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—THE NEW YORK TIMES

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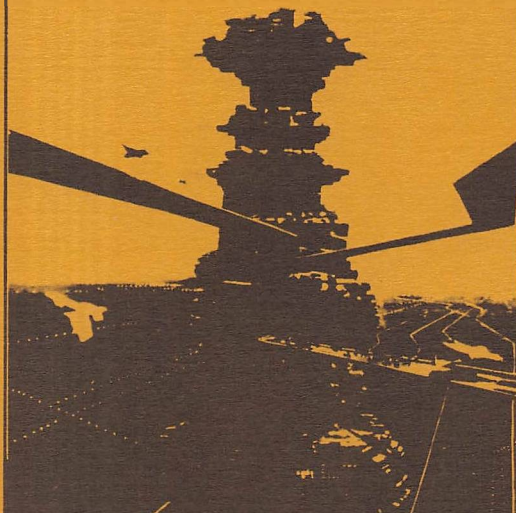
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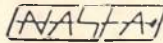
"Intense is the word for *Ender's Game*."
—NEW YORK TIMES
"Card at the height of his very considerable powers."
—BOOKLIST
"Card fulfills his early promise... and more."
—BEN BOVA

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Table of Contents

| | |
|---|-----|
| Stuff We'd Rather Not Have to Say | 4 |
| Who to Blame | 4 |
| Guest of Honor: Orson Scott Card | 6 |
| Mistress of Ceremonies: Marta Randall | 8 |
| Schedule of Events | 10 |
| Artist Guests of Honor: Ron Lindahn and Val Lakey Lindahn | 12 |
| Fan Guest of Honor: Rusty Hevelin | 16 |
| Con-Etiquette and Information | 18 |
| Dealers Room Layout | 20 |
| Hotel Layout | ibc |

ADVERTISERS

| | |
|------------------------------|-----|
| Tor Books | ifc |
| DeepSouthCon 25 | 3 |
| Liberty Con | 5 |
| Kubla Con | 13 |
| Sound Distributors | 15 |

ART CREDITS

| | |
|---------------------------|-------|
| Ron Lindahn | cover |
| Mark Maxwell | 7, 17 |
| Sharon Stanford | 14 |

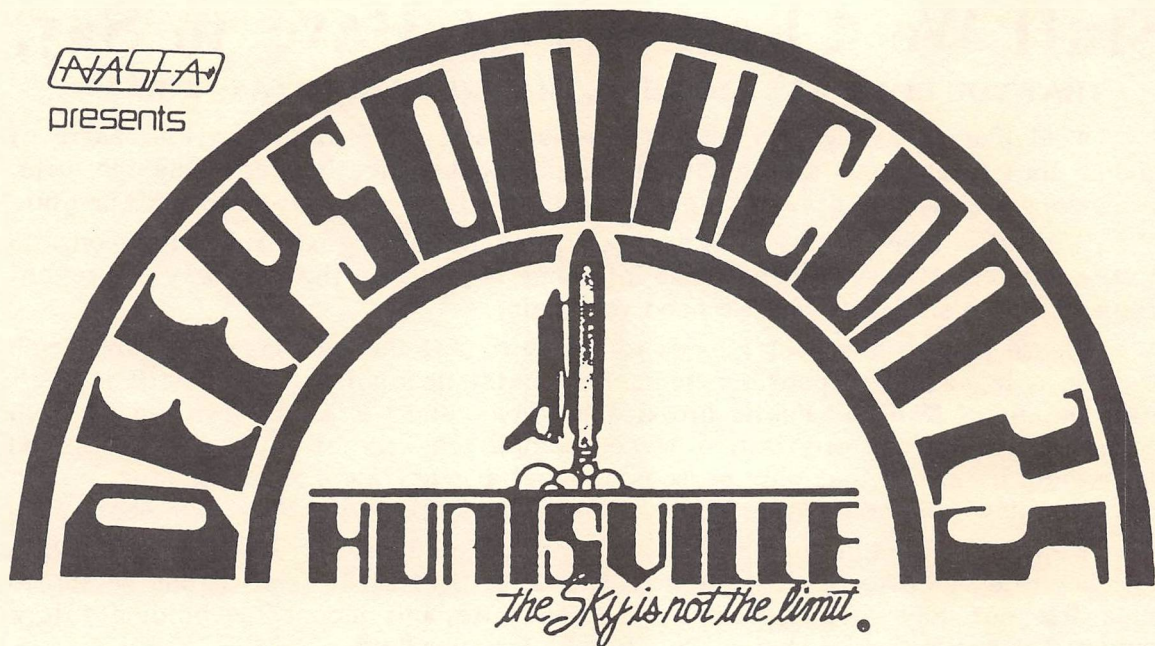
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Stuff We'd Rather Not Have to Say,

THAT YOU DON'T WANT TO READ, THAT WE HAVE TO SAY ANYWAY

We'd like to ask your help. There is a strong sentiment within parts of fandom that future cons should not serve alcohol, specifically beer in the con suite. A few cons are already dry, and more will follow. How many more depends on you.

Huntsville conventions have always striven to be very careful and responsible in serving beer. However, peer group influence is probably the best way to prevent problems at cons. That's why we need your help.

Please help us and your friends to see to it that those of legal age who drink do so in a legal and responsible manner. Huntsville's police are zealous in their enforcement of DUI and Public Intoxication laws, and we're only two blocks from the police station and city jail. The con committee will not make your bail. And please help us to see that only persons of legal age use alcohol. The police might well close down the convention if they thought we were giving beer to minors.

We've been fortunate so far at our cons. The fans who come to Huntsville have been considerate of this potential problem. But all it takes is one person to jeopardize not only keeping beer in the con suite, but jeopardize holding future conventions in the city of Huntsville. Thanks for your help.

Who to Blame

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Orson Scott Card

YOU DO HAVE FRIENDS IN THIS
WORLD AND ONE OF THEM IS
ORSON SCOTT CARD

by Richard Gilliam

A funny thing about Orson Scott Card being Guest of Honor at Con*-Stellation V, we, that is, Huntsville fandom, just met Scott last year. Came home one day and my phone answering machine said "Hi. This is Orson Scott Card. Can I come to DeepSouthCon?" We couldn't think of any big objection, after all the man had written some pretty good science fiction, and he even offered to stay in a hotel across the street when we told him our main hotel was booked. So Scott came to DeepSouthCon and was a hit. Actually a big hit. And he didn't even do a Secular Humanist Revival - at that time we hadn't even heard of a Secular Humanist Revival.

