulos

To look at his working environment, one could be excused for thinking Nick gets paid to make mess. Surrounded by tins of adhesive spray, piles of reference books, animation cels, scraps of paper filled with doodles and many other materials whose exact functions remain a mystery, he somehow combines all these elements to create a finished piece of artwork. Truly the ancient ways of the alchemist are alive and well in suburban Blacktown.

Originally trained as a lawyer, with a Bachelor of Arts/Law degree from Macquarie University, he is now a full-time commercial artist specialising in fantasy and science fiction. Among his numerous awards are three Australian Science Fiction "Ditmar" Awards for SF and fan-related art and the 1990 Australian Television Award ("Penguin") for the production design on *Son of Romeo*, a one-hour television special combining Shakespeare and mime with Warner Bros. cartoon sensibilities.

Although his cover art is synonymous with the work of local author Terry Dowling (having completed the covers for *Rynosseros*,

Wormwood and *Blue Tyson*), Nick's covers also grace many other books, records and computer games, including *From Sea to Shining Star*, a limited edition collection of the stories of the late A. Bertram Chandler.

A skilled animator, Nick has painted animation backgrounds for Hanna-Barbera and Walt Disney, matte paintings and cyclo-

ramas for a variety of films, TV commercials and video clips, and has a mural in the Space Exhibition at the Powerhouse Museum in Sydney. An incessant doodler, Nick has recently taken to drawing on his walls, and is presently discovering the multitudinous joys of independent film making.

Jeremy Byrne



The Committed - ConCom

Mark Bivens

In his mundane cover identity, Mark is



a psychologist. He is always smiling; the only question is whether it is a friendly smile or one of his evil grins. He has an unfortunate (some would say criminal) tendency to commit the occasional pun.

Gigi Boudville

Gigi now works for the Tax Office. A large number of people firmly believe

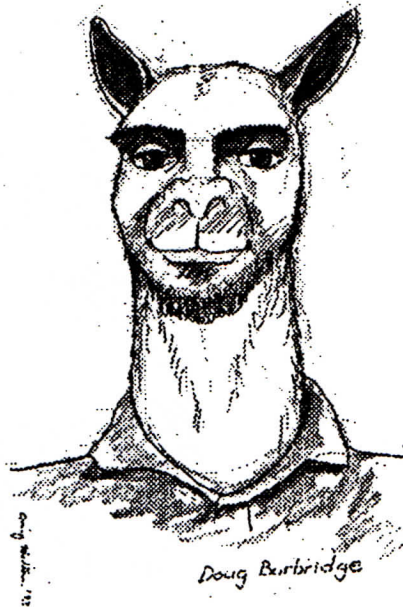


that this is so she can study their operation, all the better to misdirect them later in her financial career. She is an experienced conjurer (make things ap-

pear, making things disappear...) and has left many people wondering just what happened, and just how she talked them into a deal involving so little for them, and so much for Gigi. One of Gigi's means of passing time is to ask people if, when they die, she can have such-and-such an item of theirs. If she asks you this, *do not say yes*. You will be added to her hit list. Gigi is a collector, and will collect anything; sort of like a pack rat, but cuter.

Doug Burbidge

Doug is a Curtin student and member of the CIA. He strongly denies being a committee member. He's just turned up to lots of committee meetings, sold



memberships, contributed to the program, is appearing on several items, etc. He is one of the Security people at the con (for 'security' read 'go-fers with walkie-talkies'), and if you don't understand the joke in security people wearing red shirts, he doesn't want to explain it to you.

Rod Coate

I do know Rod from a bar of soap. A bar of soap has substantially less hair.

Rod's a trustworthy, intelligent, decent bloke (so what's he doing here, we ask



ourselves...) with interests in miniatures, gaming, anime, as well as SF.

He's quite tall, occasionally has a goofy grin, even with his perpetual appearance of lack-of-sleep.

Peter Cooper

Peter is known to everyone as Comrade. He is immediately obvious by his



The Committed - ConCom

untidy red hair, variety of grins, less-than-usual complement of fingers, and tendency to use sans-serif fonts. Comrade always scores points for style. He has talked the UWA guild into giving him an astonishingly large number of Macintoshes plus peripherals (scanner, couple of laser printers); and will, if given the opportunity, bemoan the fact that he hasn't got enough computing power, laser printers, hard drive space, etc. Comrade is one of the two most opinionated people we know, and is 'great value' (as he would say) on any number of panel items/discussions/room parties/etc.



Guy Dyson

Guy also denies being a Swancon 18 committee member, although, if pressed, he will admit to being secretary for 19. He is tall, but considers this insufficient, and wears a hat to artificially boost his height. He is, like many people, writing a game.

Tom Edge

Anime extraordinaire. Tom almost singlehandedly ran the video stream at Swancon 17, his first Swancon. The day after the con he vowed never to be involved in another convention again, but with some gentle persuasion the poor schmuck signed on for Swancon 18. Many people would be unaware that much of the material shown at Swancon 17 was part of either Tom's collection or borrowed from JAFWA.

Dave Luckett

Dave is, they tell us, the Chair. To me, he looks more like a beanbag than a chair, but this is irrelevant. And somewhat irreverent. The only reason Dave has been to less than 20 Swancons is that there have been less than 20



Swancons, and he is doing his bit to remedy this. Ask him what happened at Swancon 8, or who was GoH at Swancon 5; he'll be able to tell you. We suspect that the similarity of appearance between Dave and our GoH Terry Pratchett is some kind of plot. Is it so that Dave can take the pressure off Terry by turning up to book signings, etc., pretending to be him? Or is it so that Terry can slip unnoticed into Perth fandom by pretending to be Dave? Only time will tell.

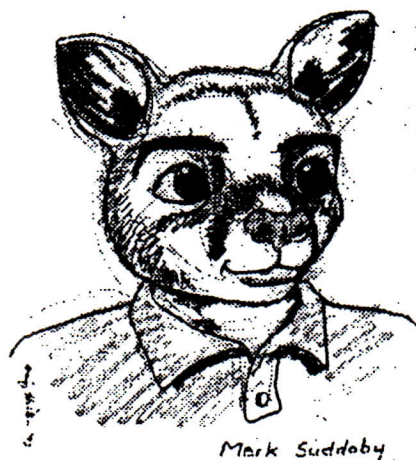
Tara Smith

Tara is the perpetual treasurer, and is frequently found managing the financial ins-and-outs of up to three conventions at once. In years past, she has

occasionally discovered that con committees have nailed her to the floor behind the registration desk, and has missed all the fun bits. Not this year! If you see a fun bit lying around unattended, take it to Tara at the registration desk and cheer her up.

Mark Suddaby

See Doug Burbidge. Mark and Doug are believed by many to be identical twins, even though they look completely different. The only other difference of note is that Mark accidentally graduated from his university course, went out



into the real world, and got a job.

Jay Stratton

Overall he is smarter than the average bear (although less hairy, but only slightly) having talked many people into doing things he can't be bothered to do himself. This is why Guy is writing a game and Mark and Doug are less respectful of Commodore 64's than they used to be. He is qualified to blow things up!

The Fan Funds

FFANZ

FFANZ- The Fan Fund of Australia and New Zealand was started in 1982 to encourage closer ties between fans and fandoms in New Zealand and Australia.

Apart from letters and fanzine exchange, the annual FFANZ 'Race' assists in fans meeting face to face. Candidates stand to be elected representatives of their country and if successful undertake a trip to the Natcon of the Host country, usually combined with further travel and visiting. Upon their return they become an Administrator and supervise one end of the Fund until their successor is chosen. This involves advertising the Fund, fund-raising, conducting voting in the next two races and publishing a Trip Report which can be sold to raise funds.

With host countries theoretically alternating with each vote, there have to date been eight exchanges of fan representatives, involving five people from New Zealand and four from Australia. FFANZ exists solely through the support of fandom and the candidates are voted for by interested fans all over the world. The money raised by these votes, as well as other donations, and monies from fan fund auctions at conventions and other occasions, relying on the

continued interest and generosity of fandom, are what makes FFANZ possible.

FFANZ always welcomes **donations** of material for auctions, as well as money, and these may either be brought along to conventions, or sent to the local FFANZ Administrator. Anyone may contribute, but just as important as donations is **publicity** - in fanzines, letters, convention booklets and word of mouth - to increase voter participation and fandom's overall interest in and awareness of FFANZ.

The current Administrators are Rex Thompson who works for the New Zealand Government and Alan Stewart who is studying extractive metallurgy in Melbourne. Strangely enough they both edit fanzines (*Paradox Lost* and *Thyme*), they're both office bearers in national SF associations (NASF and ASFF), they're also both organising Natcons next year (Silcon and Constantinople), both their PO Boxes are triple digit (333 and 222), Rex's middle name is Alan ... but Alan's happens to be John. Thank goodness there'll be a new Australian Administrator after Defcon and these needless comparisons can stop.

If you happen to miss the FFANZ representatives at Swancon 18, I don't think you'll miss the candi-

dates for the current race, you can always write to:

Alan Stewart
PO Box 222
World Trade Centre
Melbourne Victoria 3005
Australia

Rex Thompson
PO Box 333
Dunedin
New Zealand

GUFF

GUFF, or the Get-out-from Under Fan Fund, exists to alternately send Australian fans to Europe and bring European fans here. Roman spend two months in 1990 in Europe, and Eva Hauser, from Prague, visited Australia last year.

The next GUFF trip will send an Australian fan to the Worldcon in Glasgow in 1995. Nominations are now open (until the end of June this year) for Australasian fans who wish to be GUFFers. The race will be run over the next year and a half, and the winner announced early in 1995. Fns can vote for the candidate of their choice by accompanying the ballot with a modest donation of \$5. GUFF depends upon the interest and donations of ordinary fans, who make this non-organisation work.

Swancon, in particular, is a proud sponsor of the race, with some funds from the convention being donated to the various fan funds.

Names of nominees, with three Australian Nominators and two European ones, should reach either the Australian or European agent by the deadline, accompanied by a bond of \$A5, a five hundred word platform, and an earnest promise by the candidate that, should they win, they will attend the convention and act as a suitable delegate for their fandom.

DUFF

or

Who Are These Strange Americans And Why Are They Here?

Dick and Leah Smith of Chicago are attending Swancon as this year's Down Under Fan Fund delegates. Since 1972, DUFF has sent fan representatives from North America to Australasia and vice versa in alternating years, with the object of encouraging closer ties between our fandoms.

DUFF is supported entirely by fan contributions, and any fan active for a year or more who pays a voting fee is eligible to cast a ballot on the delegates.

Dick and Leah won this year by

an overwhelming majority: Out of a total of 238 ballots cast (185 in the US and 53 in Oz), not only did 129 North Americans (and a few odd Europeans) vote to get them off their continent, but 38 Australians and New Zealanders actually said they were willing to have them here.

As the new North American DUFF administrators, their goals are to encourage more participation in DUFF on both sides of the Pacific, and to pursue fund raising aggressively. (They have to — the fund had only enough money to get them here ... if enough money isn't raised, Australian fandom might be stuck with them!)

Toward that end, they invite you to attend the fan fund auction at Friday, 8pm in the Derby Room, where a number of autographed books by authors such as Frederik Pohl, Mike Resnick, Algis Budrys and Phyllis Eisenstein, as well as miscellaneous fanzines and Americana, will be up for bid. Please be generous. (They also remind certain neglectful former DUFF winners that the Southern California Institute for Fan Interests has pledged US\$500 to the fund for every completed trip report.)

Although they have been in touch with Australasian fandom for many years through fanzines and, more recently, the Internet, this

is the Smiths' first trip to Australia. They are thrilled to be here and looking forward to meeting everyone. So feel free to introduce yourself (and buy them a drink or a meal).

Leah Zeldes Smith is celebrating her 20th anniversary in fandom this year; Dick has been active nearly as long. They publish the internationally oriented genzine, STET, and used to put out the gossipzine Uncle Dick's.

They have also worked on conventions — from tiny relaxacons to Worldcons — and will happily smof about fan funds, fanzines, obsolete printing technology, cons, fan politics, international fandom and any number of other subjects. In mundane life, Leah is a features writer specializing in food journalism, and Dick is a software engineer.

After Swancon, the Smiths will be visiting Adelaide, Melbourne, Canberra and Sydney. They plan to return to the States April 25.

For further information about DUFF, or to see how you can run or nominate someone to run for next year's race, which will send someone from Australia or New Zealand to Conadian, the 52nd World Science Fiction Convention, in Winnipeg, Canada, in August 1994, contact the Australasian administrator,

Phil Ware, 77 Railway Place W., Flemington, Vic. 3031, phone: (03) 376-8391.

Please send donations to the same address. (Dick and Leah would also like to take this opportunity to publicly thank Phil for stepping in to take on the job after the tragic death of the previous administrator, Roger Weddall.)

ASFF

The Australian Science Fiction Foundation

The Foundation was created to "Foster appreciation of Science Fiction" in the Australian SF Community. To this end the foundation has sponsored competitions at the national media and literary conventions; sponsored a new panel judged award, the Chandler (see below); provided seed money for conventions; and made funds available for other worthwhile causes such as writers workshops. It is a non-profit organisation with funds being mainly supplied by donations and memberships. Members are kept informed of activities by a newsletter - The Instrumentality.

The Chandler Award

The award recognises significant contributions to the appreciation of Science Fiction in Australia, via professional and/or fannish endeavours, carried on over a

sustained period of time.

The inaugural Chandler Award was presented in April at Syncon '92 to Van Ikin in recognition of his continuing publication of the magazine Science Fiction, his editing of two collections Portable Australian Science Fiction and Glass Reptile Breakout and Other Stories; and his contribution to fannish publishing while in Sydney and Perth.

The Chandler Award will be presented at irregular intervals, pos-

sibly in conjunction with a National Science Fiction Convention, should deserving candidates be brought forward during a particular year.

Nominations for the Chandler Award are welcomed and should be forwarded to:

Australian Science Fiction Foundation
PO Box 4024
University of Melbourne
Victoria 3052 Australia



THE AUSTRALIAN SCIENCE FICTION FOUNDATION

- created to "Foster appreciation of Science Fiction" in Australia
- Sponsors short story competitions at National Media and Literary Cons
- Provides Seed money for Conventions
- Has some venture capital for loan for worthwhile causes
eg. Writers Workshops
- Is funded by YOU

Contact: The ASFF, P.O. Box 4024
University of Melbourne, VIC
3052



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Aphelion Book Launch

SwanCon 18 will be hosting the launch of Damien Broderick's new novel, *The Sea's Furthest End*. Here's some background information:

Damien Broderick

Peter Nicholls called him "the risk taker of Australian science fiction", which may be true. Russell Blackford labelled him a "literary liar whose aim is subversive" which I do not feel qualified to comment upon. The Australian Book Review referred to him as "the enfant terrible of Australian science fiction" and that I would query. Enfant Terrible suggests an unwelcome pain in the ass, and I would argue that Damien Broderick is more accurately described as being one of the pioneering fathers of Australian science fiction than as an unwelcome pain in the ass.

It may seem odd to refer to a writer still in his prime as a "founding father", yet when Broderick was first published in 1963 Australian science fiction was still in its infancy. The young Broderick seems to have ignored this, and immediately begun producing a string of stories which were published in Australia (and collected in 1964 in *A Man Returned*), then later in Ted Carnell's *New Writings in SF* (1964), Frederick Pohl's *International science fiction* (1967), and the *Australian/British Visions of Tomorrow* (1970).

Broderick's first novel, *Sorcerers World*, appeared in 1970, after which Broderick busied himself with writing short stories and

editing until 1980. He returned to novel writing in 1980 with *The Dreaming Dragons*, published by Melbourne specialty publisher, Nostrilia Press. With it, Broderick delivered what remains his most famous and most enduring work. *The Dreaming Dragons* combines psychological science with metaphysical transcendence in its exploration of a strange Australian outcropping of rock, and went on to win the 1981 Ditmar Award and to be a runner up for the John W Campbell Award. *The Judas Mandala* (1982), *Valencies* (1983), *Transmitters* (1984), *The Black Grail* (1986) and *Striped Holes* (1988) which followed were well received in Australia (with *Transmitters* and *Striped Holes* winning Ditmar Awards, and the other novels being nominated for the award in their respective years) but never had quite the impact of that novel. Broderick's success as a writer is clearly demonstrated by the fact that he remains the only Australian author to appear in *Omni*, one of the few to appear in *Asimov's* and *Fantasy & Science Fiction*, and one of the very few to have his works regularly reprinted.

