



CURT SWAN

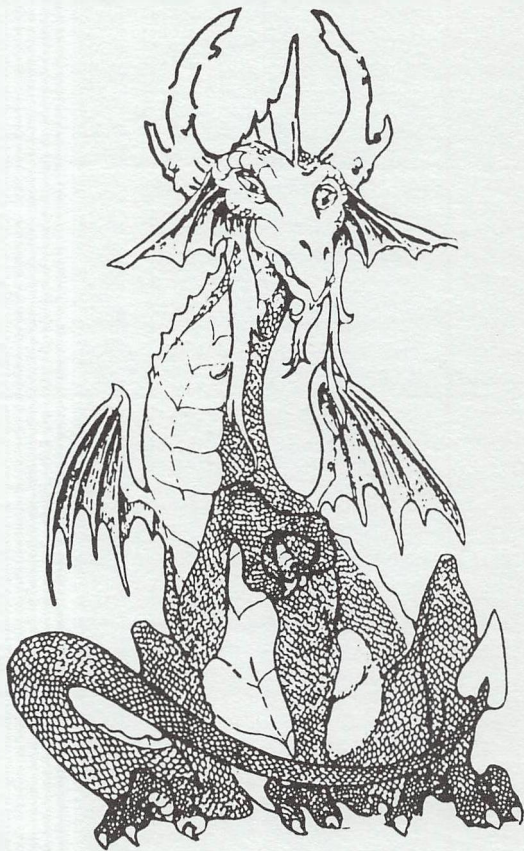
JULIE -- JULIE,
COME OUT OF
THE TWILIGHT ZONE!

Magnum Opus Con-3

MAR. 25, 26 & 27, 1988

COLUMBUS IRONWORKS CONVENTION & TRADE CENTER

Yvonne Craig
Michael Bishop
Charles N. Brown
Hal Clement
Cathrine Cook DeCamp
L. Sprague DeCamp
Stephen R. Donaldson
Lloyd Arthur Eshbach
Phillip Jose Farmer
George R. R. Martin
Norman Spinrad
Jack Williamson
Ingrid Nelson
Mary Hanson Roberts
David Dorman
Steve Haynie
Charles Pecor
The Mighty Rassilon Art Players



MagnumOpusCon 3 4315 Pio Nono Avenue Macon GA 31206

**Membership
Escalation Dates**

Now thru 12/1/87	\$22
12/1/87 thru 3/11/88	\$27
At the door	\$32

PROGRAM BOOK ADDENDUM

NEW PROGRAM ITEMS (Madison Avenue South)