Soon after that con we got together and said, "Gee. Aren't we doing another con next year. We probably ought to invite a Guest of Honor." "Orson Scott Card," suggested several people at the same time, and so it passed to me to make the invitation. Went home to do it, and before I dialed, my phone answering machine said, "Hi. This is Orson Scott Card. I enjoyed your convention so much I want to come back next year and bring my family." Easily the nicest coincidence to happen to Huntsville fandom in some time.

Scott's first sf sale was to Ben

Bova. The novelette "Ender's Game" appeared in the August 1977 issue of **Analog** and caused quite a stir in the sf field, finishing second in the Hugo voting. But before that he had done extensive work as a free-lance writer. How extensive? Several dozen of his plays and musicals have been produced. More extensive? Scott was an editor for **Ensign**, the official magazine of the Mormon Church - and that, as they say, is only a small portion of his credits.

His background would seem to have prepared him for writing. Born in Richland, Washington, disturbingly close to the Hanford Atomic Works, Scott grew up in California and later lived in Arizona and Utah. He served a mission for the Mormon Church in Brazil from 1971 to 1973 and today continues to be active in his church. He and his wife, Kristine, live in Greensboro, North Carolina, with their three children Geoffrey (8), Emily (6), and Charlie (3).

There have been frequent surprises from Orson Scott Card. Good surprises. Like his short fiction review column "You Got No Friends In This World" which appears in **Science Fiction Review**. With the advent of the series novel and the paperback boom, short fiction has regrettably taken a back seat. Not so, you think? Try this; since Harlan Ellison, whose first professional appearance came in 1956, no major sf writer has built his career predominately around short fic-

tion. Before that, virtually every major sf writer built his career around short fiction. And why should someone buck the trend now? Authors with a proven sales record can make good money doing novels, while the short story market had dried up to just a few magazines, most of which pay little more than they did 30 or 40 years ago. But Scott not only writes and reviews short fiction, he's starting a fanzine, "Short Forms", with the first issue due out in January (subscriptions are \$10/year - send to 546 Lindley, Greensboro NC 27410). Another good surprise.

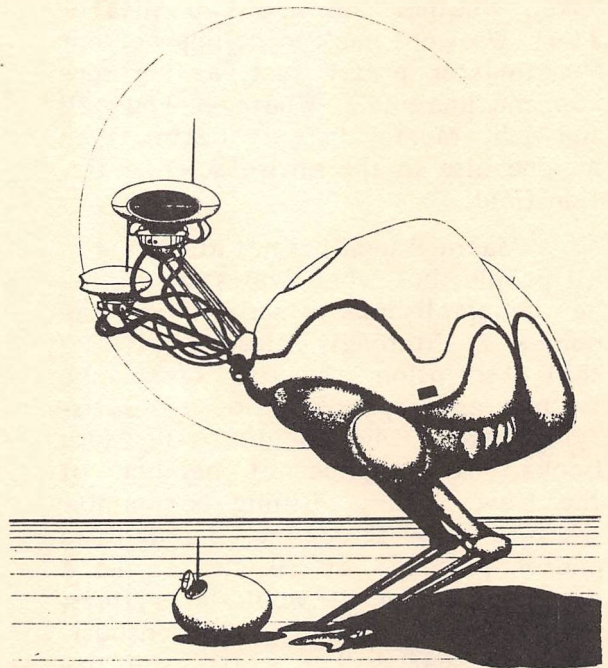
He writes sequels, too. Not the quick, cash in on a ready market kind, but outstanding sequels, that expand on his previous work without repeating ideas already used. **Speaker for the Dead** is an example. It's a sequel to **Ender's Game**, the 1985 Nebula and Hugo winner. Unlike most expanded shorter works, **Ender's Game** is a substantial improvement of "Ender's Game", which was exceptionally good as it first appeared.

As if this is not enough, Scott has established himself as one of the most sought after guests at sf conventions. Even before his impressive Nebula and Hugo wins, word was passing between fans that the Secular Humanist Revival was not to be missed. We are fortunate that Brother Card will address his flock at Con*-Stellation (Sunday at 11:00 am), but don't limit your plans to that high-point. Be sure to catch Scott on panels, too. He's always interesting, no matter what the topic.

The Revival is a recent child,

born at last year's Contraction (a Detroit area con). The con had to share the hotel with a group of Baptists, and Scott, uh, you know, had this idea, that he incorporated into his GoH speech. Austin's NASFIC saw the first pre-planned Revival, and the faithful have continued to gather.

There's a lot more I could tell you about Orson Scott Card, like his Hugo and Nebula nominated story "The Fringe", a story that is intensely personal because its hero is a victim of severe cerebral palsy, as is his youngest son. But it's your job from here to get to know our Guest of Honor. He'll be around the convention for you to meet and see at panels - and to get to know through his works if you haven't had that pleasure yet. I think you'll like Scott on both counts.



Marta Randall

MARTA RANDALL: An Appreciation

by Debbie Notkin

Congratulations! You're a member of a very fine convention, put on by an extremely perspicacious committee. How do I know? I know because they asked Marta Randall to be your Toastmaster, or Master of Ceremonies, or whatever they're calling it this year. (When I was on a committee that asked Marta to be our Toastmaster, we tried to think of a non-sexist thing to call her job - we suggested "Toaster" and she immediately told us that she didn't want to be asked whether she had two slits or four! We went back to calling her our Toastmaster pretty fast, as I'm sure you can imagine.) Whatever you call the job, Marta does it better than anyone else in the entire science fiction field.