Damien Broderick's importance in the development of Australian science fiction extends beyond the boundaries of his own writing. As editor he has been responsible for publishing stories by most, if not all, of the writers who have gone on to form the backbone of science fiction in Australia. With *The Zeitgeist Machine* (1977), *Strange Attractors* (1985) and *Matilda at the speed of light* (1988)

Broderick helped to define what Australian science fiction is, and what it might become.

While Broderick's output has slowed recently the reprinting of *The Judas Mandala*, *The Black Grail* and *Striped Holes* in 1991, followed by the publication of *The Dark Between the Stars* (Broderick's first story collection in 29 years) by Mandarin Australia has kept his work in the public eye.

The announcement, by Aphelion Publications, of the publication *The Sea's Furthest End* heralds the appearance of Broderick's eighth novel and twelfth book in thirty years. Surely more the achievement of a founding father, than of an enfant terrible.

STORY COLLECTIONS

A Man Returned (1965)
The Dark Between the Stars (1991)

NOVELS

Sorceror's World (1970)
The Dreaming Dragons (1980)
The Judas Mandala (1982)
Valencies (1983) (with R. Barnes)
Transmitters (1984)
The Black Grail (1986)
Striped Holes (1988)

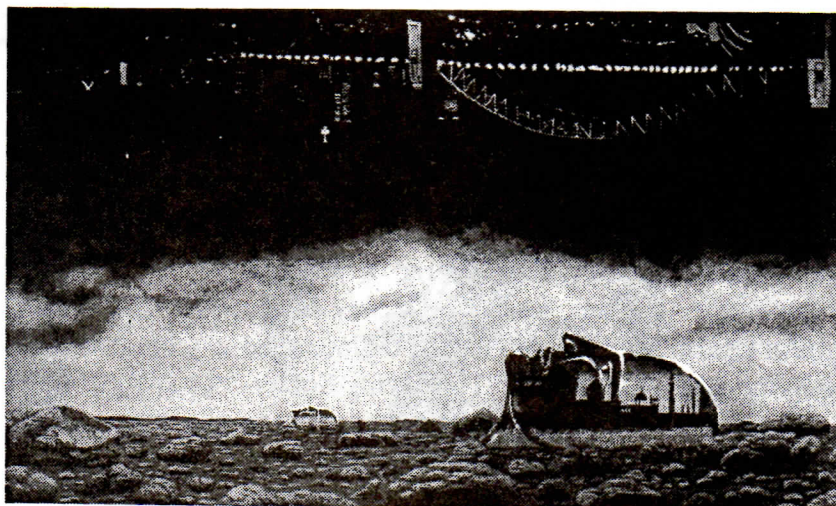
ANTHOLOGIES (As Ed.)

The Zeitgeist Machine (1977)
Strange Attractors (1985)
Matilda at the Speed of Light (1988)

Jonathan Strahan

From
APHELION

DAMIEN BRODERICK



THE SEA'S FURTHEST END

On Shrirampur, Chakravalin Chakravatin is heir to a galactic empire being forged by his monstrous father, the dictator, Jagannatha, a man who has taken from him the woman he loves. Chakravalin has vowed to reclaim her and to stand against everything that Empire means...

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Pratchett's Predecessors

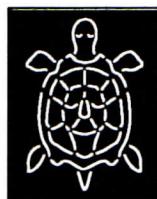
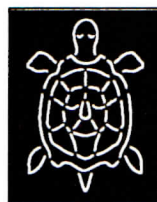
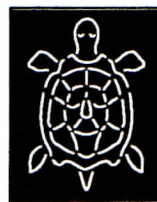
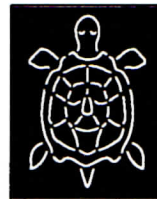
being a nonexhaustive list of SF humour since *The Beginning*.

Most humour is based on fantasy, so it should come as no surprise that humour has been a strong element in the genre from the start. James Branch Cabell was writing in the 'twenties - "The Silver Stallion", "Jurgen", "Figures of Earth" and others. In the 'forties and before, we have L Sprague DeCamp and Fletcher Pratt's "Incomplete Enchanter" series, about a modern American who swaps universes for one where magic works. (This is the series which gave us the immortal phrase "Yngvi is a louse!") Henry Kuttner's "The Proud Robot" dates from that decade, too. Mack Reynolds, long-forgotten now but big in his day, gave us "It's Magic, You Dope!" as a break from his harder SF. But hard nutzanboltz SF produced plenty of funnies as well - Harry Harrison's "Star Smashers of the Galaxy Rangers", a Doc Smith parody, stands out, as does his "Bill the Galactic Hero". Much of Jack Vance's early output is full of sly humour, like his Magnus Ridolph stories; and even the Good Doctor himself produced the "Azazel" stories. In the 1970s, Marvin Kaye wrote "The Incredible Umbrella" and "The Amorous Umbrella", about

an umbrella with strange properties, and even before that R A Lafferty was writing humour - just about any of his titles qualifies. Robert Sheckley produced a lot of good humour. Perhaps "Dramocles" is his best.

Writers known for other works have produced small gems - Poul Anderson and Gordy Dickson gave birth to the Hoka stories. Keith Laumer is probably best known now for his Retief stories, which can be hilarious, but was widely considered a straight writer, earlier on. Larry Niven and David Gerrold collaborated to produce "The Flying Sorcerers", a novel which turns out to be a long series of insider jokes and puns about SF itself. John Sladek wrote "Roderick", a picaresque misadventure about a naive robot. Alexei Panshin's "The Thurb Revolution" is suave, sophisticated satire. Arthur C. Clarke picked up the pub tale format in "Tales from the White Hart". Piers Anthony was working on the "Xanth" series from the '70's, and still is.

Still later, there are too many to list. Douglas Adams, John Morrissey, Spider Robinson, Reginald Bretnor, Christopher Stasheff and Esther Friesner stand out, but there are many just as notable. And there isn't any more space. Find them ! Enjoy!



Eidolon Update - Small Press in WA

WA's Own Genre Semiprozine

Eidolon ("The Journal of Australian Science Fiction and Fantasy") has been around for a while now, three years as of next month (May 1993). That's quite a long life for an Australian genre magazine. With the appearance of Issue Twelve, the magazine will have published nearly sixty stories by thirty-plus writers and provided eighteen with their first "professional" outings. Eidolon has run a number of important author interviews (including a recent "world first exclusive" with Greg Egan which may well be reprinted in *Interzone*), has had stories recommended in several "The Year's Best" anthologies and a reprint in *Asimov's*, covers most major Australian genre releases in its review column and regularly provides the most comprehensive listing of Australian genre short and long fiction publications available.

Eidolon encourages new writers with constructive feedback on every submission. The magazine aims to publish material at the boundaries of the genre and to provide a venue for works that other publications would reject on the basis of length (its official limit is 10,000 words). Eidolon

aims to promote Australian work to the world, but international-quality work from overseas writers won't be turned away.

Eidolon is now financially self-supporting, and payments to au-



thors and illustrators have recently risen. The economics of small-press magazines preclude rapid growth, but steady progress has been made since the magazine was founded. Eidolon relies heavily on a loyal subscriber base, and annual subs can be had for \$24.00 within Australia.

Eidolon is a quarterly literary journal, dedicated to the development and promotion of specu-

lative fiction in Australia. Eidolon first appeared in 1990 and in the intervening three years has published works by many of this country's finest writers of speculative fiction including Terry Dowling, Greg Egan, Leanne Frahm, Rosaleen Love, Philippa Maddern, Sean McMullen and George Turner, as well as the internationally famous Harlan Ellison.

Eidolon is receiving increasing acclaim, with *The Australian* calling it a "highly recommended... slick, elegant West Australian digest", *Locus* referring to it as "a handsome small publication" and Harlan Ellison describing it as "an extremely elegant and smart literary journal".

Eidolon has garnered numerous Ditmar nominations and won the 1992 Ditmar for Best Fanzine. Work published in Eidolon also won the Best Short Fiction Ditmar and the William Atheling Jr. Award in the same year. Eidolon Publications can be contacted at PO Box 225 North Perth, Western Australia. 6006. Advertising enquiries, manuscript submissions, art samples and subscriptions are welcome. Cheques and money orders should be made payable to Richard Scriven.

Inhouse Video Programme

The CHANNEL 18 TV GUIDE for SwanCon 18

This is your TV Guide for the SwanCon 18 in-house video programme. It is set out in twelve hour blocks with the times relating to both AM and PM.

6.00 LOST IN SPACE

A classic show from the 1960s. The story centres on the exploits of the Robinson Family - the first "space family" - who have become "lost" in space. Main characters include Will Robinson, the Robot and the incompetent Dr Zachary Smith. Share and enjoy their adventures on strange new worlds!! Marvel at the advanced special effects!! Laugh(?) at the serious story lines!!

6.30 DOCTOR WHO

Being a Time Lord, the Doctor travels through time and space and meets lots of exciting people and has lots of exciting adventures. The episodes to be shown have been specially selected by the Chairperson of the Perth Dr Who Club - The West Lodge - as a representation of the series over

its thirty year history. Marvel at the expensive BBC special effects!! Listen to the sound of the female companions screaming!!

7.00 CON GUEST SUGGESTIONS (or Red Dwarf)

A special part of the in-house programme set aside for suggestions by con guests and attendees. If nothing is suggested, we will be showing Red Dwarf. See a video room official for more information.

8.00 RANMA 1/2

A huge hit a last year's SwanCon. The Anime tale of a boy (Ranma) and his father and their quest for the ultimate perfection in the field of martial arts. An unfortunate encounter with a group a mysterious pools has resulted in their unusual ability to change into a girl and a panda, respectively, when they come into contact with cold water. Do not miss this show - its great fun!

8.30 SPECIAL IN-HOUSE MOVIE

A special selection of rarely seen movies will be shown each day

in this time slot. Movies to be shown include:

The Flipside of Dominic Hyde

A correspondent from the year 2130 is sent back in time to the 1980s to study and investigate the London Transport System. Dominic approaches everyday things with a child-like fascination and naivety as he attempts to come to terms with Earth in the late 20th Century. Breaking every time travel law, Dominic makes contact with 20th Century people. He soon becomes involved with a woman who gives birth to his child. A paradox is created as it turns out his child is in fact his own ancestor.

Another Flip for Dominic

The sequel to The Flipside of Dominic Hyde. This programme starts from where the original ended and continues the story of Dominic's trips to the "Flipside".

Chinese Ghost Story

Adapted from a literary romantic ghost story about a young man (human) who falls in love with a mysterious woman who happens

Inhouse Video Programme

to be a murderous ghost, manipulated by an androgynous monster who sustains his existence with human flesh *à la* venus flytrap.

Mr Vampire

The obligatory vampire film. This one is Chinese and might not be what you're expecting...

Time Trax

A cop from 200 years in the future is sent back to our time to capture criminals who have escaped into the past.

Sapphire and Steel (Adventure One in two parts)

Highly recommended British series starring Joanna Lumley and David McCallum. Sapphire and Steel are "Time Detectives" from another dimension, sent to battle the dark forces which threaten the universe when the fabric of time and space is torn. In this, their first adventure, Robert Jardine is doing his homework as his parents read to his young sister Helen. Suddenly every clock in the house stops ticking ... time has frozen! Robert finds Helen

alone - their parents have vanished into thin air. As if from nowhere, the children encounter Sapphire and Steel who battle with alien forces and risk their lives to re-unite the family and restore the tear in time ... (never seen on Perth TV, we will be showing this in two parts).

Max Headroom - 20 minutes into the Future

The original made for TV movie on which the US series was based. The story of a TV reporter (for NETWORK 23) of the future who is duplicated inside a computer as part of a plot to conceal a deadly secret. Above average and highly recommended.

10.00 TOM CORBETT - SPACE CADET

Very tacky, very kitsch, very low budget. Fifties SF TV at its best(?). Share and enjoy.

10.30 THE TOMORROW PEOPLE

The well remembered and well loved British TV series about a group of young people who have developed special powers - Tele-

lepathy, Teleportation, and anything else with "Tele" in it - that enable them to frequently save the Earth from destruction. A bit dated - it was made almost twenty years ago - but definitely worth a look as they are currently making a new series!!

11.00 LODOS WARS

A collision of live role-play and Anime. Need I say more? Definitely one for the Role-Players.

11.30 THE TWILIGHT ZONE (New)

A great idea from the sixties is miraculously transported into the eighties...New ideas, new storylines and neat special effects. One for the fans of the original Twilight Zone.

12.00 STAR TREK (Original)

The original adventures of the USS Enterprise and its five year mission.....Join Captain Kirk, Mr Spock and the crew as we re-live the show that started the whole Star Trek phenomenon.

12.30 CAPTAIN SCARLET (Gerry Anderson)

Inhouse Video Programme

Supermarionation is Go! Puppets, strings, spaceships, strings, special effects and an all-round good time to be had as we defeat the bad guys of the galaxy. Do not try this at home. Captain Scarlet is invincible - you are not! Gerry Anderson - the puppet master - at his best.

1.00 UFO (Gerry Anderson)

Set in the late Twentieth Century, the secret organisation of SHADO attempt to keep aliens from using human bodies for spare parts. Very kitsch but cute as well. Another Gerry Anderson classic - this time with people instead of puppets. Look for the purple wigs worn by the staff on the moonbase.

1.30 ROBOTECH (episodes 1-8)

Oh come on! Do you really need an explanation of Robotech? Shown numerous times on TV.

2.00 BLAKE'S SEVEN

A selection of the best episodes as chosen by one of Perth's Blake's Seven experts. Set in the third century of the second

calendar, a group of dissidents, led by Roj Blake, attempt to overthrow the militarist Federation. Not seen at SwanCon for a couple of years, Blake's Seven makes a special return as requested by devoted fans.

3.00 THE PRISONER (episodes 1-8)

A man resigns from the secret service and plans his holidays only to wake up in a strange village where everyone is known by numbers and from which there is no escape. Number Six (The Prisoner) sets about to both escape from The Village and to discover its true nature. A warning for new viewers - things are not always as they seem. Be seeing you!

4.00 THE TWILIGHT ZONE (Original)

"There is a fifth dimension beyond that which is known to man. It is a dimension as vast as space and as timeless as infinity. It is the middle ground between light and shadow, between science and superstition, and it lies between the pit of man's fears and the

summit of his knowledge. This is the dimension of imagination. It is an area which we call the Twilight Zone ..." Rod Serling lives! An anthology series where all of the stories have a strange twist.

4.30 QUARK/MY FAVOURITE MARTIAN / WHATEVER ELSE WE HAVE TO SHOW

Quark - A short lived spoof of everything that is held dear to SF TV. Main characters include a Spock-like humanoid plant, a clone and her original and a cowardly robot. Quite funny in parts.

My Favourite Martian - A Martian living amongst humans causes chaos. Not seen on TV for many years.

5.00 STAR TREK - THE NEXT GENERATION

Like the original Star Trek, only bigger and better(?) in all aspects.

NOTE: In some cases we did not have access to eight sessions worth of a programme. Where this is the case you may find the

programme is repeated or that episodes of Red Dwarf have been used to fill in the gaps. Then again this might not happen at all- see disclaimer below.

DISCLAIMER: The above outline is only intended as a guide and was correct at the time of going to press. The order and selection of programmes scheduled may change due to unforeseen circumstances. Every effort will be made to notify convention attendees and guests of any changes.

SPECIAL THANKS: The following people assisted in some way with the creation of SwanCon 18's video stream - Gigi Boudville, Rod Coate, Tom Edge, Sue Ann Barber, Eugene Rosevear, Jason Armstrong, Stephen Wroth, Brian & Liz Trump, Adrian Butcher, Damian Magee, David Kitson, Mark Kaminski, Michael Studte, Brian Choo, Tom Kieronski, John Samuel and Philip Reader.

An additional special thank-you to NETWORK 23 for coordinating the collection of videos. Apologies if your name should appear here and doesn't.