SATURDAY

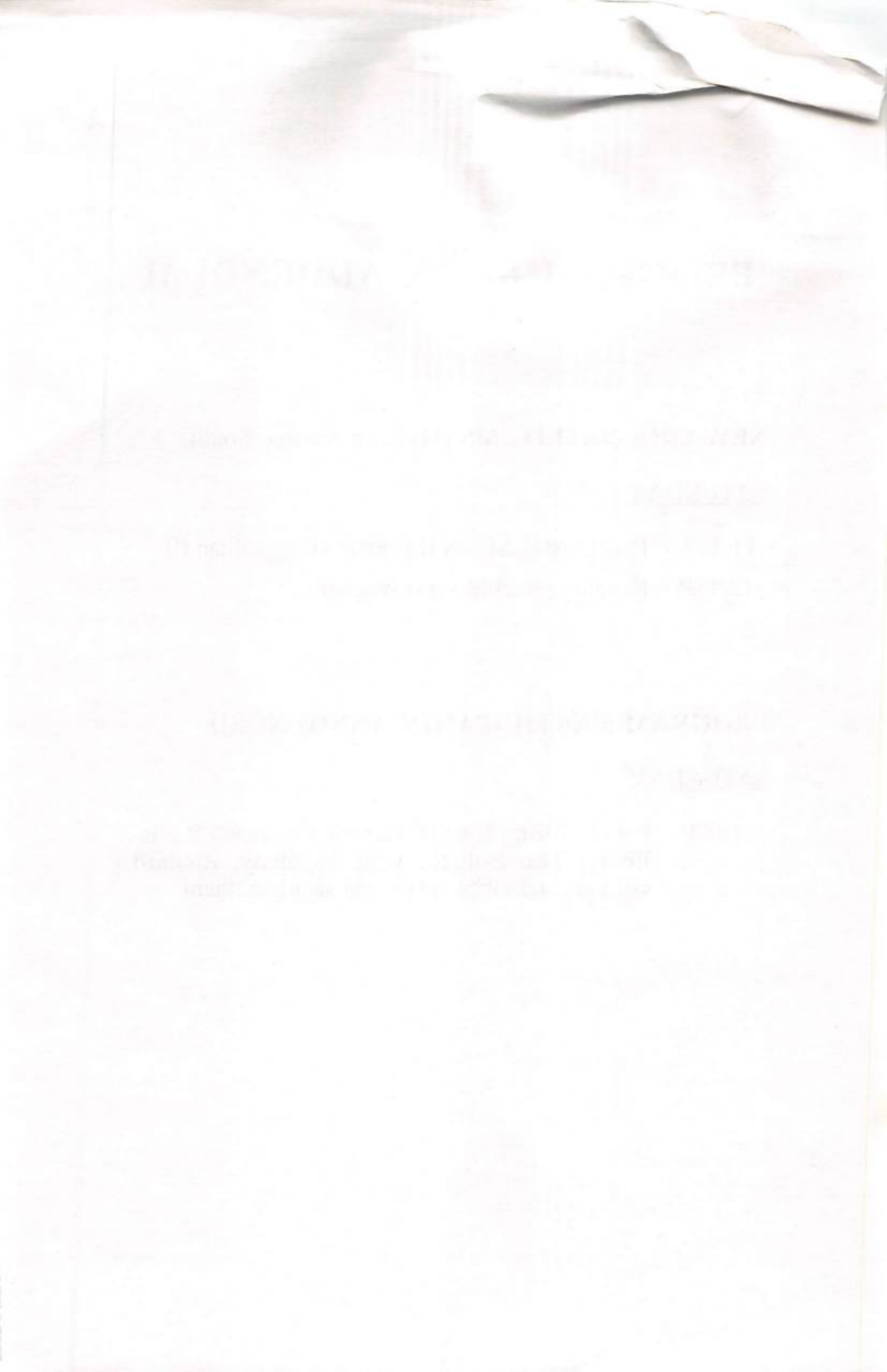
11:30A Panel: NOLACON II Update - Guy Lillian III

12:15P Reading: Karl Edward Wagner

PROGRAM PARTICIPANTS ANNOUNCED

SATURDAY

1:00P Panel: Firing Line (Shoot the Chairman Revisited) - Tim Bolgeo, Mike Kennedy, Richard Gilliam, and others as we can shanghai them



NASFA presents

CON*STELLATION VI

LYRA: a relaxacon

09-11 OCTOBER 1987

Huntsville Alabama

Holiday Inn Research Park

GoH Julius Schwartz

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WHO TO BLAME

Co-Lounge-Chairs
Treasurer
Hotel Liaison
Registration
Programming
Game Room
Video Room
Con Suite
Dealers Room
Art Show
Hall Costume Contest
Secret Judges
T-Shirt and Badge Design
Dances
Publications
(Im)moral support and other significant contributions

Sunn Hayward, Mike Stone
Mike Kennedy
Nelda Kathleen Kennedy
Karl Sackett
Doug Lampert
Rich Garber
Geoff Hintze
Jann Melton, Jim Woosley
Karen Maulsby, Steve Maulsby
NASFA
Jack Lundy
Maurine Dorris, Susan Stringer, Keith Suggs
David O. Miller
Mike Ray, Jeff Stringer, Lee Stanford
Nelda Kathleen Kennedy
G. Patrick Molloy, Roland Castle, David Gilliam, R. B. Black of Art Mart, the Artsy crowd from Nashville

ART CREDITS

Front Cover
Page 3
Page 4
Page 12 (left to right)
Back Cover

Curt Swan
Murphy Anderson
K. Schaffenberger & Murphy Anderson
Irwin Hasen, Sheldon Mayer, Sid Lazarus
Ed Kenny

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ACKNOWLEDGEMENTS

The committee would like to thank Book Villa, Steve Jackson Games, and Sound Distributors for their assistance.