Marta Randall is not all things to all people, but when you start listing her accomplishments and history, she comes frighteningly close to fitting that description. To a lot of science fiction readers, she's a fine and satisfying author who Should Write More Books. To a number of members of the New York publishing community she's a holy terror to be avoided and/or placated at all costs. To a growing number of would-be writers, she's a mentor and guide with enthusiasm for sharing her craft, and pa-

tience for teaching skills. To the people whose lives she's touched over the years, she's a terrific, and terrifically reliable, friend. To any number of convention audiences (and everyone else that knows her) she's a gifted raconteur with a talent for the nastiest punch-line, delivered with the sweetest smile. To her adult son, Richard, and her almost 18-month-old daughter Caitlin, she's primarily a mother, and a marvelous one. Katie is sure to be at Con*Stellation with Marta, and don't miss the chance to see them together - but don't forget when you're watching them that this is still the Marta Randall who makes publishers quake in their shoes.

Marta has written five novels (four science fiction, one fantasy) and enough short stories to make a delightful collection, although if you want to read them all you'll have to dig around in old magazines and out-of-print anthologies. (If there are any publishers at Con*Stellation, you might want to remind them of this.) The only one of her books in print right now is **The Sword of Winter**, from Pocket Books. My personal favorite of her novels is a book called **Dangerous Games**, sequel to another fine book called **Journey**. But the real gem of the Marta Randall canon, to my mind, is a perfect short story that was printed in a volume of Terry Carr's **Universe** series about six years

ago, called "The Captain and the Kid." No one ever reprinted it - maybe they were jealous. At any rate, all of Marta's fiction is entertaining, and well-written, and most of it is thought-provoking as well.

Perhaps the most famous aspect of Marta is the one that terrorizes publishers. After all, that's how she got written up in the **New York Times** as a practitioner of "gunboat diplomacy." You see, most publishers think that the only reason to keep writers around is that it would be too much trouble to write the books themselves so they get someone else to do it. When Marta was President of the Science Fiction Writers of America, she took the rather peculiar position that writers were important to the publishing community and should be treated with respect, and possibly even paid adequately and on time for their participation in the making of books. Before she was SFWA President she had taken on the President of Pocket Books about an unacceptable contract, and won most of the battle; when that same Pocket Books tried to set up an arrangement where an influential New York agent was to be their science fiction buyer (conflict of interest, anyone?), they should have remembered that Marta was now in an influential position. Needless to say, the deal with the agent was dropped, and they claimed loudly and in public that their decision had **nothing whatsoever** to do with the pressure that had been placed on them (but they did accuse SFWA, and Marta, of gunboat diplomacy).

But a good writer isn't necessar-

ily a good toastmaster, and a good fighter isn't necessarily a good toastmaster. What makes Marta a good toastmaster? I think Marta's the only person I know who can hold center stage at a party for hours, telling ordinary stories about the jobs she's had, the people she's known, the places she's lived and so forth, without ever getting boring.

When Marta was Worldcon Toastmaster in 1982, she arranged for a corps of handsome young men to wait on her hand and foot; in 1979, at Westercon, she came in a tuxedo. You never know what to expect when Marta is telling stories and regaling a crowd - but after a Worldcon banquet, several people asked her where she got her professional training as an entertainer . . . same place she got her training as a writer, of course.

There's so much more I could tell you about Marta - I could tell you about some of the legendary parties at her house (including the one where we burned a number of people we didn't like in effigy); I could tell you about the seminar on Women in Science Fiction she co-ordinated this year for the University of California extension; I could tell you how she created the short-but-fierce club; I could tell you how very lucky I am to count her among my friends. But you're at the same convention she's at, you have the chance to meet her and talk to her yourself, you have the opportunity to listen to her introduce your other guests at the banquet, and if you're still sitting here reading this, when you could be off hanging out with Marta, you're a fool.

Schedule of Events

| <u>TIME</u> | <u>EVENT</u> | <u>LOCATION</u> |
|-----------------|---|--|
| FRIDAY | | |
| 12:00N | Dealers Room begin move in Open: Registration Con Suite Video Room | Heritage II Heritage Lobby Hunt Room Twickenham |
| 1:00P | Art Show open for hanging | Heritage I |
| 4:00P | Open: Art Show Game Room Dealers Room | Heritage I Von Braun Room Heritage II |
| 5:00P | Begin Films (until 10:00P) | Programming 2 |
| 6:30P | Opening Ceremonies | Events Room |
| 7:00P | Trends in SF Publishing A Chat with Rusty Hevelin Tournaments: Pendragon, Illuminati, Rogue Warrior demo | Events Room Programming 1 Von Braun Room |
| 7:30P | Films continue | Programming 2 |
| 8:00P | Meet the Pros Party Con Survival Christian Fandom | Con Suite Events Room Programming 1 |
| 8:30P | Tournaments: Cosmic Encounter | Von Braun Room |
| 9:00P | ConFederation & NOLACon Close: Art Show Dealers Room | Programming 1 Heritage I Heritage II |
| 10:00P | Dance Close: Registration | Events & Prog 1 Heritage Lobby |
| SATURDAY | | |
| 9:00A | Tournaments: Dungeons & Dragons, Pinnacle, Car Wars, Cosmic Encounter Miniatures painting class Open: Registration | Programming 2 Heritage Lobby |
| 10:00A | Open: Art Show Dealers Room | Heritage I Heritage II |
| 11:30A | Open doors for banquet | Events Room |
| 12:00N | Banquet | Events Room |