Role Players!

Want to be famous?

At SwanCon 18 there will be a demonstration game of **Adventurers**, a brand-new role playing system.

Adventurers is a skill-based system designed for those role players who like to role play.

If you would like to participate in this game, and be listed a playtester, please register at the Front Desk.



Anime Programme

The Anime Video Programme will run throughout SwanCon 18, in the main video programming room. When Anime is not scheduled, other material of interest will be shown - make sure you keep an eye out on the whiteboards for coming attractions!

Thursday
10:30-11:15pm
Black Magic

Friday
1:00-2:30am
Wandering Kid II and III
5:15-6:00am
Sol Bianca
10:30-12:01pm
Record of Lodoss Wars II-IV
5:00-6:30pm
Bubble Gum Crisis II (Laser Disc)
Dicon IV
Bubble Gum Crisis VII (Laser Disc)
6:30-8:00pm
Kiki's Delivery Service

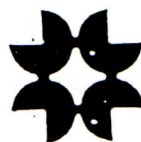
Saturday
1:40-3:00am
Luna Varga I and II
9:30-11:00am
Ranma 1/2 I, IV and VII
11:00-2:00pm
Mermaids Forest
Uresei Yatsura (Lum)

Vampire Princess Miu I and II 3:00-6:00pm
(Laser Disc)
6:00-8:00pm
Wings of Honneamise

Sunday
9:30-11:00am
Ranma 1/2 VIII-X
1:00-3:00pm
Vampire Princess Miu III and IV (Laser Disc)
Record of Lodoss War V and I

Project A-KO I
Gundam 0083 - Stardust Memories I-III
7:30-8:15pm
Riding Bean

Monday
7:30-9:30am
Gundam 0083 - Stardust Memories IV and V
Lodos War VI and VII



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Anime Plot Outlines

Black Magic Mono M-66

(Science Fiction, OAV, 1986, Subtitled by U.S.R.)

Based on the Black Magic comic series by Shirow Mosamune, this video has the distinction of being the first (and to date, only) directorial assignment.

The story centres on the events which occur following the crash of a military transport with two cyborg weapons (M-66 F4 and M-66 F5) on board.

Wandering Kid 2&3

(Fantasy, OAV, not subtitled)

This is the joker in the Anime presentation for Swancon 18. Produced by Penthouse Japan, the story (Yes there is a story!) follows the exploits of an angel and his sister who have been thrown out of heaven for being too violent.

As is suggested by the producer, this is both sexually explicit and violent (Hence its screening time) and is NOT recommended to those under 18.

Sol Bianca I

(Science Fiction, OAV, 1990, Subtitled by Nocturnal Aviation)

This is the purest example of space opera on offer in the Anime stream for 1993. Sol Bianca follows the exploits of the Sol Bianca and her crew (all women) Jan, Feb, April, May, June and stowaway Rin as they attempt to save Rin's mother and pinch the loot from evil Planetary Dictator Batalos.

Seriously, this is much better than it sounds and is notable for very high quality production design, some genuinely original ideas and the coolest warp sequence you are ever likely to see.

Gundam 0083 Stardust Memories I-V

(Science Fiction, OAV, 1991-1992, Subtitled by Operation)

An Anime program would not be complete without at least one example of the Giant Robot genre. This time Swancon 18 brings to you the granddaddy of them all, Gundam.

First released in the late seventies the original TV series of Gundam is considered by many to be a milestone as one of the first serious Giant Robot series. It has spawned several successors in several mediums, 0083 is the latest entry.

It is three years after the end of

the One Year War, a bloody war of independence between the Earth born (about 25% of all human population) and Space born colonists lead by the self appointed Jion Forces. Although decisively beaten, elements of Jion are preparing to launch a new attack on Federation Forces.

Wings of Honneamise

(Science Fiction, 1986, Movie, Subtitled by Operation X)

The second most expensive animated film mad in Japan after Akira, Wings of Honneamise can best be described as an Anime version of The Right Stuff, but with a twist.

The setting is not our Earth and the time line is not the same as ours. The country of Honneamise is engaged in a cold war on the verge of getting hot with its neighbour. As a result the finest people are in the armed forces, particularly the Air Force. This leaves the grandly named but poorly funded Honneamise Space Force with the dregs, both in equipment and personnel. Despite this the Space Force (known as The Royal Honneamise Space Farce by the other branches of the armed forces) is about to embark on an historic undertaking; the quest to put the first person into orbit.

Anime Plot Outlines

Project A-KO

(Comedy, Movie, 1986, Subtitled by US Monga Corps)

OFF LASER DISC

Wild parody of the Japanese habit of putting young "chan" (School-girls in their sailor suit uniforms) into their Anime.

The story follows the attempts by super brainy B-KO to steal the super cute C-KO away from super strong A-KO (NB: KO literally translates to child so the names translate to "Child A", "Child B" and "Child C") with a sub plot about attempts by an alien race to rescue their lost princess (who may be one of the main characters....)

P.S. If you look hard at the end you can see where A-KO gets her powers from...

Riding Bean

(Contemporary comedy, OAV, 1988, Subtitled by AnimEigo)

Record of Lodoss War I-VII

(Fantasy, OAV, 1990-1992, Subtitled by Nocturnal Aviation)

RECOMMENDED

From the purest Space Opera we go to the purest Sword and Sorcery in the Anime stream of Swancon 19.

The background to Lodoss' creation is perhaps as interesting as the series itself. During the mid eighties a group of gamers calling themselves Group SNE developed a freeform roleplaying game based around a fantasy scenario similar to Dungeons and Dragons TM. Several of the campaigns that were waged by Group SNE were novelised by two of the participants and it is these novels that the OAV series are based on.

NB: It may be noted that part I is listed in the program after Part V, this is because, as the pilot it was decided to release the episode with the most visual impact first. This was deemed to be what chronologically is episode VI.

Bubblegum Crisis 2 & 7

(Science Fiction, OAV, 1985-1990, Subtitled by AnimEigo)

OFF LASER DISC

This Fan favourite Anime series follows the exploits of four female mercenaries known as the Knight Sabres in Neo-Tokyo 2032-2033 (Eight years after the Kento earthquake largely levels

Tokyo) and their fight (generally) against the Genom Corporation.

Inspired by Blade Runner the resulting series is notable for being very stylish, the name derives from the effect just prior to a bubblegum bubble popping, it continues to expand even if no more pressure is applied and then blows up in the blower's face, a situation which is analogous to the pressures in Neo-Tokyo.

Kiki's Delivery Service

(Fantasy, Movie, ***, Subtitled by Nocturnal Aviation)

RECOMMENDED: Suitable for family viewing

Continuing the tradition started at Swancon 14 of showing at least one Hayao Miyazaki film per year comes this year's choice.

Based on a series of children's storybooks, the film follows the story of Kiki, a thirteen year old witch who, in line with the traditions of witches leaves her home village to find a city where she can fend for herself using her talents.

This charmer of a film shows yet again, be it birds, post apocalyptic troop transports or women on broomsticks, no-one animates flying objects like Miyazaki

Anime Plot Outlines

Sempai !!

Ranma 1/2 I,IV,VII-X

(Comedy, TV Series, 1988, Subtitled by Ranma Project)

You mean you didn't see this one last year?!! (Ask someone who did, they'll probably come see it again...)

Mermaids Forest

(Horror, OAV, 1990, Subtitled by US Monga Corps)

Apart from works such as Ranma and Urusei Yatsura (see below) creator Rumiko Tokahoshi is also noted for her horror stories.

According to legend if you consume the flesh of a mermaid you never age or die and heal quickly when injured. But that is in fact only half the story. Mermaids flesh while sometimes granting immortality more often than not causes dire side effects.....

Urusei Yatsura (Lum)
(loose translation: "Those Annoying Aliens")

(Comedy, TV, 1986-1989, Subtitled by AnimEigo)

Before Rumiko Tokahoshi cre-

ated Ranma and Mermaids Forest there was Urusei Yatsura, the series that made her the most successful woman comic writer in Japan and, arguably, the world (also noted as the series that allowed her to buy a house in Tokyo!)

The story follows a hapless young man by the name of Atoru Moroboshi who has been "blessed" with an (unwanted) girlfriend by the name of Lum (The first episode explains the circumstances of the mismatch so I won't go into further details here) and the subsequent problems this causes for the Earth in general and Atoru in particular.

This is a seriously wierd series!

Vampire Princess Miu I-IV

(Mystic thriller, OAV, 1988-1989, Subtitled by AnimEigo)

OFF LASER DISC

RECOMMENDED

O.k. I know this one got a screening last year but programmers are allowed to let their biases show!!

Miu is descended from a vampire clan who have been left behind on this plane of existence to prevent human kind from disturbing the rest of the Deity Spirit

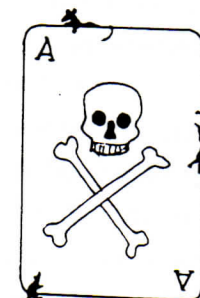
race known as Shinma and to prevent Shinma from entering this plane.

Dragons Lair I and II

Space Ace

No this is not the daggy TV series, this is, through the wonders of modern technology, the actual footage from those arcade games. Ever wondered where that hidden treasure was in Dragons Lair II, or how Dirk Daring gets the woman in Dragons Lair I or how Ace gets the baby in Space Ace? This is your chance to find out! The format this presentation will take is the sequence first, Treasure finding (Dragons Lair II) second, Horrible Deaths (ie. what happens when you blow it) third.

For the animation connoisseurs it may be of interest to know that Don Bluth (animator for Land Before Time and An American Tale I and II) was responsible for most of the depravity and cannibalism you will see in this segment tonight...



Profiles of WA Fannish Organizations

CIA (Curtin Imagination Association)

The CIA are, suprisingly enough, the Science Fiction club at Curtin University. But what does that mean? It does not mean that we are dedicated to Science Fiction (we don't use our library). It doesn't mean we have a room on campus (the guild won't give us one) It certainly doesn't make us a university club (all our members get terminated real quick). So who and what are the CIA? We're just this bunch of guys you know. We play games, we hide from potential members, which makes the club quite exclusive. We have a well hidden library which only the guild president has access to, we produce an annual magazine full of extremely violent stories. The CIA has been going for years and although the current achievements can be counted on both hands of a one handed cat, many of the previous members have gone on to do really great things, like failing to win a seat at the recent federal election and writing but not quite publishing a number of role playing systems. There is one thing the CIA is very good at and that is slouching around at the Curtin caf making jokes about the staff. Things to remember when meet-

ing a CIA member: 1) If they look like a CIA member, they are a CIA member. 2) Pretend you haven't read this. 3) Ask what events are going on. 4) Promise to be back again to join up later when you have some money. Generally this is unnecessary as



the CIA member will not actually ask you to join. Does this sound like the CIA is hard to join and not worth being a part of? Well it is worth being a part of because most of what I just wrote is a complete lie. Why did I lie? Because I'm the CIA's secretary and I wrote our latest newsletter last week and I'm sick of telling the truth about the club. So There!

UniSFA

The University Science Fiction Association, UniSFA, was

founded on March 21st, 1978. It recently celebrated its 15th Anniversary. To my knowledge, this makes UniSFA the oldest campus based SF association in W.A.

UniSFA has a clubroom which houses a 4000 book sf/fantasy/horror/graphic novel library (possibly the largest privately owned genre borrowing library in the state). There is an annual UniSFA camp, TerraCon (now in its twelfth year), held somewhere in the South West of W.A., where UniSFAns can game and do other strange things in a place far away from civilisation. This year TerraCon is at Wellington Mills, a place that Jeremy G. Byrne will agree is not even remotely near Walpole. Like SwanCon, this TerraCon promises to be bigger, better, stronger, faster than ever before.

There are two annual picnics organised by UniSFA. In April is The Easter Egg Hunt (an event "borrowed" by SwanCon - we know where you got the idea Comrade!), where UniSFAns do anything for chocolate. The other is The Hobbits' Picnic, held the Sunday closest to September 22, where the person with the hairiest

Profiles of WA Fannish Organizations

feet is crowned the "UniSFA Hobbit."

UniSFA also has a magazine, Piffle and Other Trivia, which is published occasionally (two issues came out in a month after a year-long absence). Piffle serves to boost the egos of the editors and contributors (usually the same person/people), and also keeps the club informed of goings-on.

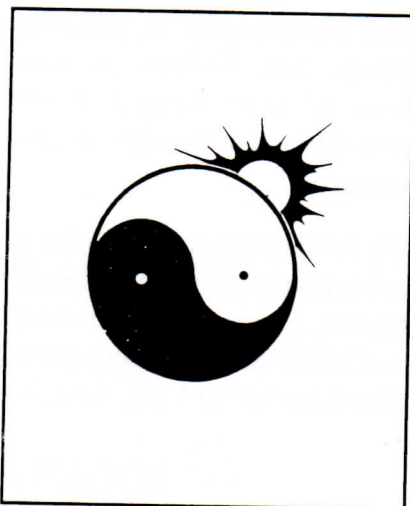
Club Meetings are held every second Friday and visitors/spectators are welcome to attend. The best way to describe such meetings is a cross between a riot and a circus.

UniSFA has had a long association with SwanCon, having had many members on the SwanCon Committee. Past and present UniSFAns include Mark Bivens, Gigi Boudville, Jeremy G. Byrne, Peter "Comrade" Cooper, Stephen Dedman, Gina Goddard, Sue Isle, Greg Turkich, many of the SwanCon 19 Committee, and many other people around you.

There was a time when UniSFAns considered SwanCon to be "...a slightly bigger version of TerraCon." UniSFAns have always turned up to SwanCon en

masse. Given the success of the the last SwanCon and the likely success of 18, I am happy to acknowledge that SwanCon is a much bigger version of TerraCon.

UniSFA can be found at Room 2.12, Guild Building, U.W.A. We also can be reached at unisfa@uniwa.uwa.edu.au. Drop



us a line and we'll tell you when the next meeting is.

Finally, UniSFA would like to congratulate SwanCon 18 for holding the 1993 NatCon, and we look forward to a longer association with SwanCon. We hope that all attending SwanCon 18 have a wonderful time.

-Russell B. Farr

(I also look forward to avoiding any video nasties and especially avoiding the door this time!)

Network 23

Contrary to popular belief, Network 23 IS alive and well. Network 23 has a wonderful reputation for being the most transient club in Perth's Fandom community. Its other claim to fame is that it has undergone the most changes of any club. Network 23 has been in existence in one form or another since 1989. The basic premise of the group is to inject fun and enjoyment into Perth Fandom. Meetings are informal get togethers where members are free to choose their evening's entertainment. Our current activities include regular "fact finding" visits to other clubs, video nights, marathon UNO playing, ice-cream consumption, Lego building competitions and Hot Dog and Pancake nights.

Network 23 goes beyond the simple regular meetings of other clubs. We aim to get together whenever the motivation takes us and for whatever reason. The club is responsible for Spaceship Building, The Ultimate Board Game, the Ice-cream Social and Primitive Virtual Reality (viewmaster) events at SwanCon 18. All of these events were specially designed at past Network 23 meetings with the intention of

Profiles of WA Fannish Organizations

putting the FUN back into conventions.

Outside of SwanCon, Network 23 was responsible for initiating last year's inaugural FANNISH SWAPMEET. We have every intention of holding other such events during this year.

At SwanCon 18:

You'll be able to spot Network 23 members at SwanCon 18 as we'll be the ones dressed in really neat and tidy clothes who'll try to sell you a chocolate crackle. Network 23 is also committed to PRATS at SwanCon 18 and hence will be involved in all PRATS activities - see a SwanCon noticeboard for more details.

CONTACT: Sue Ann Barber
PH: 527 7346

Gigi Boudville PH:
458 3747

Network 23 is a multimedia club and is prodly part of new wave fandom. Network 23 supports SwanCon 18, JAFWA, SICKO, PRATS, The West Lodge, Free For All AND MSFC. New members welcome.

The next meeting is to held over the SwanCon weekend at SwanCon.

West Lodge

The West Lodge is Perth's biggest, brightest (and only) Doctor Who Fan Club. Formed in 1983 - that's ten years folks - the club is committed (well, it should be) to keeping alive the content and spirit of a phenomenon which celebrates it's 30th Anniversary this year.