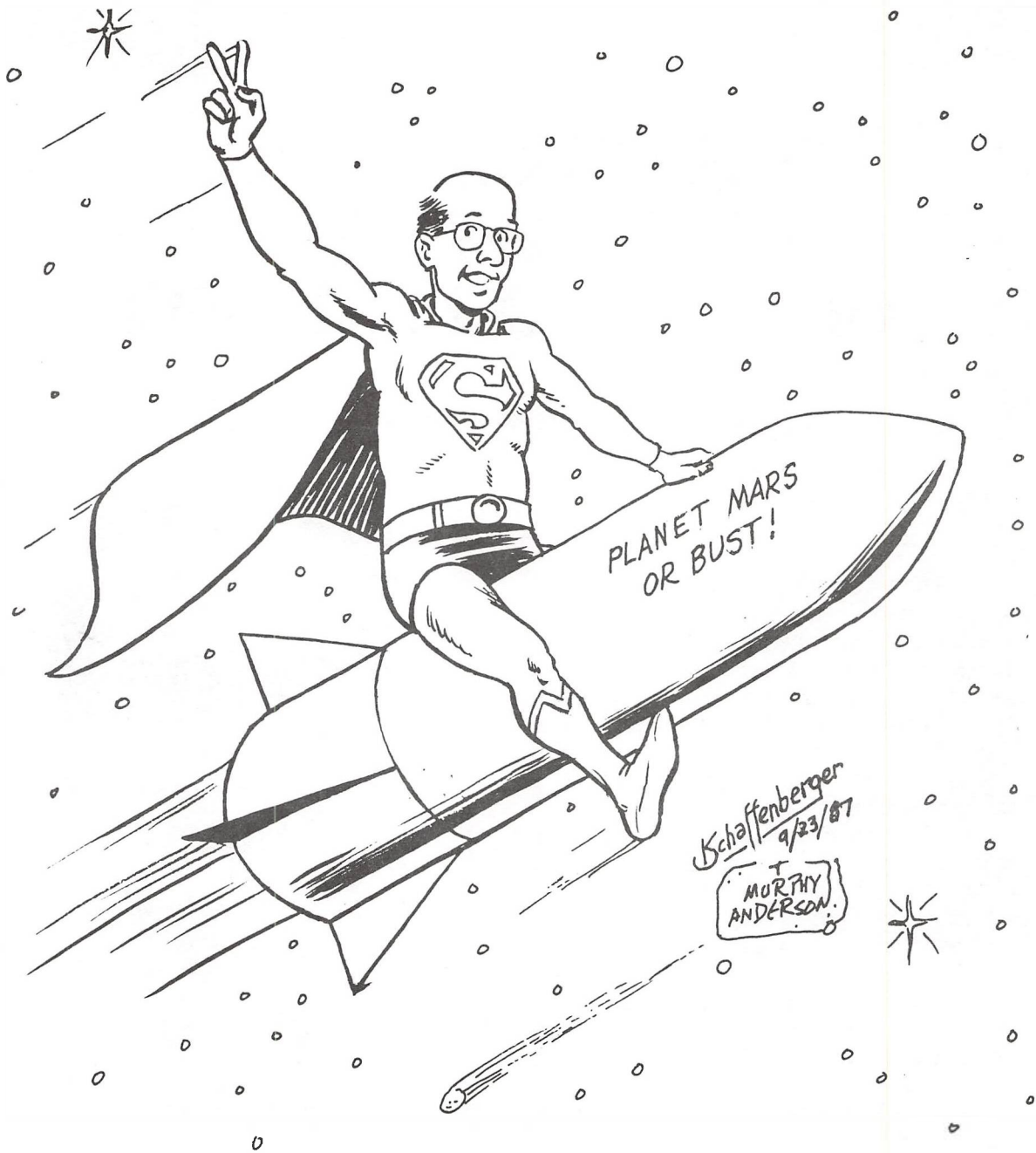
FER CHRISSAKES, SCHWARTZ, GET OUTTA MY FACE!

by Harlan Ellison

The last thing I remembered was the slam of pain in my chest. Apparently, it had been a heart attack, a stroke, one of those many-named killers that lie in ambush in the body; and I'd felt just an instant of fear before I blacked out and went face-forward. Fear, for that instant, because it had been a coronary thrombosis that had taken my father.