| <u>TIME</u> | <u>EVENT</u> | <u>LOCATION</u> |
|-----------------|--|---|
| SATURDAY | | |
| 2:00P | Reading: Algis Budrys DSC By-Laws Discussion Tournaments: Traveller, Rogue Warrior demo, Star Fleet Battles, Pinnacle, Car Wars | Programming 1 Programming 2 Von Braun Room |
| 3:00P | Writers of the Future Presentation (Algis Budrys) 1000 Ideas in an Hour (Orson Scott Card) Reading: Marta Randall | Events Room Programming 1 Programming 2 |
| 4:00P | Changing the Hugos How to Count Words If <u>We</u> Ran the Art Show | Events Room Programming 1 Programming 2 |
| 5:00P | The Characterization of Women in SF The Processed Word Advertising or Art? -- The Cover and the Book | Events Room Programming 1 Programming 2 |
| 6:00P | Reading: Andrew J. Offutt Slide Show: The Lindahns Close: Registration Art Show Dealers Room | Programming 1 Programming 2 Heritage Lobby Heritage I Heritage II |
| 7:00P | Art Auction & Effinger Benefit Auction Films Tournaments: Dungeons & Dragons, Rogue Warrior, Illuminati, Car Wars, Pinnacle | Events & Prog 1 Programming 2 Von Braun Room |
| 10:00P | Masquerade | Events & Prog 1 |
| SUNDAY | | |
| 9:00A | Miniatures painting class | Programming 2 |
| 10:00A | Open: Art Show Dealers Room Tournaments: Illuminati finals, Cosmic Encounter, Car Wars finals, Pinnacle | Heritage I Heritage II Von Braun Room |
| 11:00A | Secular Humanist Revival (Orson Scott Card) | Programming 1 |
| 1:00P | Films Art Show closes - Artist checkout Tournaments: To be announced | Programming 2 Heritage I Von Braun Room |
| 2:00P | Dealers Room closes - Dealers begin move out | Heritage II |
| 3:00P | Close: Video Room Game Room | Twickenham Von Braun Room |
| 4:00P | Dealers must be moved out by this time | Heritage II |

Ron Lindahn and Val Lakey Lindahn

RON AND VAL LAKEY LINDAHN

by Mark Paulk

I first met Val at a Chattacon art auction. I had just bought the **Analog** cover painting for "The Descent of the Ananzi," and a ravishing young woman came up and hugged me. Although I wasn't sure what I had done, I decided that I should do it as often as possible. The hugger, of course, was Val Lakey Lindahn.

Val claims to have begun her career with a series of anatomically correct scratchings on a men's room wall. Insistence on signing her work led to a contract with Dugent Publishing for illustrations based on themes explored earlier on the wall. Val specialized in black and white for many years for two reasons: she couldn't afford color paint and no one would send her color assignments. This confirms my opinion that 1) most artists are too poor for our good, and 2) most art directors are morons. In spite of this, Val was nominated for a Hugo in 1984 and 1985 - talent will out.

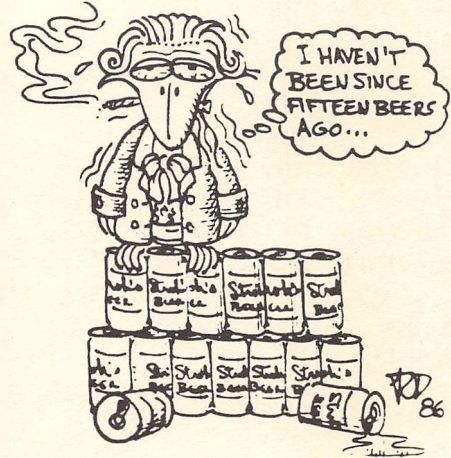
Val is a nice person as well as being an attractive young woman. Unfortunately for single male fandom, she is happily married to Ron Lindahn. Ron worked as a draughtsman

(draughts is the British version of checkers), photographer, film maker, and video producer. After spending 11 years in the salt mines of a Fortune 500 company, he retired. Five years later he met Val and retired from retirement, learned his craft under her tutelage (first on bathroom walls, then he painted the whole house), and finally went public. I'm astonished by how effective house painting is in inspiring and teaching an artist. It must rank right up there with a steady diet of porridge and popcorn.

Ron is also a nice person, and he and Val work as a team on most assignments. They are among the finest sf illustrators around, and I'm working hard on extending my collection of their work. I'm sure Ron and Val would appreciate any competition that you would care to give me.

One of the reasons I attend cons is the people. I count Ron and Val among my reasons for being a fan. (If I'm not at Con*Stellation, which looks probable right now, it will be for business reasons. I'm going to have to work something out with certain select artists re art acquisitions . . .) For those of you who would like to meet Ron and Val, possible opening lines to Val include: Why do you hate your driveway? What is your favorite

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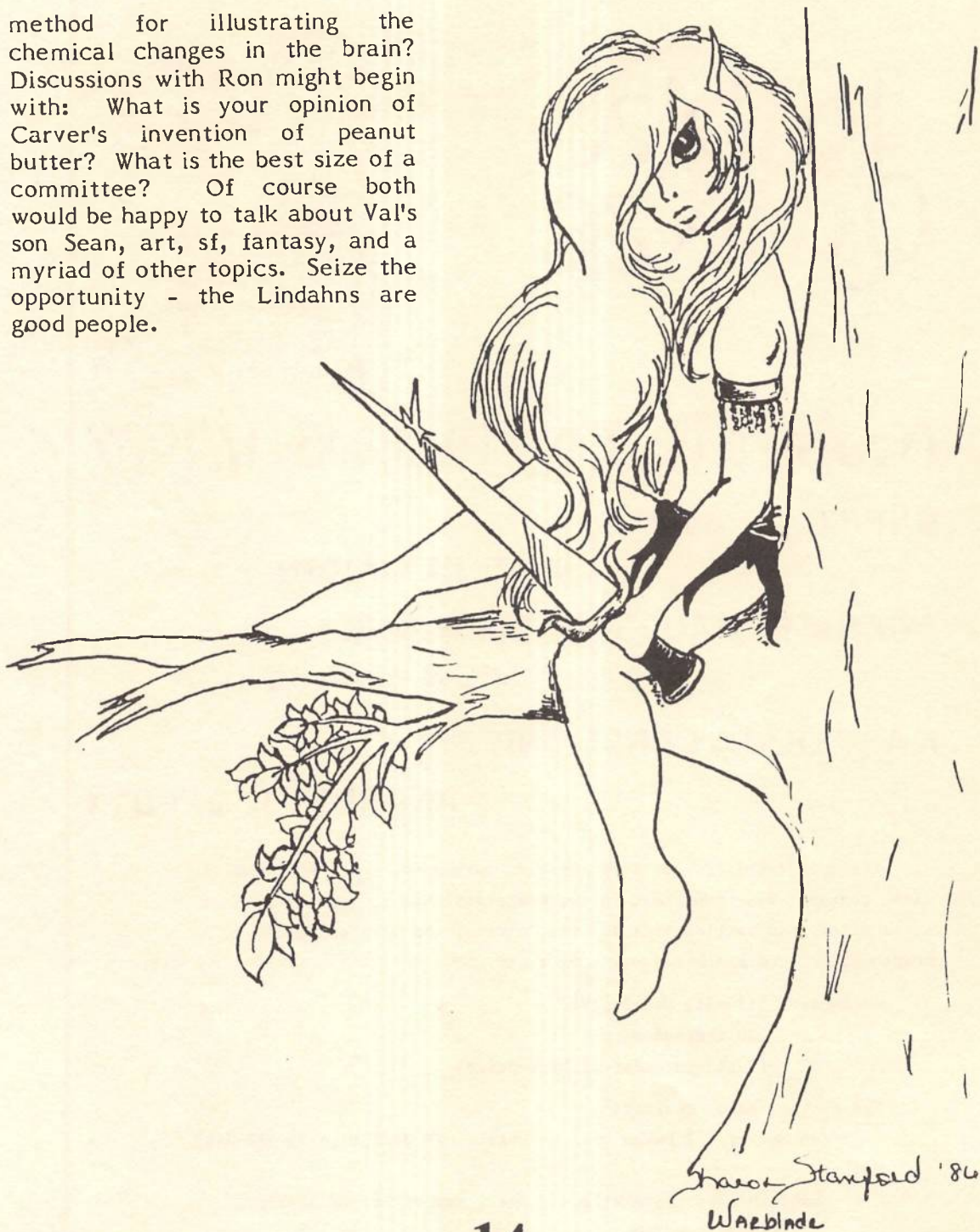
Ken Moore, 647 Devon Dr., Nashville, TN 37220; (615) 832-8402