Our membership is presently around 100. We have members from all ages, starting around post-Victorian through to neo-nursery.

We meet on the first Saturday of every month in the Collins Street Centre, (Which is coincidently in Collins Street), South Perth. Meetings start at 1 pm, finishing

around 5:30pm. We are a family oriented club. The Centre offers a fully fenced playground and equipment for our youngest members.

Ten years have seen us run one national convention, make three fan videos, publish ninety-four Newsletter editions and much more in pursuit of the appreciation of Doctor Who.

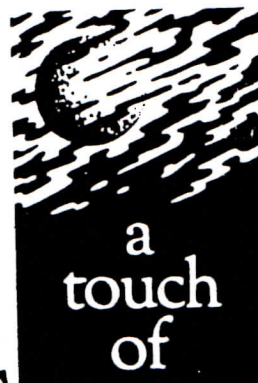
Come and join us.

Scott Barkla

Editor, Gallifreyan Graffiti.

Contact Address for The West Lodge is
PO Box 190
MOUNT LAWLEY 6050

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Fanzines In America And Elsewhere

In response to something I wrote last year about DITTO, a convention for fanzine fans in the US, I got a letter from Adelaide fan John Foyster: "A few of us have been thinking about the possibility of running a DITTO-like convention in Australia," he wrote, "but whenever I discuss this with Roman Orszanski or Eric Lindsay we come to the conclusion that if Marc Ortlieb and Irwin Hirsh brought their entire families we might be able to fit comfortably into Bruce Gillespie's computing/duplicating room (about ten feet square)."

Viewed from my side of the Pacific, it doesn't look much better: Although about 100 Australians have received our fanzine, STET, at one time or another, less than a third have responded frequently enough to become regulars on our list (and that number includes a few goldbricks), and fewer than half of those publish fanzines of their own.

Which is a pity. Some excellent zines are being published in Australia — from Karen Pender-Gunn's delightfully fluffy PINK to Ron Clarke's weighty THE MENTOR. But that's not what I was asked to tell you about. I was invited to tell you about American fanzines.

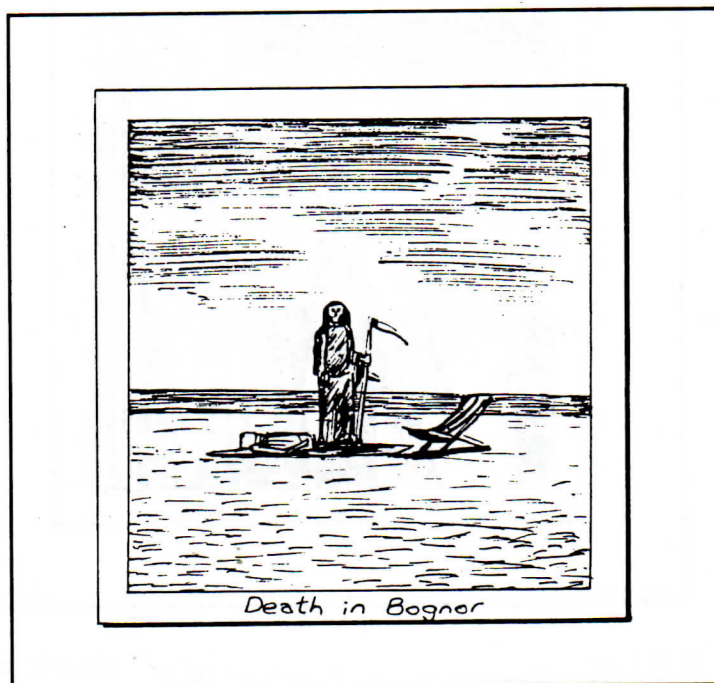
Given the numbers above, though, I think I'd better begin

ing and sending fanzines back and forth. In recent years, the fannish network has expanded to include fans throughout Europe, as well as in Africa and even Asia. (Our fanzine, STET, goes to 27 countries.)

Early fanzines imitated prozines, the professional science fiction magazines, and ran lots of amateur fiction. (Some well-known writers got their start that way.) But zines soon evolved to include reviews, essays and other topics, the most popular being fans and fandom. Today's fanzines generally fall into the following categories:

* Genzines: These are general interest, general circulation zines with

articles by a number of people about a variety of topics. Sometimes they have reviews and sercon (serious and constructive) discussions of science fiction; sometimes they are about fans and fandom; sometimes they are



with some basic background.

What is a fanzine? A fanzine is an amateur magazine produced by a fan. Since fandom's earliest days, fans in English-speaking countries have been correspond-

Fanzines In America And Elsewhere

about seemingly mundane subjects, but with a fannish twist. There usually is a long letter column, with discussion of topics raised in previous issues. One such zine in Australia is THE MENTOR.

* Personalzines (or perzines):

Most often written entirely by the editor, these can include personal essays, reviews, diaries, laundry lists or whatever else happens to interest the editor. They may or may not have a lettercol. PINK is a good example, as is Eric Lindsay's GEGENSCHWEIN.

* Newszines: Just what they sound like, these newsletters can be devoted to news

about SF publishing, to fan activities or a combination. THYME is the main one published in Australia.

* Clubzines: Published by a particular SF club, these run the gamut from genzines to newszines, with an emphasis on

club activities. Usually written by one or more members of the club, clubzine distribution may be limited to club members, but frequently they are sent to interested outsiders. The Melbourne SF Club's ETHEL THE AARDVARK is a fine example.

as you respond in some fashion.

The letter of comment, or loc, is the leading form of fannish tender. Simply write a letter to the editor saying what you thought about the zine. You can also send articles, drawings or trade for copies of your own fanzine.

When a zine says it's available for "the usual," that means one of the above.

Of course, to get the first copy of a fanzine, you may have to send money. This poses something of a difficulty with international exchanges, but not too much. If you don't have currency from the

country in question, you can buy international reply coupons at the post office to send instead. You can also just try pleading, and promising to loc.

Following is a list of current North American fanzines you can send for.



How can you get fanzines? Well, there ain't no such thing as a free lunch, but fanzines are amazingly cheap. In fact, if you can write or draw at all, you can get most fanzines without any outlay of cash. Most fan editors will gladly send you their zines free as long

Fanzines In America And Elsewhere

Prices are in US dollars. One international reply coupon is worth 50c in the US right now.

* **ASTROMANCER QUARTERLY**, Niagara Falls SF Association, P.O. Box 500, Bridge Station, Niagara Falls, NY 14305, USA, subs \$8/4 issues. Edited by Joe Maraglino with assistance from his wife,

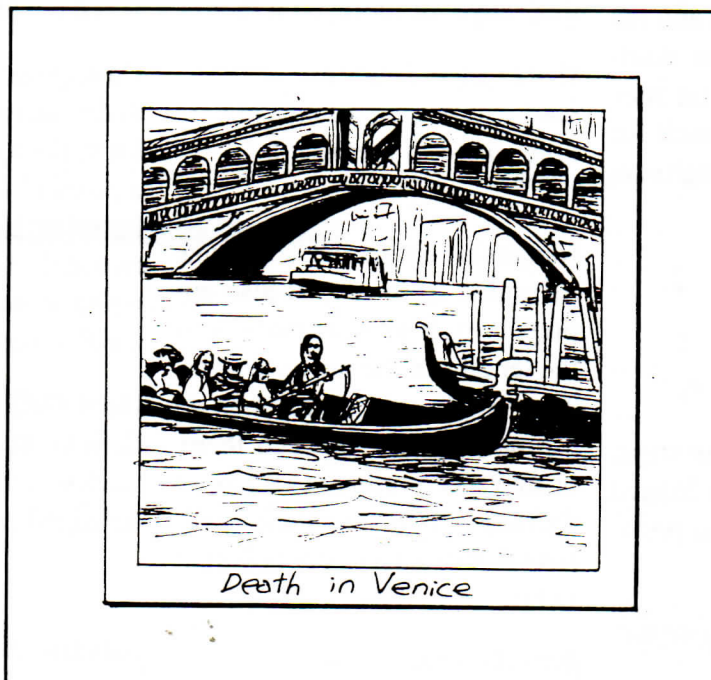
Linda Michaels, this beautifully printed fanzine features poetry about asparagus, columns about

elephants and elephant shrews, photos, fanzine reviews and a lot more.

* **FANTASY COMMENTATOR**, A. Langley Searles, 48 Highland Circle, Bronxville, NY 10708-5909, USA, \$5. A long-lived and excellent sercon zine, which also publishes some of the best SF poetry around. Features long historical and critical articles for the serious student of SF & fantasy. Published about once

a year.

* **MIMOSA**, Dick & Nicki Lynch, P.O. Box 1270, Germantown, MD 20875, USA, \$2. A fine genzine, last year's Hugo winner, with an emphasis on fan history. Still produced by mimeograph.



* **OPUNTIA**, Dale Speirs, P.O. Box 6830, Calgary, Alberta T2P 2E7, CANADA, \$1. This little zine varies, with some issues featuring reviews, some in a genzine format, and some as personalzines. One of the more frequently published fanzines.

* **OUTWORLDS**, Bill Bowers, P.O. Box 58174, Cincinnati, OH 45258-0174, USA, \$5, subs \$20/5 issues. An idiosyncratic blend of genzine and personalzine that changes direction and format frequently, but has remained interesting since it was first published in the '70s.

* **THE RELUCTANT FAMULUS**, Thomas D. Sadler, 422 W. Maple Ave., Adrian, MI 492211627, USA, \$1.50. Perhaps today's most regularly published genzine, featuring fannish articles, reviews, fiction and more.

* **STET**, Dick & Leah Smith, 17 Kerry Lane, Wheeling, IL 60090-6415, USA, samples \$3, no subs. Another

of the last remaining mimeographed fanzines, this genzine boasts an extensive letter column featuring fans from all over the world.

Leah Zeldes Smith

Gaming Information

G.K.R.

A live action game of giant killer robots

You've played Battletech, BOTSS, and Robotech; now play the real thing: G.K.R.

In G.K.R., each player plays one GKR. Each GKR is humanoid, having a gun in each arm. Each player will need a six sided die (preferably a large one), and the ability to remember how damaged their GKR is. You may wish to use paper and pencil for this. Each turn goes through several stages:

Movement

Declaring attacks

Resolving attacks

Movement is done in four steps. At each step, all two-legged GKRs may do one of four possible moves:

take one standard step (one metre) straight ahead;
turn (any angle);
sit/lie down;
stand up.

All GKRs move simultaneously and a referee will call the moves. Any player who pauses in his move may be forced to take the move back, and miss the move, by the referee. Two-legged GKRs move on all four steps.

One-legged GKRs move only on step 3. Legless GKRs move only on step 3, and the only move they may make is a turn.

After movement, all GKRs declare any attacks they wish to make. A GKR has as many guns as arms. Ranges are calculated from the tip of the firer's arm to the target's body. To hit, you must roll the target number for that range, or more, on a die:

short range (1 metre): 4
medium range (2 metres): 5
long range (3 metres): 6

Ranges are reversible, so a range measured from A to B also applies from B to A, regardless of the lengths of the player's arms. Two GKRs may agree upon an estimated range between them, or may ask a referee to measure the range. There are some modifiers that make it easier or harder to hit:

firer didn't move: +1
firer is sitting/lying down: -1
target is partially obscured by terrain or other GKRs: -1

You may only shoot at targets that are in front of you; in a 180 degree arc. No torso twists. If you have two guns, you may fire at two targets. Point one arm at each target. If you can simultaneously see both your hands, you

may fire one gun at each target. Once you have hit an enemy GKR, roll hit location (see facing page)

If you can't see the location you hit, you can't hit it. Reroll. If the location you hit has been shot off, also reroll. If you are hit in an arm or leg, that limb is destroyed. If you have no legs left, you must sit/lie down. If you lose an arm, you have one less gun.

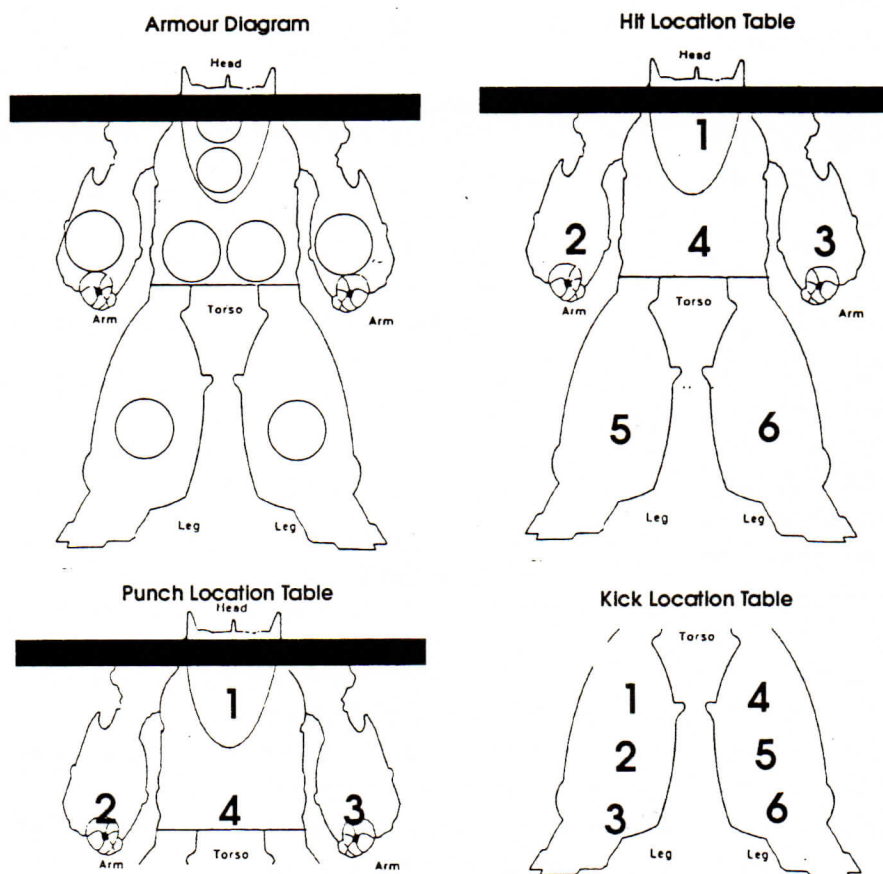
Damage does not take effect until the start of next turn. If you are hit in the torso or head, you lose a point of armour there. GKRs have two points in the torso, and two in the head. If you run out of points in the torso or head, your GKR is destroyed.

Dead GKRs may leave the battlefield. It is up to each player to track which bits of their GKR are damaged or shot off.

Advanced rules

If you are at point blank range with another GKR (within arm's reach), you may do physical attacks. Instead of firing a gun, you may punch. A punch is resolved exactly like a gun fired at short range, except that when rolling location, reroll leg hits to hit some other location. In addition, two-legged GKRs at point blank range may kick each other.

Gaming Information



This is Rob. Rob is a dentist so we can't show you his face...

Roll to hit as for a gun at short range. For location, use the kick location table (see facing page).

If you are attacking a GKR that is sitting/lying down, you may not punch it, and kick locations should be rolled on the normal location table. If your GKR is sitting/lying down, you may not punch or kick. A GKR with the full set of limbs may punch, punch, kick a target. You may still only punch and kick targets that are in your front 180 de-

grees.

A GKR may charge a target. The charger's movement should end just short of his target. The charger may not make any other attacks that turn. (The target may attack normally.) Roll to hit as for a gun at medium range. Damage done is one point for every step the GKR took in a straight line towards his target. So a GKR that moved step, turn, step, step, would do two pointson

the charge. Roll hit location separately for each point of damage. The charging GKR takes one point of damage. If the attack misses the target GKR may take one free step in any direction, provided it moves him out of the charger's line of movement. Optional rules G.K.R. may be played 'every GKR for itself'; as a two team game; or as a series of one on one games, several of which may run concurrently.

Gaming Information

Shadow Laser Games

Remember at '17, people running around at ungodly (pm) hours, waking the neighbours, frightening the children and shooting each other? Well, this year it's happening again (although we may be starting a little earlier and keeping a little further away from Craig Hilton's room party). The game is being run by the people from Shadow Laser Games. Although Shadow themselves have updated to the new and spiffy Zone3 equipment, they will only be bringing the older Shadow equipment to the 'con, due to the small numbers (18) of Zone3 packs they own. (Sob.) To its advantage however, none of Shadow's equipment talks loudly at you while you're trying to sneak up on people.