The first thing I saw when I opened my eyes, was Julius Schwartz, crouched over me, shaking me and already talking. At first his voice echoed down a vast, endless corridor to me; indecipherable words carrying no coherent meaning, but only a sense of urgency. And as my senses realigned themselves, as my clubbed persona reified, I smiled. It was a trembly, tiny smile, because I hurt so much; but I smiled, because it was my pal Julie, whom





Schaffnerberger
9/23/87

MURPHY
ANDERSON

Julius Schwartz

I'd known since I was a pre-teen little kid, who was there trying to bring me back from maybe somewhere like The Other Side. It was good to have a friend who cared that much.

"Get up," he was saying. "Get up! I need you to write a tribute about me for the Con*Stellation 6 programme booke. It doesn't have to be very long, only about six hundred words."

He had me by the shoulders. I couldn't feel my left side. I had the sense that my left leg had gotten twisted under my body when I'd fallen, but I couldn't feel it. There was a huge ash-colored beast sitting on my chest. Breathing was hard. I tried to say, "Julie, help me . . . I think I'm dying . . . call a doctor . . . please let me sit up . . ." but all that came out were a few bubbles of spittle at the corner of my mouth. I realized that the stroke had probably paralyzed everything on the left side, so he couldn't understand what I was trying to say.

He leaned in closer, the light reflecting off his wire-rimmed glasses. "All you have to do is write about how you sent me a letter when you were about ten or eleven, back in the '40s. How I wrote you back and encouraged you. Or when you came up to DC Comics in the Fifties, and you saw me in the hall and were too awed by me to even say hello. Or how I wrote you back when you asked for some free art from a Hawkman story. You can do it, kid! Just let me help you up and here . . . here's a pen . . . let me put it in your hand . . ."

He got me sitting up, there on the floor. The paper was a DC notepad with a bunch of their superhero characters holding up a DC colophon. And at the top of the page it said: From the Altar of JULIUS SCHWARTZ. He dropped the pad on my lap. I didn't feel it hit. Then he jammed the Pilot Fineliner into my right hand, and lifted the hand and dropped it onto the pad.

I'm left-handed, Julie, I tried to say; but I guess I only thought it; because I couldn't write, and I started to cry. Not much of tears, just a wetness or two that ran down my cheek as I tried to slip back to the floor; but Julie kept me upright, and he tried again to get my cold fingers to hold the pen.

"You can just write about all those dinners we've shared through the years, and how you always try to get DC to pay for them. Or you could talk about how it took you ten, fifteen years, whatever it was, before you wrote that Batman script for me. There's a world of terrific things we've shared that you could write about. Just sort of a friend-to-friend tribute . . . you know what I mean!"

And I couldn't stop crying, because I hurt so bad, and obviously Julie didn't understand that, so I grasped the pen in my right hand as best I could, with my fist around it like a baby trying to use a Crayola, and with scrawling lines that trembled and didn't match, I scrawled the only tribute I had in me. I scrawled: I LOVE YOU, JULIE.

And then I closed my eyes, and I died.

SCHEDULE

FRIDAY

12:00N	Registration opens Art Show opens for artist check-in Dealers Room opens for dealer check-in Con Suite opens Game Rooms opens	Poolside Times Square 5th Avenue Rooms 122-125 Wall Street
4:00P	Art Show opens for attendees Dealers Room opens for attendees Video Room opens	Times Square 5th Avenue 42nd Street
6:30P	Opening Ceremonies	Madison Avenue
7:00P	An interview with Julius Schwartz	Madison Avenue
8:00P	Science Program: NASA low temperature physics and IRAS - Dr. Eugene Urban Art Show closes Dealers Room closes	Madison Avenue Times Square 5th Avenue
9:00P	Registration closes	Poolside
10:30P	Dance - Mostly Oldies	Madison Avenue

SATURDAY

3:00A	Video Room closes	42nd Street
8:00A	Donuts, juice, and caffeine in the Con Suite Video Room opens	Rooms 122-125 42nd Street
9:00A	Miniatures Painting Workshop - The Infamous Tish Gaming reopens (if it ever closed) Registration opens	Madison Avenue Wall Street Poolside
10:00A	Art Show opens Dealers Room opens	Times Square 5th Avenue

OF EVENTS

SATURDAY (Continued)