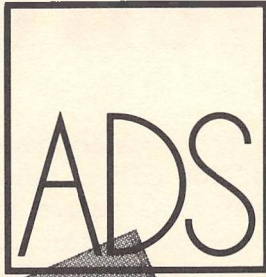
Or:

Carole Hunter, 1818 Wildwood Ave., Nashville, TN 37212;

(615) 297-5740

method for illustrating the chemical changes in the brain? Discussions with Ron might begin with: What is your opinion of Carver's invention of peanut butter? What is the best size of a committee? Of course both would be happy to talk about Val's son Sean, art, sf, fantasy, and a myriad of other topics. Seize the opportunity - the Lindahns are good people.





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Rusty Hevelin

RUSTY HEVELIN

By R. E. Barron

For a guy who says he's been 33 ever since he was 26, Rusty Hevelin has been a fan a long time. He read sf in the third grade, started collecting in the fifth, and lost his collection after the ninth. Undaunted, he started over and now has one of the major sf magazine collections plus thousands of books both fiction and reference.

His first sf club meeting was in Los Angeles, where Forrey Ackerman and Ray Bradbury were the first two fans to welcome him into fandom. That led to this Southern California newcomer soon becoming president of the Philadelphia club! Ask him how. Though he now "lives" near Dayton, Ohio, he is away so much he rarely sees local fans except at conventions.

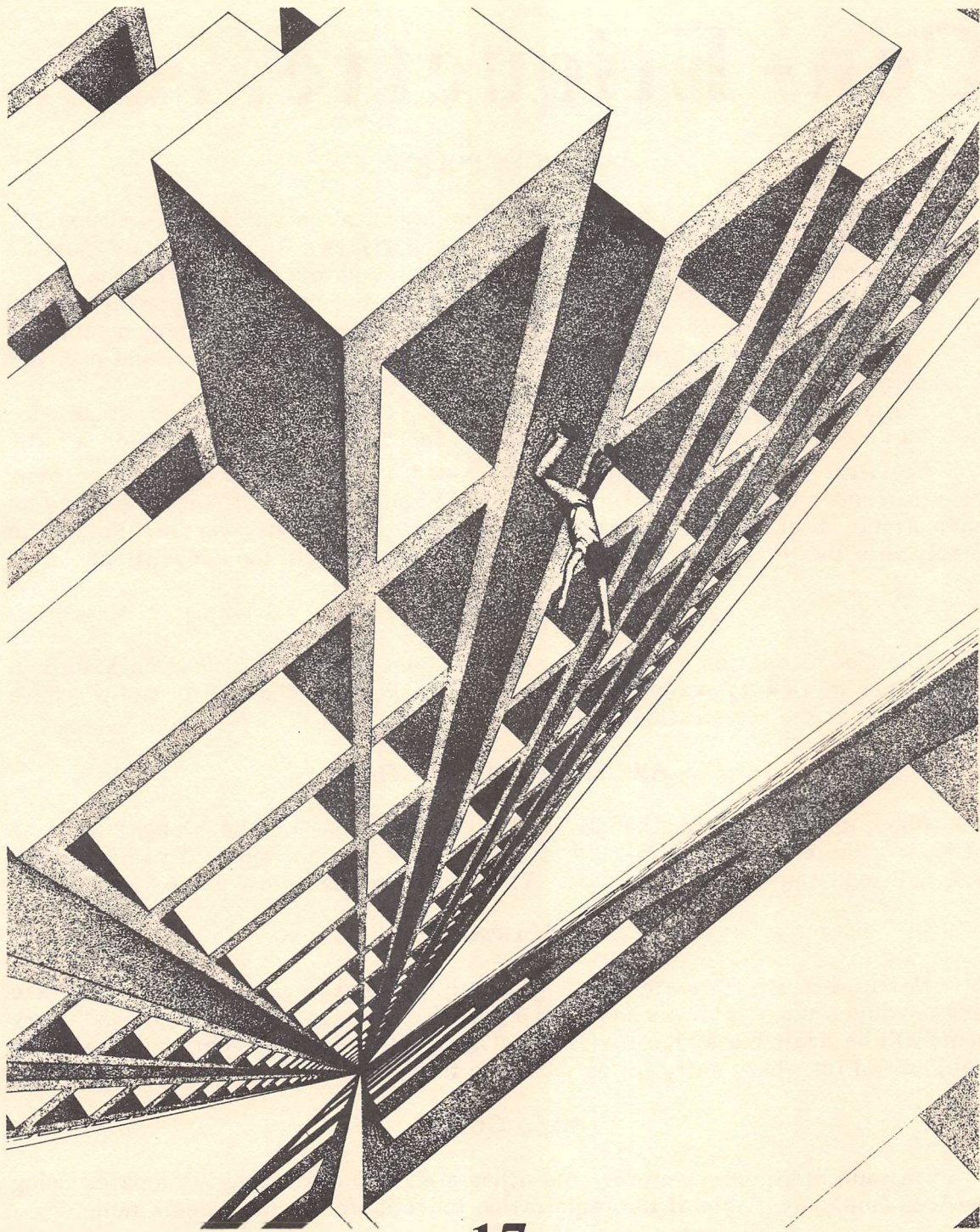
His first convention was the original Denvention and he stayed in fandom so long that he was invited back to celebrate its 40th anniversary as fan GoH of Denvention 2. He has been to uncounted cons from Seattle to Miami Beach and has helped start new ones in as broad an area. Well known as a SMOF (don't ask), he detests political fights and has so far escaped unscathed whenever they got too heavy.