This year's setup will be more elaborate, involving re-energisers, bases, lots of exciting flashing lights, and base sirens at a more civilized volume, due to a technical innovation known in the trade as a 'resistor'.

Shadow will be running every night that its operators get it together (i.e. are awake, and not off winning the AD&D tournament or anything). Start times will be announced via whiteboard near the registration desk, and will

typically be from 8pm to 10pm. There will be enough playing time for all to have a go, and for Shadow to shamelessly plug their Perth centre. Preference will be given (particularly on the first two nights) will be given to those who have not played before.

Harnmaster II Salutes the Juggler

Never mind the debates on violence in sport. Juggers know there's no glory without severe pain, or the loss of body parts, even lives.

This role-playing board game uses Harnmaster II rules, by William Gant, for as fast, furious and realistic a version of the very violent game of tomorrow as you're going to get without the nifty tyre suits, Joan Chen / Rutger Hauer or close-up shots of grunting teeth-gritting juggers (and quite a lot of blood).

Pirates Live Role Playing

To HRH King William III,

My Lord, I write to inform you of the forthcoming gathering of pirates,

privateers and Royal Naval officers to be held in Port Royal in six months' time. This gathering will take the form of both a luncheon at the Governor's Mansion and a gala to be held in the evening on board your frigate, the Invincible. The precise reasons behind these events are contained in the sealed parcel accompanying this missive.

I remain your obedient servant,

Sir Henry Morgan

Governor of Port Royal

Year of our Lord 1701

* * *

It is the Golden Age of Piracy. Life in the Caribbean is hard. The easy prey have been destroyed and only the veterans remain. The crew are anxious for shore leave and you for news of Europe. Add to this Morgan's letter - safe haven for all in Port Royal over the Christmas week. What does Morgan have on his mind? Who else will be there?

How can you resist?

Gaming Information

Star Fleet Battles Tournament

Once again Unigames will present this tournament at Swancon 18. It is rumoured that previous winners Brett Koerbel (1991) and Phil Cook (1992) will be entering to contest for the Starfleet Shield with the new talent that has sprung up since last year.

The tournament will operate under the following provisions:

1. The tournament judge is John Samuel.
2. Captain's edition (or Doomsday) rules will be used. Commander's edition rules will not be used.
3. All races will be allowed. (If someone really wants to play a Tholian I'll read the rules then.)
4. The Tournament Book 1991 will be used with the following amendments:
Time limits:
Game: 3 hours
Energy allocation: 5 minutes
Movement decisions: 30 seconds
Fire decisions: 1 minute
Players are responsible for timing their opponents.
5. All option mount selections must be finalised and approved before the listing of competing ships is published.

6. Finalists will be selected by elimination rounds. If feasible, a round robin or "best of" will be held to determine the victor.

Good luck to all competitors and remember:

"The only valid test is combat; the only valid result is victory."

Wacky Races

Remember Penelope Pitstop? Peter Perfect? How about Dick Darstedly? They are the heroes of Wacky Races! Not Wacky Races the cartoon series, this is wacky races the board game! A game of strategy, luck, excitement, wit, courage, adventure, giants, sword fights and no trains! Dodge the traps, hunt down your enemies and win the race.

What greater honour could there be than winning the inaugural Wacky Races trophy? If you are tired of long drawn out rules-lawyer-ridden-games where newcomers have no chance then this is the tournament to be a part of. Simple and fun.

Adventurers

Adventurers is a skill-based fantasy role-playing game, featuring over 60 individual skills and a magic system that allows the caster to customise a spell at the time of casting. The rules are

simple, self-consistent and do not interfere with role-playing. If you would like to playtest a game which encourages you to role-play, is easy to learn and fun to play, come along to the Registration desk and register for the demonstration game. "A Rose By Any Other Name", a medieval murder mystery set in a monastery.

A Rose By Any Other Name

This is a module for one to three players. You are inquisitors and have just completed a trial in a village situated 1 hours travel from the monastery of Saint Eormen.

It is a stormy, raging night. The inn is crowded with village folk, who are dancing and singing to the tunes of a travelling minstrel. You sit quietly in one corner of the inn finishing off the remnants of a delicious stew. Suddenly the door smashes open, letting the wind and rain whip inside. With a whine the music stops. The villagers turn to stare at the door. The village priest staggers in. "The Abbott is dead!" He cries, waving a scrap of paper, "A pigeon just arrived from the monastery." He stumbles forward, holding the message out to you. The inn is deadly silent as you read.

The Abbott has been murdered. Send for the Inquisitors immediately.

Filk Lyrics

At several points during the convention it is likely that some congoers will ritualistically burst into song (or at least a reasonable simulacra of it...) and these lyrics (?) are presented as a service to all of you uncultured enough not to keep up.

Well, some of these songs haven't been heard before, so it'd please us greatly if you tell us how bad they are.

The Twit's Marching Song

Words: Stefan Bilandic

Music: "When Johnny Comes Marching Home"

The twit's are marching one by one, hurrah, hurrah!
The twit's are marching one by one, hurrah, hurrah!
The twit's are marching one by one,
Every one of them chewing gum,
And the twits are coming — Hide wherever you can!

The twit's are marching two by two,
The left-hand foot in the right-hand shoe,

The twit's are marching three by three,
Do you want one? They're completely free,

The twit's are marching four by four,
Climbing uphill on a level floor,

The twit's are marching five by five,
We're still not certain they're all alive,

The twit's are marching six by six,
With heads as heavy and thick as bricks,

The twit's are marching six by eight,
'Cause seven's a rhyme too hard to mate,

The twit's are marching eight by eight,
Arriving early and leaving late,

The twit's are marching nine by nine,
And like it or not, they're staying to dine,

The twit's are marching ten by ten,
They're marching in circles! They're coming again!

The Philosophers' Song

Words: Monty Python
Music: "The Philosopher's Song"

Emmanuel Kant was a real pissant,
who was very rarely stable,
Heidigger Heidigger was a boozy beggar,
who could think you under the table,
And David Hume could out-consume
Willheim Fredrick Hegel,
And Lichtenstein was a beery swine,
who was just as sloshed as Slagel,
There's nothing Nitze couldn't teach 'bout the raising of the
rist,
Socrates himself was permanently pissed.

John Stuart Mill, of his own free will,
on half a pint of brandy was particularly ill,
Plato, they say, could stick it away,
half a crate of whisky every day,
Aristotle, Aristotle was a bugger for the bottle,
Hobbes was fond of his dram,
And Rene DesCarte was a drunken fart,
"I drink therefore I am!"
Yes Socrates himself is particularly missed,
A lovely little thinker but a bugger when he's pissed!

The Doctor's Pockets

Words: Anne Wilson and Meg Garrett
Music: "My Favourite Things"

Jack knife and yo-yo and things I find handy,
Grubby white bag full of bright coloured candy,
My sonic screwdriver and bugs I have found,
These are the things that I carry around!

CHORUS: When they caught me,
And they searched me,
This is what they found —
My captors were simply amazed to behold
The things that I carry around!

Half eaten apples and wires and gears,
A diary with entries for five hundred years,
Ethereic detector and string wrapped around,
These are the things that I carry around!

CHORUS

Hypnotic crystal and hanky with knot in,

Filk Lyrics

Ginger-pop bottle and things I've forgotten,
Toffee tin, spyglass, and stray British pound,
These are the things that I carry around!

CHORUS

Here's some little gems that the programming subcommittee worked up while trying to avoid doing the program. You can see what sort of state our minds were in by singing the following:

Borin's Lament

Words Guy Dyson
Tune I woke up one morning

I woke up one morning and I lost my horse,
And I lost my pony,
and I lost my armour,
and I lost my crossbow,
and I got wet
and there were rapids
and I almost drowned
and I didn't get to kill anyone
and I didn't have any fun.

Borin's Drinking Song

Words Guy Dyson
Tune The German Guns by pte. S Baldrik

Drink drink drink drink
drink drink drink

Drink drink drink drink
drink drink burp

Drink drink burp drink
drink hic burp

Drink burp hic hic
drink burp throw up

A failed Filk song

Words Guy Dyson and Doug Burbidge
Tune Gilligan's Island Theme

Well sit right back and you'll hear a tale
A tale of a fateful quest
That started in this lonely inn
and couldn't find a word to rhyme with 'orange'.

A Slightly better (but not much) filk song
Words Guy Dyson
Tune Gilligan's Island (again)

Well sit right back and you'll hear a tale
A tale of a mighty quest
that started in the adventurers guild
With a princess lost out west

We wandered down a forest path
a looking everywhere
When a gobbo and his family
Leapt out without a care.

We waved our swords about our heads
And cast a couple of spells
The gobbos didn't stand a chance
We sent their ghosts to hell!

Our thief went through all their pockets
looking for all their loose change
And our clerics healed our wounds again
So we didn't feel no pain.

The ranger started tracking then
And we followed him all day
The GM called for night fall
And we set a standard watch

But around midnight we got woke up
By a nasty monster's call
We waved our sword again alright
With infravision, we don't fall

The beast had lots of scaly bits
And firey stuff as well
And enough hit dice to do us all
Cos we were only second level

So you won't hear from us no more
Our party's gone to dust
For our GM's a bastard
And we've all had enough

Filk Lyrics

But his home has broken window's now
And his car's a pile of ash
For we loved our characters so much
We went to his place with an axe

This is a Filk Song
Words Somebody smart enough to keep their name out of it.
Tune This is the Chorus.

This is a filk song,
This is a filk song,
It goes around and around and gets stuck in your brain.

Techno Filk song
Words Anon (again)
Tune This beat is technotronic

This is a
This is a
This is a techno filk song...
Jump

And here are some ideas that failed even more
dismally - we were trying to use some more mod-
ern tunes, and came up with the following one-
liners. We are told that this is the essence of
filking: try it out with friends.

We got to filk filk
We got to filk filk
We got to filk just to make it today

He is the filking queen
On the scene he is quite obscene..ohh yeahh.

It's so funny in a filking world {ABBA}

Accidentally filking street where friends and filkers some-
times meet.

Tell me more Tell me more is he a filking star
Tell me more Tell me more does he have a guitar

A filk to Men of Harlech, or Woad
Lyrics: Dave Luckett
Sung to: Who knows?

What's the use of snatching purses?
Poncing 'round reciting verses,
Mixing potions, bleating curses
This is not for us!
What's the use of balladeers?
Illusions not as they appears,
Them paladins gets strange ideas
And always makes a fuss!
Druids, old and smelly,
Mages turn to jelly,
Illusionists have floppy wrists
And cannot be relied on in a melee!
Be a fighter, it will pay more
If you grab a mace, axe, sword or claymore,
Whack 'em hard, you'll always slay more
Monsters doing thus.

What's the use of Rangers stalking
Acrobats, gone tight rope walking ,
Wizards spend their days just talking,
Clerics just get bored.
Wands and rods and Holy symbols
Staffs, pills, boots, hats, socks, rings, thimbles
Spell-scrolls wheeled around on gimbals!
Rubbish! Grab a sword!
Thieves ain't got no glamour
When they're in the slammer -
Picking locks on jewelled boxes!
Better far to smash 'em with a hammer!
When the Slaadi jump the party
Better grab an axe, get fell in hearty
Monkish knowledge of karate
Won't make you a lord!

Last chance this millenium!

Australia in 666I

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Ken & Marea Ozanne, Marilyn Pride, Jean Weber

Contact us if you are interested in helping run the convention, and spread the word! We can supply flyers and other advertising material.



Starsongs

Tau Whetu

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Edited by Jean Weber

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SwanCon.

Rock Stubble and The Kitsch Monsters of Mars

This story, *Rock Stubble and Kitsch Monsters of Mars* was selected at random from the entries to the short story competition, and so caught the eye of at least one committee member that we decided to print it in the Souvenir Book. Enjoy!

A Brief Bio of Andrew Davey

Andrew Davey was born in the Spring of Love, 1968, which probably explains a lot. He grew up in Albany, and has worked as a contract historian, a cleaning lady, and abattoir assistant and an english teacher to Aborigines. He currently lives in splendid isolation atop Wireless Hill surrounded by antique radios, microphones and Goon Show recordings. He also claims that he shares his brain with a Hungry Jacks Whopper, who provides him with most of his storylines.

The Story

Dr Rock Stubble, rocket scientist, was driving his car down the lonely road that ran between Smalltown U.S.A. and his lab when he noticed a bright light tracing an arc across the sky. It vanished behind a nearby hill, and there was a terrific explosion.

Golly, thought Rock, that must have been that new-fangled satellite thing the government put up. I'd better go and investigate, all by myself with no one knowing where I've gone. So he spun the wheel, and slew the car off

the road onto the very convenient track that led to the crash site.

When he arrived, all he could see was a large smoking crater. Through the smoke, he caught glimpses of a dull silver sphere, with scorch marks across it. Obviously it wasn't a satellite, even a new one. Obviously, it was NOT OF THIS EARTH!

Suddenly, part of the sphere jolted, and a section started to unscrew outwards. As it fell to the ground, Rock threw up one arm vaguely over his face and took one step back, in the posture universally adopted by humans when encountering hideous alien monsters.

THEY emerged, and they certainly were hideous. They were green and scaly, with tentacles and slime dripping off them and fangs and little beady eyes that looked suspiciously like buttons. They waved pointy things that were probably guns.

Fighting down his revulsion, Rock gasped, "Who ... what are you?"

"Greetings, earthling," rasped one of the creatures in a disgusting alien voice, all slobber and floppy lips. "I am Zoltar, from the planet you call Mars. This," he waved at another monster, "is Questor, and this," he gestured at a third, "is Roger. We eluded your primitive radar systems and landed here. Actually," it snorted

in disgust, "Roger was driving."

"What do you want?" Rock cried.

"Hey, is that your car?" Questor slithered over to Rock's vehicle. "Wow, check it out. A Buick Autoglide convertible with white-wall tyres! Amazing!"

"Do you want me to take you to our leader?" Rock asked.

Zoltar gave him a quizzical look. "Fat guy, bald, always spouting crap on T.V.?"

"Er ... yes," Rock replied.

"Not really, thanks all the same. Tell me, do all earthlings have cars like this?"

"Well, no, but all rocket scientists seem to," Rock replied unsurely. "I think we all buy from the same dealer."

"Groovy," Zoltar concluded. "Er ... would you mind if we took it for a bit of a spin?"

"What?"

"Let me explain. Do you live near here?"

"Just over the next hill."

"Great. Drive us there. Roger! No! You're not getting behind the wheel of anything more complex than a tractor mower from now on!"

"Aw, Zoltar."

"You heard me. Get in the back!"

A Short Story by Andrew Davey

They all squeezed into the car, and as Rock took it slowly down the track, Zoltar said. "I'd like to make you a certain offer, Mr...?"

"Stubble, Dr Rock Stubble."

"Well, Rock, how would you like to learn the secret of Faster Than Light space travel?"

"Sure," Rock said suspiciously. "But what's the price? Missile plans? Military secrets?"

"Good grief, no," Zoltar waved a tentacle nonchalantly. "We want the car."

"The car?"

"Certainly. I love the white-walls; they're the perfect touch."

Rock weighed up the proposition. "Sounds fair to me. But why?"

Zoltar slithered about on the vinyl seat to get comfy. "You see, Rock," he gurgled, "My planet once had a great civilization. We had ... Roger, leave the electric windows alone!"

Roger whipped his tentacle off the switch and tried to look angelic.

"As I was saying," Zoltar continued, "We had it all - cordless irons, novelty toilet paper dispensers, bungee jumping, laptop computers, rollerblades, even those T-shirts that change colour when you sweat on them. Then suddenly, a solar flare sent hard

radiation on us, and destroyed it all."

"You mean," Rock whispered, "You were made sterile?"

"Oh no. It was worse - we lost our sense of style."

"Your style?" Rock looked baffled.

"Can't you see?" Zoltar cried, obviously getting emotional. "Look at what we're wearing!"

Rock did, and noticed that they all wore safari suits with flared trousers, and had nerd packs in their breast pockets.