1:00P	Panel: Firing Line (Shoot the Chairman Revisited)	Madison Avenue
2:00P	Slide Show: Superman - Julius Schwartz	Madison Avenue
3:00P	Science Program: Interstellar Flight - Dr. Connley Powell	Madison Avenue
4:30P	Panel: Costuming - Maurine Dorris, Jeff & Susan Stringer	Madison Avenue
6:00P	Registration closes Dealers Room closes Art Show closes	Poolside 5th Avenue Times Square
6:30P	Art Auction	Madison Avenue
9:30P	Costume Ball	Madison Avenue
10:30P	Winners of Costume Contest announced	Madison Avenue

SUNDAY

3:00A	Video Room closes	42nd Street
8:00A	Donuts, juice, and caffeine in the Con Suite Video Room opens	Rooms 122-125 42nd Street
9:00A	Gaming reopens	Wall Street
10:00A	Art Show opens Dealers Room opens	Times Square 5th Avenue
2:00P	Art Show closes for attendees Art Show open for artist check-out Game Room closes	Times Square Times Square Wall Street
3:00P	Dealers Room closes for attendees (dealers begin move-out)	5th Avenue
4:00P	Video Room closes Con Suite closes	42nd Street Rooms 122-125

CON-ETIQUETTE . . .

Good morning gentlebeings, and welcome to yet another Con*Stellation, brought to you once more by the North Alabama Science Fiction Association (or NASFA, for short). Having hosted Deep-SouthCon earlier this year, we are preserving our sanity by having Con*Stellation VI as a relaxacon. In order to make this a really relaxed situation, we ask that you read and respect the following guidelines.

BHEER

Bheer (that's beer to those who don't speak fannish) will be served in the Con Suite during limited hours only, and **ONLY** to those attendees 21 years of age and over. Twenty-one is the legal drinking age in Alabama. Proof of age must be presented upon request. Bheer is to be kept in the Con Suite, and is not to be brought into the meeting rooms or public portions of the hotel. The staff reserves the right to refuse alcohol to anyone judged to be already at their limit, whether you are driving or not.

Which bring us to: **DO NOT DRINK AND DRIVE!** Please be considerate in these matters - remember, in order to be served alcohol, you must be an adult, so please behave like one.

It should be noted that the Huntsville police did catch one minor with beer during DeepSouthCon in Huntsville this summer. They were understandably upset (note the subtle understatement), and will undoubtedly be watching us closely during this convention. Any violations could

cause us to have to stop serving bheer at this and future conventions. As always, peer pressure (that's y'all folks) is the best method of preventing problems. All attendees are asked to please help the con committee in this area.

SMOKING

A smoking area will be provided in the Con Suite; there will be no smoking in any of the other function rooms. The hotel does have a lobby and a lounge, with smoking permitted in both of these areas.

WEAPONS

Peace-bonding is required for all weapons, real or fake. Swords, daggers, etc. must be sheathed at all times. Guns, waterpistols, etc. must be either holstered or lashed. Anyone caught brandishing anything which is, or may be construed as, a weapon will be summarily chastised and will have said weapon confiscated until the end of the con. The con staff reserves the right to have violators thrown out of the convention.

ART SHOW AND AUCTION

Please help us protect the artwork by not bringing food, drinks, or cameras into the Art Show. A check-in table will be provided for these items, as well as your purses and bags.

The art auction will be early Saturday evening (see the schedule for time) in the main programming room. At the auction,

please use voice bids only. In adjusting your volume, assume the auctioneers are 75% deaf and the ambient noise level approximates that of a boiler room. That way they might hear you.

HALL COSTUMES

Rather than have a full fledged masquerade, we will be giving awards for hall costumes. These awards will be announced at the costume ball on Saturday night (see the schedule for time), and are to be given out by a panel of secret judges. Watch for people wearing buttons proclaiming them to be a "Secret Judge."

WHERE TO

Nearly anything your heart could desire may be found on the premises of Madison Square Mall, just across the parking lot from the Holiday Inn. There is a map of the mall in your registration packet. Other sites of interest (or sheer practicality) may be found in the area guide, also in your registration packet. If you need directions, or are completely confused, just ask any member of the con staff, or inquire at the hotel desk.

HOTEL

This hotel was highly recommended to us, and we ask that you be nice to them: please don't tape signs to the hotel walls. Areas for posting signs will be made available: ask the con staff.

The hotel restaurant (Ponds) will have several buffets during the weekend

that might interest you. For early arrivers, there is a Friday lunch buffet (\$4.95). There is a breakfast buffet both Saturday and Sunday (\$3.95, we think). Sunday there is a champagne brunch (\$6.95). Check with the hotel for confirmation of prices and hours.