Now and then a fanzine fan is surprised to find a zine from those ancient days when Rusty published newszines such as **Nebula** and **Stefnews** and other titles including

The Rider and Laundrymark. Before he gafiated for college and raising a family, Rusty was active in the Fantasy Amateur Press Association, was a director in the National Fantasy Fan Federation, and wrote to fans more than 40 times a month! These days Rusty claims to be a nonwriter; he even tells people that he rarely answers mail but does answer his phone. He remains an avid fanzine reader but does his comments when he talks with the publisher or writer.

Some fans say Rusty has been a huckster longer than anyone. Not so! He really started at the 1968 worldcon, because selling his duplicate magazines was the only way he could afford to go. Now he enjoys 20 or more cons a year, huckstering long enough to pay his expenses and closing his table the rest of the time to help out, to go to or be on programs, make friends, auction art, and have fun. He is the smoo-oo-ooth Bob Tucker's "dad" and they get their kicks convincing fans that they are indeed a father-son combination or telling how it came about. They even took their schtick with them to Australia when Rusty went to the 1975 worldcon as winner of the Down Under Fan Fund.

Whether you spot him on the program, at the parties, hugging the ladies in the lobby, actioneering, or huckstering at his table, he's friendly, approachable, and probably smiling. This may be why he received the Big Heart Award in Atlanta last month.



Con - Etiquette . . .

WEAPONS POLICY

Con*Stellation V has a NO WEAPONS policy with the following exceptions:

1. Purchases of weapons may be made in the Dealers Room(s). They must be wrapped securely and taken to your room immediately after the purchase.
2. Saturday from 5:00P until immediately after the masquerade, **peace-bonded** weapons may be worn with your hall costumes. **Peace-bonding** means the weapon must be **securely** fastened into its scabbard or holster, and may **not** be removed. This applies to **all** weapons, real or fake.
3. Masquerade contestants may forego peace-bonding while on stage, for purposes of aesthetics or presentations. See the masquerade rules for details.

Violators of these guidelines will be asked to return their weapons to their room, surrender the weapon until the end of the convention, or other action may be taken at the discretion of any committee member or security person. Failure to comply with the required action **will** result in expulsion from the convention.

BANQUET

The Con*Stellation V all-you-can-eat banquet will be at 12:00N on Saturday. The number of tickets available is limited, so make your plans early and purchase your tickets at the registration desk.

ART SHOW AND AUCTION

Food, drinks, cameras, handbags, and packages may **not** be brought into the art show - there is a check-in table at the entrance to the show. Two bids in the show will send a piece to the auction. At the auction, please use voice bids only.

MASQUERADE

No total nudity (private showings only); the masquerade is to demonstrate your costume, talent etc., as well as your physical endowments. Rules and entry forms will be available at the registration desk. Please check there for the entry deadline and for where entry forms should be turned in.

AREA GUIDE

Restaurants, grocery stores, and other area businesses may be located using the Area Guide, available at the registration table and/or on the freebie table.

EFFINGER BENEFIT

A benefit auction for George Alec Effinger will be held in conjunction with the art auction. Please see Richard Gilliam if you wish to contribute items or money.

DRINKING AGE

The drinking age in Alabama is currently changing. You must be able to furnish identification showing you were born before 1 October 1966 to get the proper color badge to allow us to serve you beer from the Con Suite.

GAMING AND TOURNAMENTS

We have scheduled tournaments in Dungeons & Dragons, Pendragon, Car Wars, Illuminati, Traveller, and Cosmic Encounter. We also have demonstration tournament games in Star Fleet Battles, Rogue Warrior, and Pinnacle. PRIZES: Task Force Games is providing game packages, Steve Jackson Games is providing gift certificates for Car Wars and Illuminati, and Book Villa is providing gift certificates. If you have other games you want to play, and need space, unused tables will be available in the Mill Town Room by the Con Suite. The scheduled tournaments will take place both there and in the Von Braun Room next door.

HEARTS TOURNAMENT

The Hearts Tournament will be held in the Mill Town Room by the Con Suite. Full rules will be available there or at the registration desk, the sign-up sheet will be in the Mill Town Room. The deadline for signing up is 9:00P Friday night.