"We thought we were lost, but then we saw your Earth television programmes, and we thought you might like to do some trade."

By this time, Rock had reached his home, a ranch-style bungalow perched on an arid hillside.

"Well, is it a deal?" Zoltar asked as they got out.

Rock thought deeply, then finally answered "Okay, it's a deal."

Zoltar handed him a piece of paper covered in intricate blueprints. Then he pointed a blunt instrument at the car, and in a flash of light it was gone.

"Let's go inside," Questor prompted, and somehow they squeezed through the door into the living room. Roger headed straight for the record player, and

with a cry of delight Zoltar pounced on a lava lamp.

"How did you make the car disappear?" Rock asked.

"Teleporter," Zoltar answered. "I'll give you one for this funky lava lamp."

"Great," said Rock, and he touched the blunt instrument in awe as Zoltar set the lamp going. There was a screech from the record player, and Roger started singing along to 'The Lady Is A Tramp'. Rock even joined in as they got into 'Paper Moon', 'New York, New York' and 'Shuffle Off To Buffalo'. They gave him an anti-gravity generator for his record collection. In return for his vinyl armchairs, negress table lamp and plastic flour, sugar, tea and cocoa cannisters from the kitchen, he got a molecular disruptor. He bargained hard for the formula for transparent steel, only losing his set of martini glasses with the different coloured stems and the black and white television in the wooden cabinet. He even sold his suits for a telekinesis helmet.

"Now," Zoltar was saying, "forget this atomic energy crap. How about the plans for a fusion reactor in return for that groovy white bakelite telephone and the laminex table with the gold speckles and stainless steel trim?" when the door opened and in walked Joan Virgin, Rock's girlfriend. She saw the aliens, and screamed.



"Freak me utterly out!" cried Roger. "Look at that pointy bra!"

"Check out the tight sweater!" shrieked Questor.

"And the cheap peroxidized hair, and the stilletoes!" cried Zoltar, positively delirious with joy. "Oh, we must have her!" He turned to Rock. "Name your price, my man."

Excuse me, but Joan is my girlfriend." Rock said huffily, pulling her close. "She's not for sale."

"I'll give you the cure for cancer," Zoltar wheedled.

"Forget it."

"Okay, the cure for all known diseases."

"I said no."

"An instantaneous translation device?"

"No."

"Neuro-transceivers to communicate with animals."

"Never."

"A time machine with built-in paradox rectifier. I'm putting my neck out here."

"Not in a million years."

"A sure-fire method of avoiding Jehovah's Witnesses?"

Rock gave that one serious thought, but eventually said,

"Look, she's not for sale, not at any price, see?"

Zoltar's face took on a crafty look. "What about a little machine guaranteed to quadruple the size of a certain part of your anatomy?"

"What do you mean?"

Questor sidled up to him. "Don't be coy, Rock. We know your type. You don't drive that enormous over-powered car just to get from A to B, do you?"

"I don't understand. Which part of my anatomy?"

"What do you want me to say with a lady present? Let me put it this way; it rhymes with 'Venus'."

Rock thought long, and so to speak, hard, before saying, "Okay, take her away."

He shook hands/tentacles with Zoltar, who felt much like latex, and they carried their goods including the still shrieking Joan outside. "Pleasure doing business with you, Dr Stubble," Zoltar said, pressing buttons on another teleporter. In a blinding flash, they were gone.

Five minutes later, he watched the bright spark of light soaring across the night sky to mingle with the pinpricks of stars. He smiled to himself, and wondered why modern movie-makers gave slaving alien monsters such bad rep.

Panels and Discussions

Programmers' Notes

The Swancon 18 programme runs across a variable, but large, number of streams. It peaks with about six scheduled items running at once, and in the wee small hours comes down to one or two.

Most of the complexity in the program centres around the two rooms reserved for panels, presentations and discussions: the Oaks and Derby rooms. Do not think that one is the 'main' program room, and the other is a 'second' program room, because they're not.

We have attempted to have something for everyone at any given time. There is often one item running aimed at some minority group (furry fans, freeformers, gamers, etc.), with another item broad enough for nearly everyone else running in the other room. And if there's nothing in either of those rooms that grabs you, try video, gaming, outdoors, a room party, or go and eat/sleep.

Speaking of eating, you may notice that the program does not appear to leave gaps for meals. This is because we believe in a concept known as "free will". Attendees may therefore take

meal breaks at any time they wish - a radical concept for some. We expect you all to be responsible, and not pass out because of lack of food during program items. To make this easier, we have scheduled a number of feasts/banquets/meals/pigouts in conjunction with the hotel. Prices should not be high, but in any case there are a number of fast-food outlets nearby.

We have scheduled substantially less events from midnight to 10am. This is to encourage everybody to get some sleep, as we believe that certain people would otherwise attempt to spend the entire 'con awake, or die trying. Note: anybody turning up to items before 10am is hereby officially designated 'silly'.

In the past, the only solution that had been found to people saying 'but I wanted to see an item on...' was to laugh at them derisively and say "you should have gotten involved in the programming subcommittee". This year, we have a new solution: the Panel Panel. It's a panel on designing new panels, and there are a series of slots reserved for its offspring throughout the program. Anything that you want to see on the program you can come along and shout for.

SwanCon 18 Programme

How To Enjoy Your First Convention (Derby Thursday 5pm)

Presentation. Never been to a convention before? Hotel too topologically complex? This is the item for you. It will explain how a SwanCon works, what the differences are supposed to be between all the different types of events, how to dodge the chainsaws and torches, and what items should absolutely not be missed.

Panel Free Panel (Oaks Thursday 5pm)

There is no item scheduled for this room at this time. This is, therefore, the panel-free panel.

Pizza Orders (Fan Lounge Thursday 5pm)

Chaos. Orders will be taken for pizza. We will then eagerly await news of how many of the local Pizza Huts we have caused to melt down.

Opening Ceremony (Oaks Thursday 6pm)

Presentation. This is the item that starts the show. It's going to be huge, with chainsaw loonies, flaming torches flying in the air, a plethora of people pontificating profusely and other really wild things. Actually, it won't be like this at all, but wouldn't it be great if it was?

The Ubiquitous Monty Python Panel (Oaks Friday 7pm)

Discussion. Who am I kidding, this

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isn't a discussion, its an argument. No it isn't. Oh yes it is. No it isn't. I didn't expect the Spanish inquisition. Of fish. Don't say 'Of fish', Bishop, it doesn't mean anything. Ni!

If you don't know what that was all about, turn up to the discussion and be even more confused. If you got it all, turn up because you know you want to! Every con has a wild Monty Python quoting session and this is this year's. Here, everyone is an expert and we all know all the words.

Fannish Impro's Registration (Derby Thursday 7pm)

Registration. Teams should meet and register for the Fannish Impro's that will follow.

Pizza Banquet (River Thursday 7pm)

Participation/Meal. This item runs for about 3 hours, and will be huge. A series of activities will be run at the same time, possibly involving a large twister game, and finding uses for the large number of nearly empty pizza boxes.

Gaming Anecdotes (Oaks Thursday 8pm)

Discussion. The item we had to have. Bring along earmuffs or go to the Pizza Banquet. Rumours that this panel will be raided by the dread Anecdote Police have been denied by all the relevant government departments. You should have been there last year, it was great, I told everyone about the time that...

Fannish Impro's (Derby Thursday 8pm)

Participation. Similar to (but

absolutely not the same as) Theatre Sports. It'll be running concurrently with the Pizza Banquet (oh! food of the Gods!), so many of the participants are likely to be carrying slices of pizza as they pretend to act.

Is Sex Better than SF? (Oaks Thursday 9pm)

Panel. Virgins talk knowledgeably about sex, and non-readers (because they were too busy at the time) talk about SF. The audience is expected to boo and hiss, cheer and clap at appropriate times.

Shadows in the Dark (Outdoors Friday 9pm)

Participation. The game will start in the Fan Lounge, and will ultimately result in people running around and shooting things. This year it will be run earlier in the evening, so that innocent bystanders become less annoyed. The game itself will be more elaborate, featuring re-energisers, bases and a scoreboard. It'll be running every night that people are interested.

Sequential Art: Comic Stricture (Oaks Thursday 10pm)

Panel. The learned panellists will discuss whether the medium dictates the content. Enquiring minds want to know.

Cthulhu Loves You: Deconstructing Horror (Oaks Thursday 11pm)

Panel. The first opportunity for the horror freaks to crawl out of the woodwork. Can horror be reduced to a library of slimy components, which can simply be slotted together to produce a novel or movie which will frighten those willing to

suspend their bravery?

The History of Rubber Suit Monsters (Derby Thursday 11pm)

This is here because lots of interesting people are going to be there. If you care to claim to be interesting or people tell you that you are then come along. If you are new to Condom (Snigger..) then this would be a great place to go to learn how to be interesting and have people regard you with things (usually long brown and sticky things).

Stephen Dedman Reading (Fan Lounge Friday 10am)

A reading of his work *As Wise as Serpents* as recently published in *Fantasy and Science Fiction Magazine*. Bound to be hugely interesting as it is scheduled before the Ice Cream Social. You are advised to show up if you are interested in local talent good enough to be published of which there is a surprisingly large amount going around. See you there.

Dave Luckett Paper (Oaks Friday 10am)

Paper. Dave Luckett presents his academic paper. Its all academic really.

Panel Panel (Derby Friday 10am)

Panel Panel. You've seen panels on designing spaceships, worlds, BEMs to inhabit worlds and other things too numerous to mention. Now come to the truly generic panel designing panel, the panel panel. This is the panel where you'll get to design a panel. Any topics which you thought there should have been a panel on can be brought up at the

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panel panel. There are slots reserved throughout the program for the results of this panel (Panel Panel Panels).

Community Policing (Ledger Friday 9am)

Presentation. Greg Turkich *FNORD the information on this presentation has been classified, but if it's as good as last year, it's well worth watching FNORD.*

Ice Cream Social (Probably the Pool Friday 11am)

This is a social event, it involves ice cream, naked bodies and probably the pool area. How could you miss it?

WASFF Meeting (Oaks Friday 11am)

Discussion. Likely to be a fire hazard. Opinionated fans shall discuss what they think the West Australian Science Fiction Foundation should be and how it should work. There have been a number of theories about WASFF and many egos wanting to be bruised over it. If you want to argue about WASFF do it here so as to keep down the abuse at the business meeting itself.

Last Chances (Derby Friday 11am)

Panel. Chances, the steamy sex soap, once described as 'the story a family who win a million dollars and spend none of it on clothes' was generally regarded as unwatchable rubbish, however, unknown to many of us, it became interesting towards the end, as the script writers knew the series was ending, suddenly neo-nazi vampires and eternal champions were visiting the scene.

The Australian Twin Peaks.

Cartooning Workshop (Derby Friday noon)

Workshop. Our fanguest of honour, Craig Hilton, is an accomplished cartoonist as you saw in Progress Report 3. Whether you have an artistic bent, or like mine, your drawings always end up looking like the over 60's osteoporosis soccer team warming up, it doesn't matter. Come along, and bring any samples of your work you're willing to let the rest of the world see.

Childrens Literature (Oaks Friday 1pm)

Panel. A look at childrens literature, and not necessarily from the viewpoint of children reading it. What makes good childrens literature, who makes good childrens literature and how much is available? What of alleged children's literature, like Pratchett's *Nomes* or Le Guin's *Earthsea*, which are supposedly written for children but read by adults?

What are Fan Funds, and how do they work? (Derby Friday 2pm)

Panel. Find out just what DUFF and GUFF stand for, what they're there for and how they can benefit you. Note that this item has cunningly been placed several hours before the Fan Fund Auction.

Ultimate Spaceship Building (Derby Friday 2pm)

Participation. A craft activity where groups take seemingly mundane household items and turn them into peaceful spaceships horribly beweaponed and ready to deal out mega electric death to the other

groups' spaceships. Basically it's good fun and your chance to build a model of any of E. E. "Doc" Smith's spaceships.

The Filk'n'Ilo Fellow (Derby Friday 3pm)

Presentation. Craig Hilton's guest of honour speech. Craig discusses all those things he's into. Since he is into a surprising number of things, this will be an interesting item. Craig talks (and sings) about aspects of his dark, seamy, and fannish, life.

Virtual Reality (Oaks Friday 4pm)

Discussion. Well, I played Dactyl Nightmare the other day, and I didn't think it was that hot. I mean, the little TV screens in front of your eyes can only pick up one channel. VR is of course one of the latest buzzwords, and this item will buzz with jargon. Discussion of VR games, VR user environments, VR programmer environments, VR pizza, etc. Anybody who mentions VR sex will have something *really* nasty done to them, OK?

Time Travel Paradoxes (Derby Friday 4pm)

Discussion. Did anyone understand Millenium? Here we discuss some of the problems involved in time travel. What happens if you kill your parents? What happens if you *are* your parents? Can you change the past without changing the present? Can time travel machines exist at all? What do Einstein and Hawking have to say on the subject? What actually happens when one travels sideways in time? What about "Rotating Cylinders and the possibility of Global Causality Violation"? Come along and

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expound your opinion.

Terry Pratchett's Guest of Honour Speech (Oaks Friday 5pm)

Presentation. Terry's just zis guy you know, but you probably came to the con principally to meet him. Well if you don't mangle to muscle in on a conversation with him then you will at least be able to watch him talk here. If you attend this item you will be able to lie more effectively when you say you know the guy.

Shark Frenzy (Fan Lounge Friday 7pm)

Participation/Meal. This is the reverse of the usual shark frenzy, in that normally, the *sharks* eat the *people*. Although this event is being catered by the hotel, it will be done in traditional chish-and-fips style, with paper packages of food, and lots of those toppings that people insist on adulterating their food with, like tomato sauce, vinegar, salt, radioactive waste, mustard, hundreds and thousands, etc.

Do It Yourself Battlecruiser (Oaks Friday 7pm)

Workshop. The object is to design an inter-stellar battlecruiser, but not just any battlecruiser, this one must be able to work! It has to have a design which is functional and practical from an inter-galactic invasion point of view. We'll discuss the physics involved in the design and then its up to you. Designs should be in standard white board format or converted across from butcher's paper. Mock battles will be discussed with the loudest designer winning.

Ian Nicholls: Academic Paper (Derby Friday 7pm)

Presentation. A presentation by the aforementioned Ian Nicholls of an academic paper on the issues of his choice. This entry will probably read differently when we find out just what it is he is actually going on about.

Fan Fund Auction (Derby Friday 8pm)

Participation. This is the first auction at SwanCon 18. The proceeds of the auction will go to the various needy fan funds that litter the place. There'll be lots of good things to buy, so be there. If you don't know what a fan fund is, turn up to the "What are Fan Funds" panels.

A Modern Utopia: Iain Bank's Culture (Oaks Friday 9pm)

Panel. The panellists will give us a quick rundown on the Culture, and examine whether it's a real utopia at all. A comparison with other utopian fiction will be attempted. Imagine a future where computers rule the world and humans are there simply for having fun. Its a world where cute furry animals pilot star ships, people have drug producing glands, orgasms last for hours and hand crafted chairs are frowned upon. This is the world of the culture. Is this the world of the future?

Panel Panel Panel (Derby Friday 9pm)

PanelPanelPanel. This is the BIG one! This Panel Panel Panel is scheduled for two hours! Have the programmers gone mad? Not even Furry Fandom is scheduled for two

hours! But this is it, the proverbial big one. This is the ultimate in mystery panel panel panels. It could be one long panel panel panel or even two shorter (one hour each) panel panel panels. The true nature of this panel panel panel will not be known until the panel panel where all panel panel panel slots shall be filled. Here a panel, there a panel everywhere a panel panel...

Cthulhu Loves You Too: The Seduction of Horror (Oaks Friday 10pm)

Discussion. Horror has changed since it started moving from the edges to the mainstream. Has this changed the way that the stories are told? Were they always written around a formula?

Why Don't Fans Work Before Noon? (Derby Saturday 9am)

SEP. This is a topic central to the concerns of all in fandom. Why is it that whenever you schedule a panel for 9am nobody turns up. Surely, some fans can get up in the morning, and some can stay up all night. This is the panel where all questions will be answered, well at least the questions relevant to the topic at hand. If you aren't at this one, we'll come and wake you up!