VIDEO

The video room will be closed between 3:00A and 8:00A both Saturday and Sunday mornings (thus hopefully preserving the sanity of our Video Room stuckee). Look for video schedules at the registration desk and/or posted near the Video Room.

GAMING

The Game Room may close in the wee hours if no one is using it. It will reopen no later than 9:00A Saturday and Sunday mornings if it does close.

Some tournaments are planned (see signs in the Game Room for times), but there will be plenty of space and time for open gaming throughout the convention.

CON SUITE

The location of the Con Suite was still to be finally determined at press time but should be rooms 122-125. Look for signs at Registration and elsewhere around the convention. The Con Suite will, of course, run around-the-clock during the convention, though serving hours for bheer will be limited (see signs in the Con Suite for hours).

... AND INFORMATION

LibertyCon is pleased to announce:

Literary Guest of Honor

Gordon R. Dickson

Artist Guest of Honor

Val Lakey and Ron Lindhan

Master of Ceremonies

Wilson "Bob" Tucker



Registration:

\$18 until June 1, 1988,

\$25 thereafter

P. O. Box 695, Hixson, TN 37343

JULIUS SCHWARTZ: CURRICULUM VITAE

by Richard Gilliam

When considering the achievements of Julius Schwartz, the term "first" is one that is repeated over and over.

Important first – like co-founder of the first science fiction fan magazine. Or being co-founder of the first literary agency to specialize in science fiction and fantasy. Or establishing new writers, including Ray Bradbury, selling Ray's first 70 professional stories. Or being one of the organizers of the First World Science Fiction Convention in New York City in 1939. Or being a charter member of First Fandom and recipient of the First Fandom Hall of Fame Award.

And while he wasn't the first person at DC Comics to edit SUPERMAN, he is the editor most closely associated with the magazine, and is credited with starting comics' "Silver Age." No wonder Julie is

considered to be the only living legend in both science fiction and comics!

An early letter column in AMAZING STORIES led Julie to a local fan club where he met Mort Weisinger, with whom he would be closely associated during the coming years. In January 1932 they founded THE TRAVELER, mailing to fans whose addresses appeared in the letter column of AMAZING. Later Julie and Mort joined in an effort to publish another fanzine, SCIENCE FICTION DIGEST, the influence of which extended far into the professional ranks. This magazine featured original fiction and reviews by such SF legends as Forrest J. Ackerman, Robert E. Howard, Murray Leinster (science fiction pseudonym of writer Will F. Jenkins), H. P. Lovecraft, A. Merritt and C. L. Moore. Not bad for someone still in high school.

Julius Schwartz

In 1934 Julie and Mort formed SOLAR SALES SERVICE, the first literary agency to specialize in SF and fantasy. Mort left the partnership in 1936 to edit at Standard Magazines, later rejoining Julie at DC where he also edited SUPERMAN. While an agent, Julie represented such writers as Alfred Bester, Otto Binder, Robert Bloch, Leigh Brackett, Ray Bradbury, Edmund Hamilton, Robert Heinlein, David Henry Keller, Eric Frank Russell, Stanley Weinbaum and Manly Wade Wellman.

He began his editorial stint at DC Comics in 1944 and has worked there continuously for what now totals 43 years. He has edited virtually every type of comic book that DC has published. Whether from superhero to science fiction or from romance to western, Julie has left his style on the comics industry. It was his re-creation of THE FLASH, GREEN LANTERN,

JUSTICE LEAGUE OF AMERICA, THE ATOM and HAWKMAN that began comics' "Silver Age." By printing the full addresses of correspondents in the letter columns of the books he edited, Julie fostered the development of comics fandom. He has won comicdoms highest awards --- four SHAZAMS, three EAGLES, an Inkpot, an Alley and a Jules Verne.

Not to rest on his career full of laurels, his recent DC Science-Fiction Graphic Novels have brought us adaptations of outstanding stories by Bloch, Bradbury, Harlan Ellison, George R. R. Martin, Larry Niven, Frederick Pohl and Robert Silverberg.

There is much more to Julie, for example, not many fans know he is an expert bridge player, but you will have a chance to find out many more things this weekend as you get to know Julie at Con*Stellation VI.