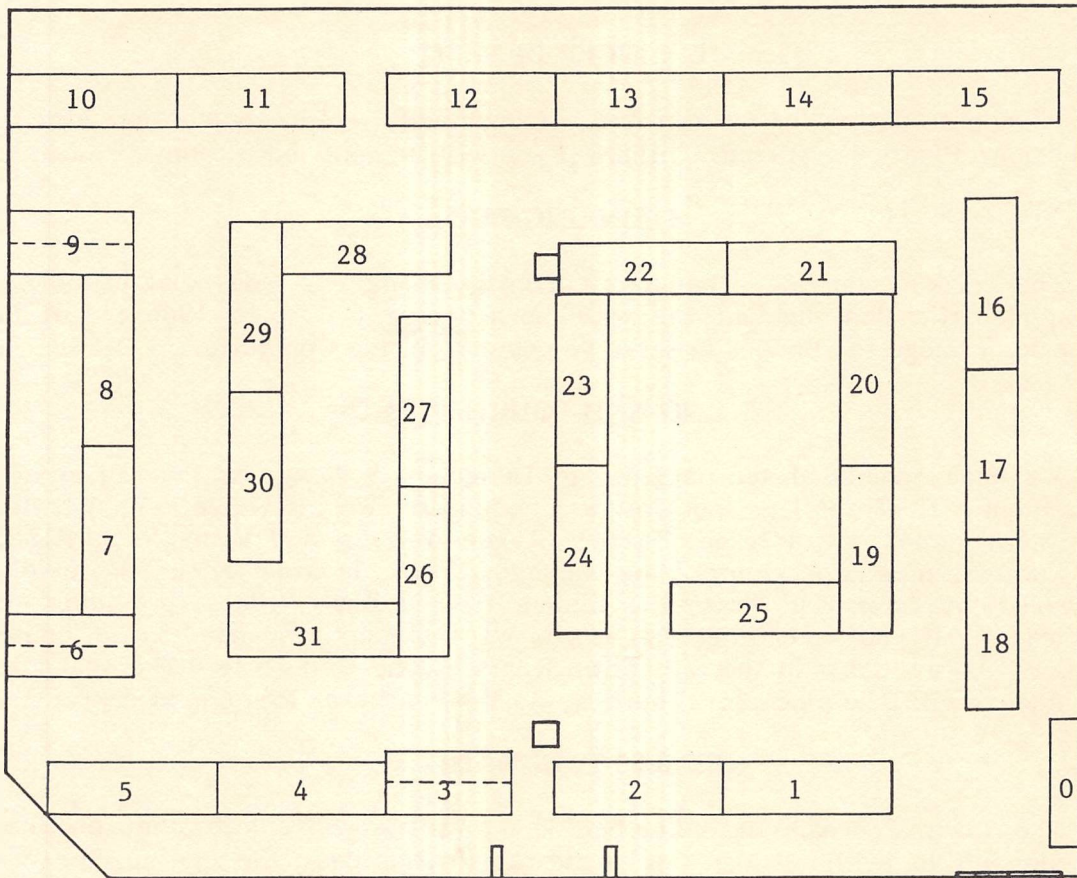
24-HOUR FUNCTIONS

The Con Suite, Video Room, and Game Room will run on a 24-hour basis throughout the convention. However, we reserve the right to close the Video Room for a few hours if it is completely deserted in the wee hours of the morning.

IF YOU NEED HELP

Convention personnel will be wearing blue badges. If you need help on any matter, grab one of us and we'll be glad to assist you if we can. If you can't find someone from the committee, ask another fan; most fans will be happy to help.