Masquerade Workshop (Oaks Saturday 10am)

Workshop. Your opportunity to talk with others about your amazing costume and get some suggestions. If you are feeling generous, you may bring along your latex masks, dress swords, nifty blaster guns, hologram generators, auto toolkit (for building those powered armour costumes), etc.

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Pirates Freeform (Derby Saturday 10am)

Participation. A freeform courtesy of Julian. Always very popular, places are bound to go quickly. If you wish to be involved then you should register early at the front desk. Remember to bring your best wooden leg. This item is rumoured to involve a plank, as in 'walk the ~', so if you can't swim, and feel you may game less than successfully, you should also bring a life preserver.

Juggling Workshop (Outdoors Saturday 11am)

Participation. This year there is a lot more to this item than just juggling. This year you can fall off a unicycle, learn to juggle, or try some basic acrobatics. Or, if this all requires too much dexterity, you can learn to club swing and flag wave, where you're not supposed to let go, so you don't drop things! Also, there's balancing things on your nose, which is much more fun than it sounds. And if you want to learn ventriloquism, bring a sock.

Being Politically Correct in SF (Oaks Saturday noon)

Discussion. Ecology, genethics, and overpopulation. Are they fads used by the writers to sell yet another Politically Correct book? Will the subgenre survive when the market share finds something else to do?

Fanzine — the Panel (Oaks Saturday 1pm)

Discussion. What niche do fanzines fill? For that matter, what exactly *are* fanzines? At what level of

professionalism does it stop being a fanzine, and start being *Eidolon*? Experienced people speak out. Inexperienced people speak in. If you have put together a magazine printed by photocopy, or a newsletter for a club that goes into newsletters boots and all, or may ever have to do this in the future, this is the panel for you.

Terry Pratchett Reading (Oaks Saturday 2pm)

Presentation. Our valued guest of honour who has written all of those wonderful books shall read from some of them and we all have the chance to listen! As you should probably be aware, Terry has written some very amusing material. If you love Terry's work, you'll love this.

To Morph or not to Morph (Derby Saturday 3pm)

Panel. Modern animation and special effects have changed the face of cinema. This item will look at the impacts of (often) horrendously expensive spfx on film quality and whether the industry is moving toward a balanced approach to their use. For those out of the know, morphing is the animation style used in Terminator II and Michael Jackson's Black or White video.

Panel Panel Panel (Derby Saturday Derby 4pm)

Panel Panel Panel. The scene: high noon in the Derby room. Unknown participants show down on an unknown topic. Who will win? Who will lose? Will it involve some terrible and deeply humiliating forfeit for the loser?

Furry Fandom (Oaks Saturday 4pm)

Panel. Craig Hilton and friends explore the wonderful world of Furrydom. Foxes, mice and bipedal geese. Rabbits with waist coats and lobsters on heat... definitely a sub-culture event, probably has something to do with gerbils.

How do comics move? (Oaks Saturday 5pm)

Craig Hilton's presentation. Comics are always about dynamic subjects but the media is inherently static. How does one overcome this obstacle. Craig Hilton will keep us informed as to the various tricks involved in getting the heroes to move.

Villains as Heros (Derby Saturday 5pm)

Discussion. The two sides of the coin. Modern heros are more complex than Disney made out. Good guys are starting to wear black and have bad attitudes, they are becoming alcoholics, drug addicts and psychopaths. Is it a modern trend? Why is it happening? Which ones are good examples?

Blue Goo: the Future of Community Policing (Oaks Saturday 6pm)

Panel. This is when we rant about how groovy nanotech (molecular scale) machines are. Imagine little nanomachine constructs cruising around your bloodstream eating the bad guys, helping the good guys, taking over the world and making every possible consumer good incredibly cheaply. You type into your home computer "Games Room" and your house grows that

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extra pool table you always wanted out of thin air. The final battle for life on Earth, grey goo vs Blue goo.

Show and Tell (Derby Saturday 6pm)

Presentation. The science and art of collecting is celebrated in this item where noted collectors will 'show and tell' - giving us an idea of why and what they collect. Subjects will range from Tin Robots to strange, forgotten boardgames.

The U-Beaut Pass Me A Lamington Book Launch of Damien Brodericks New Book "The Sea's Furthest End" (River Room Saturday 6:30pm)

What more could be said?

SETI: The Search for Extra-Terrestrial Intelligence (Oaks Saturday 7pm)

Presentation. A mad physicist type will talk about the search, the limited results, the expectations, and the disappointments.

SwanCon 19 Launch (Outdoors Saturday 7pm)

Presentation. Next year's 'Con will be officially launched at this event. If you want to get hyper-cheap membership, bring cash along with you. All of the information you want to know, and lots that you don't will be thrust at you, especially Guest of Honour and location at this time.

The Heinlein Legacy (Oaks Saturday 8pm)

Discussion. Libertarians and big guns.

My Favourite Game (Derby

Saturday 8pm)

Discussion. Gamers with attitudes let everybody know what their favourite game system is. All gamers have several things in common and amongst those are hatreds for various game systems. This is everybody's chance to turn up and expound their opinions which we know you have.

Masquerade (River Saturday 8pm)

Participation. Come in a costume, be it interesting, outlandish, amazing, silly, or simply weird. Some form of costume, even if it's only a mask, will be compulsory. Masks will come off at midnight.

Biosphere 3 - Back to the Algae (Oaks Saturday 9pm)

Panel. Biosphere 2 was a qualified failure. What happened to it, and why? Will space habitats be limited to processed algae and smoked salamanders?

Cargo Cultures (Oaks Saturday 10pm)

Discussion. Technology and technically unsophisticated societies. Here I am, pressing magic buttons and magic letters are appearing on my magic glass page. Is it a word processing package or is it a sacred magical item? Are we in a cargo culture? Do people really believe that chocolate milk comes from chocolate cows? Does anyone know how to program a VCR? Are scientists no longer asking the hard questions, and copping out with holism? What does this portend for our civilisation?

Horror Presentation (Derby Saturday 10pm)

Presentation. They say 'At the horror presentation, no one can hear you scream' A rerun of the most successful horror presentation at SwanCon 17. Don't go if you are easily disturbed. And especially not if you tend to run into doors.

Awards Breakfast (Restaurant Sunday 9:30am)

Participation/Meal. The con will break with a little bit of tradition and instead, awards will be presented at the breakfast at about 11am. It is likely to be much much cheaper than the traditional sit-down banquet, and lots more fun. (Sounds like a plug for the vegemite shield to me!)

Why a second Edition? (Oaks Sunday 10pm)

Discussion. When companies release the (n+1)th edition of their game, are they justified? Or are they just in it for the money? How major should each revision be?

Leigh Edmonds Paper (Derby Sunday 10am)

Presentation. It's by Leigh Edmonds. It's a paper. That's all we know.

But judging by past experience, it should be quite entertaining, and you should be able to quietly join the land of the living over a one hour period while sitting up the back drinking things containing caffeine. The actual content of this item will be announced via whiteboard.

Easter Egg Hunt (Outdoors Sunday 10am)

Participation. They seek them here, they seek them there... They'd better

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not try seeking them in my room; there's at least an even money chance I'll be asleep. Setting up hidden cameras to observe the egg-hiders is strictly *Verboten!* So is 'hunting' for eggs if you were one of the people that hid them. Rumour has it that if you offer Giga a sufficient bribe, she will tell you the location of a large cache of eggs.

Awards ceremony (Restaurant Sunday 11am)

The wonder SwanCon 18 awards ceremony. I know, 'cos Comrade told me. Regardless of whether or not you actually attended the breakfast, you may attend the awards. Gosh.

Fantasy Game Quiz (Oaks Sunday 11am)

Participation. The text books are the rules of every FRP ever written (and every supplement and magazine article) This is the test: Which table(s) in the 2nd edition PH and DMG have the signs reversed between the two books? Which AD&D first level spell is useful for turning objects into oddly shaped black holes? What's the casting time on Mandoreth's Magnificent Mail Service? For the answers to these (and possibly also some slightly easier questions), come to the Fantasy Game Quiz! You may also score the odd Mintie.

Red Dwarf (Derby Sunday 11am)

Panel. The first episode was titled 'The End' and from there on it got weirder and funnier. Now we know that the cat is the king of cool, we all know Rimmer is a smeg head and we all know it's cold outside, there's no kind of atmosphere...

G.K.R. (River Room Sunday 11am)

This is a good game. You get to be a Dirty Great.. Giant Killer Robot and is zogging lots and lots of fun. Created as a failsafe for the ultimate board game on a really boring Sunday afternoon, this grew into such a magnificent piece that we decided to stand it alone. The more detailed bits on how to play are available elsewhere in the program so read on but don't forget to show up.

Dungeons and Novels (Oaks Sunday noon)

Discussion. There is a trend in Fantasy writing and gaming which is merging the two genres. Novels are coming out about gaming sessions (Quag Keep, Ray Feist etc.) and now TSR are bringing out modules and novels at the same time. Is there a line between Fantasy writing and playing? Is it safe to cross it? Is this trend good, bad or indifferent? Do fantasy novels have to feature the standard D&D races? Lovers of fantasy with opinions should not miss this one!

Master of Xenophobia (Derby Sunday noon)

Participation. A freeform by Stefen Brazil. Get in early, places are limited.

The Future of SwanCon (Oaks Sunday 1pm)

Discussion. As we are heading into the mid-nineties it seems about time to talk about how we can make SwanCons more fun and more appropriate. Topics for discussion will include fundraising, planning, as well as making more possible for

sandgropers to make it to the NatCons in the East. Discussion will not be limited to the linear time frame implied by 'future'. What might a SwanCon in a parallel universe be like?

Why You Can't Use a Halberd in a Dungeon III: The Search for Spock (River Sunday 1pm)

Workshop. The Grey Company call for volunteers who will demonstrate just how little your character can carry down a deep dark hole in the ground. Magic items like bags of holding will conveniently be glossed over, unless anybody can actually bring them along. Swords, armour and combat tactics will be discussed, with the rather unrealistic aim of everyone gaining a more realistic view as to what really happens in a dungeon adventure. We may also discover if the volume of the River room is more, or less than, 33510 cubic feet.

Robert Jordan's Guest Speech (Oaks Sunday 2pm)

Presentation. Robert Jordan, sharing insights with us about his work, and what he thinks about any number of things. What is RJ's opinion on trilogies? What is RJ's opinion on conventions? How does he feel about being referred to as 'RJ'? Is he planning to write a novel about Bela, a horse in the 'Wheel of Time' series?

Golden Ages and Dark Futures (Oaks Sunday 4pm)

Panel. What are the differences between a Golden Age or a Dark Future, are they fundamental or superficial? How are they used to comment on current culture? We'll

Panels and Discussions

look at Gibson's *Neuromancer* and Simmond's *Hyperion* among others.

The Fannish Inquisition (Oaks Sunday 5pm)

Participation. Turn up and ask questions of the SwanCon 19 committee. Like, who is their guest of honour? A chance to find out what's in store next year, and give some input. And no, they don't have nice red uniforms.

World Creation (Derby Sunday 5pm)

Workshop. The creation of worlds is a delicate thing: look at Earth; quite promising until those last 4000 years. This is your chance to inflict your own individual reality onto others. The art of making worlds believable will be espoused, involving such concepts as arranging the inhabitants in an ecologically balanced fashion, rather than just throwing in a bunch of monsters for the party to kill, that any fool can see would all eat each other on day one. Create worlds, ecologies, towns, religions, etc.

Pasta Banquet (Restaurant Sunday 6pm)

Participation/Meal. Eat fettucine, eat lasagne, eat ravioli, eat cannelloni, eat spaghetti. Eat anything Italian you can find!

Modern Myths and Icons: The Vampires of Subculture (Oaks Sunday 6pm)

Discussion. This is not a vampire item! A discussion about ideas and personalities in SF and how they have drifted (or were they pushed?) into the mainstream media. Will SF

mainstream itself out of existence, or will the mainstream just be more like SF?

Panel Panel Panel (Oaks Sunday 7pm)

PanelPanel. Kind of like one of those songs you expect to find dwarvessinging, isn't it? You know: Panel Panel
Panel Panel
Panel Panel
Panel Panel Panel!

General Auction (Derby Sunday 7pm)

Participation. Your opportunity to obtain the zany and the mundane. A huge range of items should be on offer. Buy those things you've always wanted, and things you never knew you wanted, 'til now.

This is not DIY Terrorism! (Oaks Sunday 8pm)

Panel. Several people who have better things to do with their time will share a collection of brief but interesting viewpoints on urban terrorism. This is not a do it yourself guide because the idea was vetoed by those more conservative committee members. If you have a vested interest in Chaos and Mayhem then this is your guide. I think a D.I.Y. panel would have been a far more interesting so suggest the idea at the PanelPanel, remember the only way to truly destroy an organisation is to overthrow it from within. Unite and Usurp!

Cocktail Party (Fan Lounge Sunday 9pm)

Participation. Please dress up for the occasion.

Twin Peaks (Oaks Sunday 9pm)
Discussion. One of the more entertaining series to emerge from the swamp of American network TV for some time, *Twin Peaks* had its supply of satanism, spirit possession and good old fashioned black humour justly rewarded by intense viewer loyalty. Can there ever be a sequel, and is it true that ultimate evil always squeezes toothpaste into the bathroom sink?

Intro to Filking (Derby Sunday 9pm)

Participation. A gentle introduction for those of us who are uncultured barbarians and don't know anything about filking. It will be a participation event with the lyrics of most of the songs printed in the Souvenir Book.

The Inaugural Robot Monster Awards (Oaks Sunday 10pm)

Yet another interesting panel with loads of interesting people on board. If you went to the Rubber Suit Monster History then you're probably exciting enough to attend this panel. Do not believe the title as they are not handing out awards, I know this because they have not told me to be there to receive mine. But for those of you who wish to be enthralled this late on a night this close to Monday then this is the panel for you.

Ultimate Board Game (Oaks Monday 10am)

Participation. Fun. This was a smash at the last convention. It's like playing monopoly with huge dice and real cars, but probably not as dangerous.

Panels and Discussions

Unlikely Events (Derby Monday 10am)

Discussion. On the discworld, million to one chances happen nine times out of ten. But the question is, how often do nine in ten chances happen? Why are novels and films filled with unlikely events? How does probability work in literature? Were we lied to in high school and would we have done better in exams if we'd known exactly how Wesley Crusher gets things done?

Games Writing Type Stuff (Derby Monday 11am)

Panel. Unbeknownst to most people, a number of games have or are coming out of Perth. Some of the local talent will be standing up and telling about the processes, hassles and excuses involved in writing your own RPG. This is guaranteed to involve some more out of the ordinary anecdotes than usual. One of the panellists will be having their official test drive at the con, so you may have the opportunity to playtest the local product.

Plot Devices and Daemons (Oaks Monday noon)

Discussion. Non-media-specific discussion of the plot device in SF and its fantasy equivalent — the plot daemon. Is there a difference? How are they handled?

Neat Ways of Destroying The Earth (Derby Monday noon)

Discussion. The end of the world is a very popular thing. It seems every bad guy wants to bring it about. But what is the best way of destroying the Earth? Promising to be a truly

enthraling discussion on the apocalypse, with every suggestion from ludicrous to practical. How about eating the world or perhaps selling it bit by bit to tourists. There can only be one winner. Will it be you?

Women in Speculative Fiction (Oaks Monday 1pm)

Are women adequately represented in S.F.? Are there more sociologically sound means of getting lots of readers other than the infamous chain mail bikini? Would writing talent do as a replacement? Should we restrict the male artist libido and get him to draw in more clothes? Or should we just ban Heinlein? All this and more on your local channel C.U. Later bringing you a guaranteed bloodbath at least once every day.

P.B.M. Panel (Derby Monday 1pm)

This is a sort of panel, sort of discussion as we introduce this rapidly growing realm of entertainment to fandom. Players and authors and silly people who get talked into writing the computer code will be there to tell you what it is all about and why you should consider getting involved.

Business Meeting (Oaks Monday 2pm)

Participation. The serious bit of the con (haha, tricked you!) where bids for the NatCon for 1995 and SwanCon 20 will be made and voted upon. WASFF will be discussed, and any sundry items from the con. Be there, it's important!