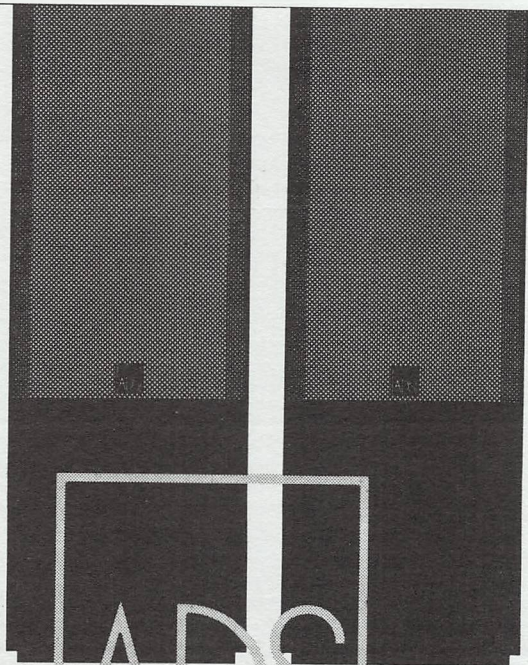
"Julie Schwartz as I remember him" —SHELDON MAYER.

The grin of an intelligent chipmunk
—IRWIN HASEN.



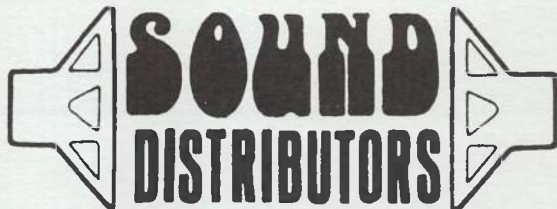
SID LAZARUS caricatured Julie





Digital Compact Discs have lots of something that many speakers don't—dynamic range. And digital discs don't have lots of something that many speakers do—distortion. For a speaker to be "digital ready," it needs more than a colorful label stuck on the box. It needs wide dynamic range and extremely low distortion design. Many of the most praised new digital recordings were made using ADS speakers as monitors. And *Stereo Review's* Julian Hirsch said of the new ADS L1290, "...this is one speaker that really is digital ready." Come in and hear the really digital ready new speakers from ADS.

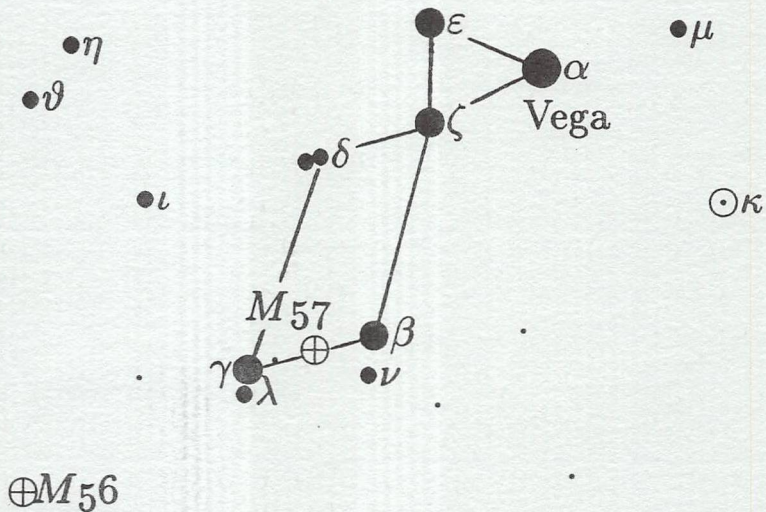
THE DIGITAL CHALLENGE.



TURN US ON

3024 University Drive □ Huntsville, Alabama 35805

LYRA: the Lyre



Lyra, the Lyre is a constellation seen high overhead in the summer sky between Cygnus, the swan and Hercules. Its brightest star, Vega or “Harp Star”, is the fifth brightest star in the heavens. M57 is the famous Ring Nebula. M56 is a dense cluster of stars.

According to Greek legend Hermes built the first lyre from a tortoise shell. The lyre later came into the hands of Orpheus. Apollo taught him to play it and he became so good that his playing charmed wild beasts and caused stones and trees to follow him when he wished. Many believe that this lyre was immortalized by placing it in the sky as the constellation Lyra.