...and Information
19



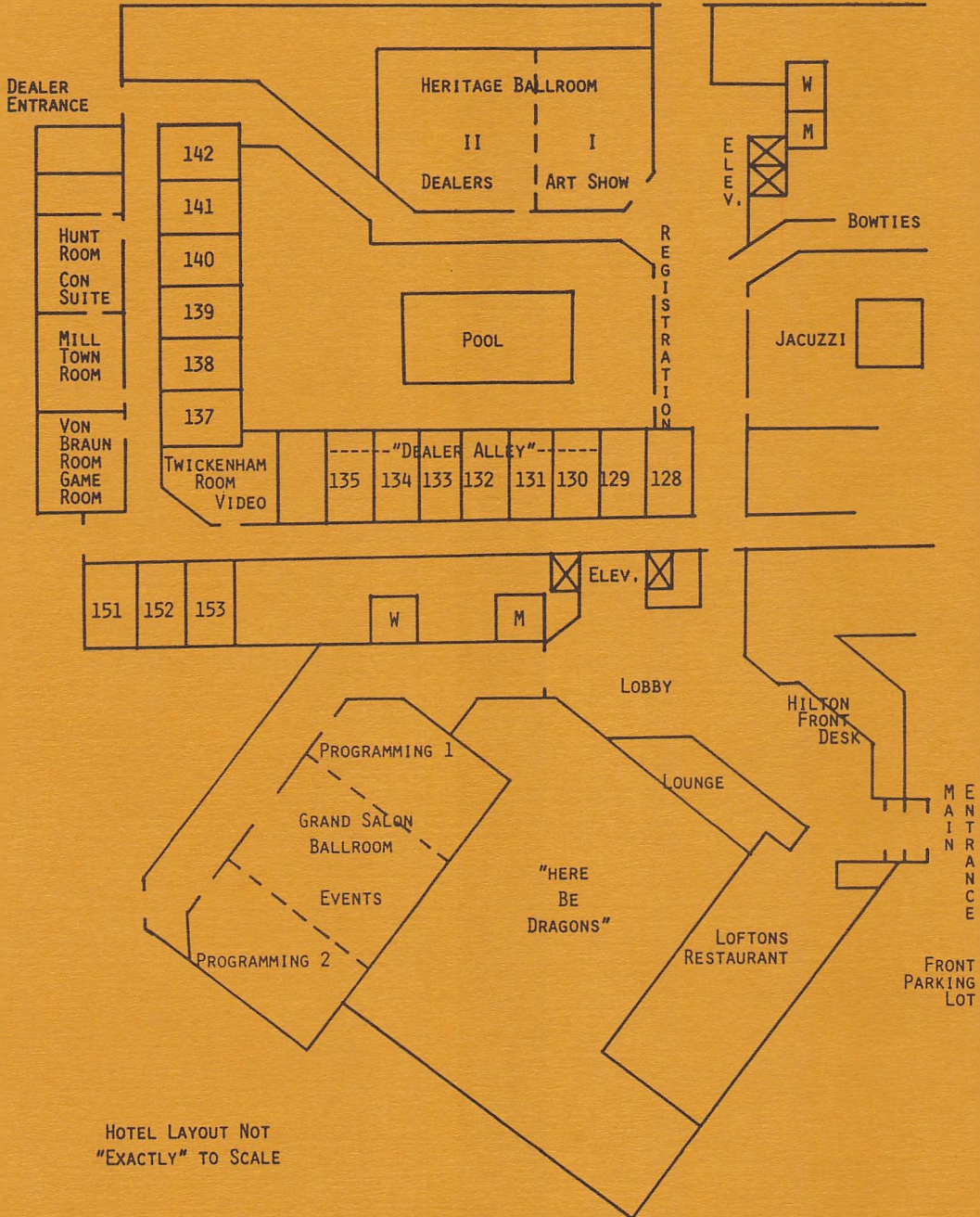
Dealers Room Layout

| Name of Company or Dealer | Table No. | Name of Company or Dealer | Table No. |
|---|-----------|------------------------------------|-----------|
| Dealer Central | 0 | Rusty Hevelin | 1,2 |
| Richard Argo | * | The Infamous Tish | 8,9 |
| Barking Moon Studios | ** | Komix Castle (Roland Castle) | 17,18 |
| Bill Brickle | * | Lifetree (Lanie & Weatherly Hardy) | 3,4 |
| CIB & Associates (Herb M ^c Caulla) | 12-15 | Lion and Unicorn (Susan Hammack) | 5 |
| Walter Davis | * | Joe Plurin | 7 |
| Dragon Treasures (Vic Martine) | 10,11 | Scotty Shadowens | * |
| Tim Eades | 26,31 | Richard Stubblefield | 28-30 |
| Kevin Fotovich | 6 | Tiny's (John Hartling) | 19,25 |
| Mike Griffin | 20,21 | Universal Sales Co. (Dee Sharpe) | 22,23 |
| Hard-to-Find-Books (R. Sheppard) | 27 | Pat Wade & Steve Carey | * |
| Theresa Henry | * | John Warren | 24 |

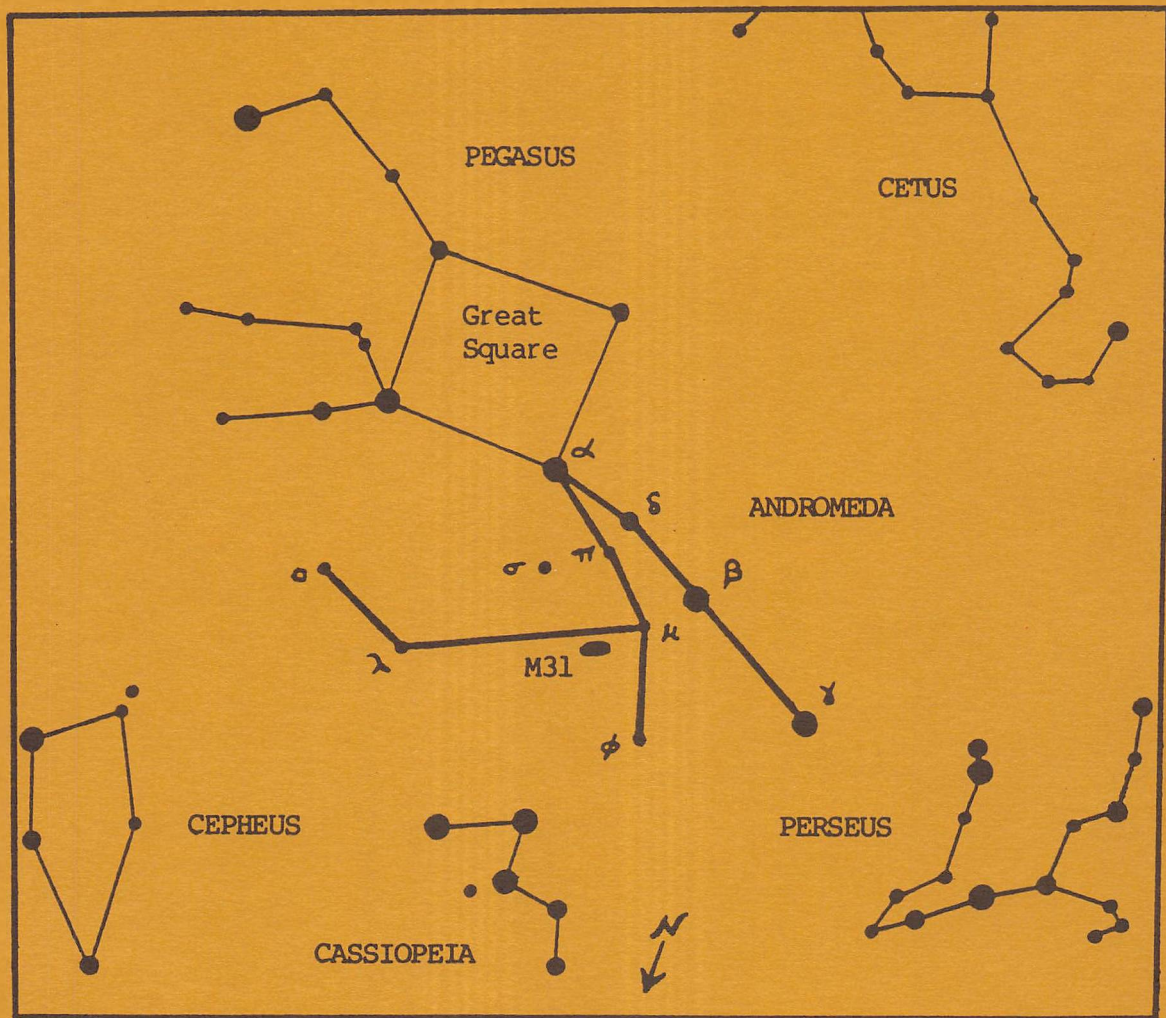
* In "Dealers Alley" - look for room numbers posted outside the Dealers Room.

** In the Art Show.

Hotel Layout



HOTEL LAYOUT NOT
"EXACTLY" TO SCALE



In Greek mythology Andromeda was the beautiful daughter of King Cepheus and Queen Cassiopeia of Joppa. Because the Queen offended Poseidon by boasting that her daughter was more beautiful than his, he sent the sea monster Cetus in revenge. To appease the gods, Andromeda was chained to a rock and left for the monster. Because of his love for Andromeda, Perseus flew to the rescue on the winged horse Pegasus. Holding up the head of Gorgon before Cetus, he turned it to stone. For his reward, Perseus received the hand of Andromeda. After her death, she was placed among the stars by Athena.

Andromeda is a northern constellation near the "Great Square of Pegasus", and is directly overhead in late October. Its most famous feature is the great Andromeda Galaxy, M31.