Panel Panel Panel (Derby Monday 2pm)

Panel Panel. Yes, it's another of those excitingly uncertain items. Will it be about gerbil stuffing in Peking? How to write an SF novel while standing of your head (or indeed someone else's head)? Why really hardcore fans don't work before 3pm? Come along and find out. Alternatively, don't come along, and don't find out.

Claymore in a Closet (Derby Monday 3pm)

Ask Dedman, it was his idea, he was enthusiastic about, it's his problem! Like Halberd in a Dungeon but with high tech stuff, I think.

Time Capsule (Oaks Monday 4pm)

Participation. Time dilation. We leave a little something behind to remember us by (and no, we don't include all the stains in this). Future generations may ask us why we didn't wash our socks first...

Closing Ceremony (Oaks Monday 5pm)

Presentation. This is a ceremony. We close with it. This marks a formal ending of the whole shebang and caboodle. Sad isn't it?



Membership List

Membership List as at 1/4/93

Terry Pratchett	UK	GoH		Cathy Cupitt	WA	
Robert Jordan	USA	G		Claudine Daniel	WA	
Craig Hilton	WA	FGoH		Dianne De Bellis	SA	
Paul Kidd	VIC	G		Tony de Groot	WA	
Roman Orzanski	SA	G		Stephen Dedman	WA	
Nick Stathopolous	NSW	G		Michael Deegan	WA	
Lucy Sussex	VIC	G		Larry Dunning	WA	p
Leah Smith (DUFF)	USA			Guy Dyson	WA	c
Dick Smith (DUFF)	USA			Tom Edge	WA	c
Julian Ackermann	WA			Leigh Edmonds	WA	
Jenny Ackroyd	VIC			Paul Ewins	VIC	
Justin Ackroyd	VIC			Russell Farr	WA	
Adrian Anastas	WA			Roy Ferguson	VIC	
Anthony Andersen	WA			Laurie Fleming	NZ	
Ted Andrews	VIC			Terry Frost	VIC	
Jenny Aram	WA			Bill Gant	WA	
Jason Armstrong	WA			Owen Godfrey	WA	
Chris Arnold	WA			Micheal Goh	WA	p
Paul Ashfield	WA	p		Julia Gosling	WA	p
Andrew Bailey	WA			Craig Greenbank	WA	
Sue Ann Barber	WA			Darren Greeve	WA	
Garfield Barnard	NSW	s		Ann Griffiths	WA	
Julia Bateman	WA	p		Don Griffiths	WA	
Sally Beasley	WA			Brett Griggs	WA	
David Bennett	WA			Ian Gunn	VIC	
Kathy Bennett	NSW			James Gwinnett	WA	
Annette Bergner	NZ			Brem Hales	WA	
Mark Bivens	WA	c		Christopher Hall	WA	
Peter Bousfield	WA			Michelle Hallett	NSW	
Gigi Boudville	WA	c		Rebecca Handcock	WA	
Paul Branch	WA			Martin Harvey	WA	
Stefen Brazil	WA	**		Emma Hawkes	WA	
Suzie Brokken	WA	s		Danny Heap	VIC	
Lawrence Brown	ACT	s		Martin Heaton	WA	
Valma Brown	WA			Donna Heenan	VIC	
Thomas Bull	VIC			Iain Henderson	WA	p
Doug Burbidge	WA	c		Melissa Henson	WA	
Peter Burns	VIC	p		Anna Hepworth	WA	
Val Burrows	WA			Jack Herman	NSW	
?? Burrows	WA	m		Margaret Hilliard	NSW	p
?? Burrows	WA	m		Gary Hoff	WA	
Jeremy Byrne	WA	s		David Horth	WA	
Trevor Calder	WA			Leanda Horth	WA	
Dorothy Cantoni	WA			Warren Hughes	WA	s
Luigi Cantoni	WA			Tania Humphreys	WA	
Peter Cardy	WA			Kohan Ikin	WA	p
David Chandler	WA			Marjory Ikin	WA	p
Henry Chartroop	NSW	p		Van Ikin	WA	p
Graham Chow	WA			Sue Isle	WA	
Brian Clarke	WA			Kim Jenkinson	WA	
Robin Clarke	WA			Susan John	VIC	
Rod Coate	WA	c		Philip Johnson	WA	s
Simon Coates	WA			Robin Johnson	TAS	
Peter Cooper	WA	c		Rod Kearins	NSW	
David Crew	WA			Allen Kelley	WA	
Gerald Croll	WA			Peter Kelly	WA	
Kevin Cross	WA			Ian A Kerr	VIC	
Mike Cumpson	WA			Damien Kneale	WA	
				Jeff Knight	WA	
				Kay-Sen Lam	WA	

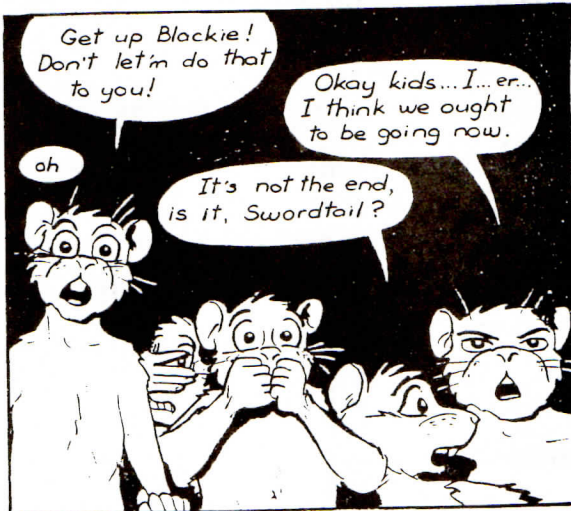
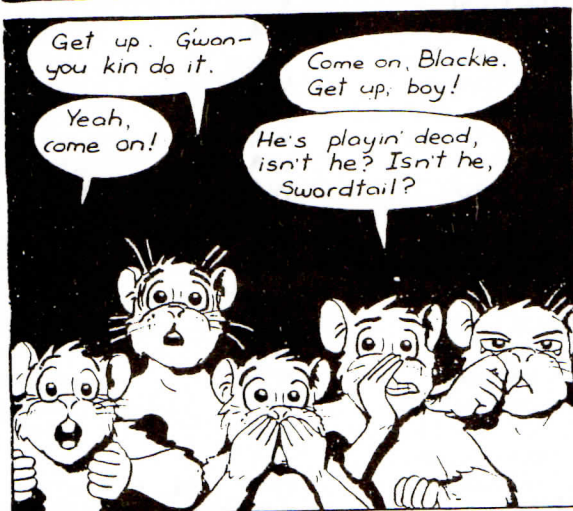
Membership List

Kate Langford	WA		Ralph Smith	WA	
Susan Leighton	WA		Tara Smith	WA	c
Andrew Leitch	WA		Tom G. Sounness	WA	
Eric B Lindsay	NSW		Greg Spencer	WA	
Martin Livings	WA		Robert Spencer	WA	
John Lloyd	WA		Suzanne Srzich	WA	
Sally Lloyd	WA		Simon Stainsby	WA	
Darren Longbottom	WA		Karen Stannard	WA	
Dave Luckett	WA	c	Craig Stephenson	WA	
Gary Luckman	NSW	p	Alan Stewart	VIC	s
LynC	VIC		Grant Stone	WA	
Peter Lyons	WA		Jay Stratton	WA	c
David MacKinnon	WA		Mark Suddaby	WA	c
Kevin MacLean	NSW		Lewis Sutton	WA	
Susan Margaret	WA		Paul Talbot	WA	
Robert Masters	WA		Coreynn Tan	WA	s
Jenny Matthews	WA		Shay Telfer	WA	
Adam McCaw	WA	child	Shelley Templar	WA	
Ken McCaw	WA		Annette Thomas	SA	
Kevin McCaw	WA		Carl Thomas	WA	
Shelley McCaw	WA		Debbie Thomas	SA	
Andrew McColl	WA		Chris Thompson	WA	
Cath McDonnell	NSW		Jeanette Tipping	VIC	p
Sean McMullen	VIC	s	Jane Tisell	VIC	
Doug Miles	WA		Greg Turkich	WA	s
James Millar	WA		Rachel Turner	WA	
Danny Mok	WA		Ruth Turner	WA	
Ken A Moylan	ACT	p	Barbara v.d. Berg	WA	
Neil Murray	VIC		Danny Varney	WA	p
Sarah Murray-White	NSW		Dale Verdi	WA	
Jeremy Nelson	WA		Paul Verdi	WA	
Clive Newall	VIC		Elaine Walker	WA	
John Newman	VIC	s	Lorna Walker	WA	
Lee Nordling	WA		Rohan Wallace	WA	
Sandra Normane	WA		Jeff Watkins	WA	
David O'Meara	WA		Jason Watson	WA	
Thomas Ong	WA		David Webb	WA	
Cath Ortlieb	VIC	s	Jean Weber	NSW	
Glenn Pabst	WA		Roger Weddall	VIC	
Denis Pack	WA		Greg Wheatley	WA	
John Parker	WA		Tess Williams	WA	
Robin Pen	WA		?? Williams	WA	m
Karen Pender-Gunn	VIC		?? Williams	WA	m
Kevin Perry	WA		?? Williams	WA	m
Allan Price	ACT		Annette Wilson	SA	
Amy Provost	WA		Carol Wood	WA	p
Sean A Reith	WA		Justin Woods	WA	
Nick Robinson	WA	p	Paul Wroth	WA	
Geoff Roderick	VIC		Stephen Wroth	WA	
Jason Rodgers	WA		Owen Wylde	WA	
Burke Rogers	WA		David Yeates	WA	
Eugene Roseveare	WA		Celine Zhu	WA	
Todd Rowlands	WA				
John Samuel	WA		Demographics		
Richard Scriven	WA		Guests	9	
W Simmons	WA		Attending Adult	184	
Brad Smart	WA	p	Children (m)	6	
Adrian Smith	WA		Supporting (s)	12	
Alicia Smith	WA		Presupporting (p)	19	
Jan Smith	WA		Total	230	

Craig Hilton's Rats of the Underworld

March 28th
1972

LADY SINGS THE BLUES Young rats would often be taken to see a movie (through the ventilation).



© Craig Hilton 1992

JUST MY IMAGINATION

Swordtail was given the task of training the young rats in their physical and mental disciplines.

Now for this test you've got to go in there and come out the other end. Inside are many traps and dangers. You can deal with them. Just remember. The greatest danger will be of your own making.



You have nothing to fear... but fear itself.



What?



... And excruciating death

Excruciating death. I fear that too.



Well...

A lot. Excruciating death really frightens me, you know?



And cats.

Dogs too.



Yeah.

No wait...

Cats are worse 'cause they've got needle-sharp claws.



So what? They'll both crunch you up, anyway.



Cats! Dogs! Listen, kids, real fear...

But needle-sharp claws are more excruciating.

You know what I really fear?



THERE'S NOTHING TO FEAR BUT FEAR ITSELF!



Getting your fingers torn off in heavy machinery.



Eugh yuk!

Me too! That's really gross!

Not as much as being beaten to death by a man with a broomstick and being served up a day later in a hamburger.



Semi-comatose.

Yeah, with all your bones broken but still just breathing.

Or falling into a vat of chemicals.



Ahh, that's weak.

No but they're boiling hot caustic chemicals.



Nah, too quick.

Wet! Chicken!

No, you try to hang on to the side, see, but you just manage to stop yourself when you're in up to your waist, and the more you scream, the more the fumes burn up the inside of your lungs like crispy on the blisters.

Yeah!

Yuk! Gross!

Go on!

And you know you're going to die and you don't want to but you know the only way you can climb out is to grab a foothold and it's too late because all your legs are like cooked meat you know just hanging off the bones...

Yeah, alright! Oh, man!

... and all that's left are the nerve endings firing an excruciating pain vibes like they're gonna short circuit and the last moments you ever know are sliding slowly under the surface, cooking as you go, until the last thing to go is your brain as it boils over and pops out of your skull like a big squashy popcorn.

Daaaagh! Yuk!

Barf!

Eeeurgh!

That's horrible!

Yes but listen - apart from excruciating death, cats, dogs, having your fingers torn off in machinery, being smashed up by men with broomsticks and slipping slowly into a vat of boiling caustic chemicals... WHAT HAVE YOU GOT TO FEAR?

Fear itself!

AGAIN!

Fear itself!

LOUDER!

FEAR ITSELF!

Right! Now I want you all to go in there...

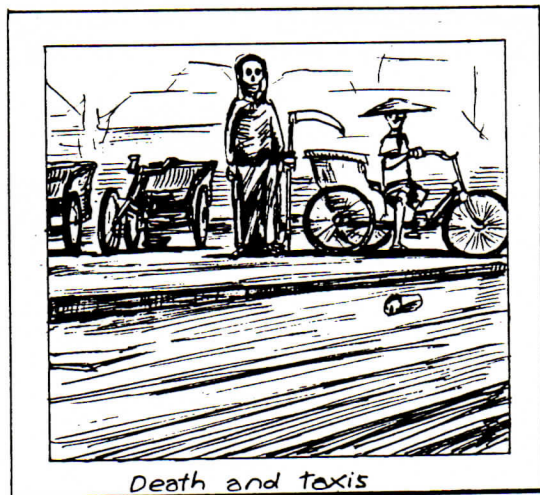
AND BE FRIGHTENED!

YEAHHHHH!!

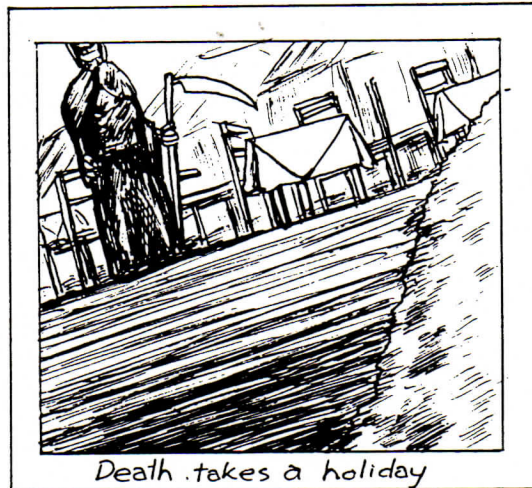
Reverse psychology, where is thy sting?



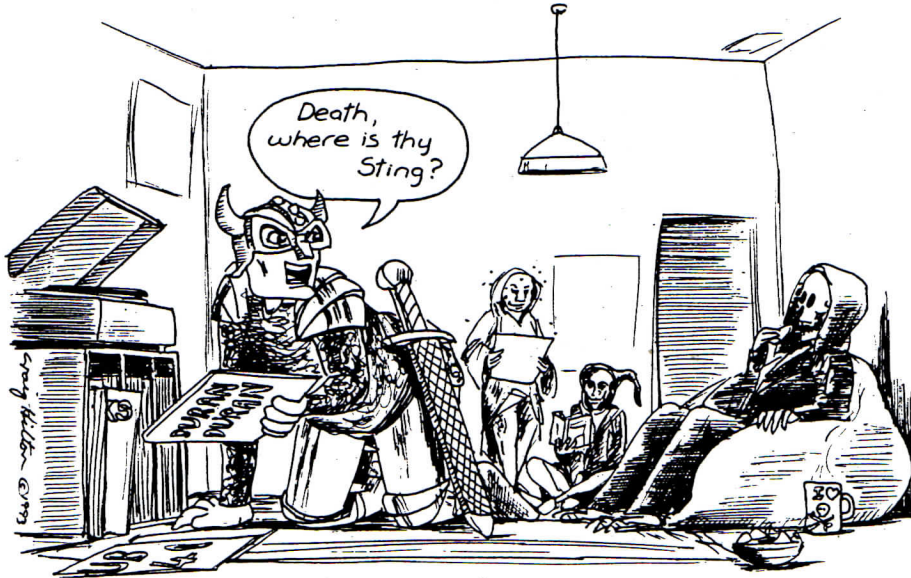
Death on the Nile

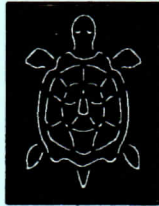


Death and taxis



Death takes a holiday





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