



R. H.



presents...

Con†Stellation XII: Orion 12-14 November 1993 Huntsville Hilton Huntsville, Alabama

Guest of Honor

Jim Baen

“Super” Guest of Honor

Julie Schwartz

Master of Ceremonies

James P. Hogan

Artist Guest of Honor

David O. Miller

Fan Guest of Honor

Marcia McCoy

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Guest of Honor James Patrick Baen

by Jerry Pournelle

I suppose it's natural that I should write an appreciation of Jim Baen, since our careers have been thoroughly intertwined from the beginning.

I first met Jim when he was associate editor of *Galaxy Science Fiction* in the early 1970's. I had talked the editor, Ejler Jakobssen, into letting me do a regular science column. I would be following in the rather large footsteps of the late Willy Ley, and I was very conscious that the first few columns would be important.

I hadn't been prepared for just

how fussy Ejler would be. He managed to turn what I thought would be a joy into a pretty grim experience. Then, suddenly, he was gone, and Jim Baen was editor in chief at *Galaxy*, and everything changed. Instead of fussiness I got constructive criticism and precise editorial direction. Somewhere not long after Jim became editor I acquired the title of "science editor," which gave us a good excuse for long and highly productive telephone calls: not just about upcoming columns, but the world and where it was going. This went on as

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long as *Galaxy* survived (and to a lesser extent continues to this day), and between us we managed to block out some of the best non-fiction work I ever did. One result was a book, *A Step Farther Out* (which was the title of the column). That book remained in print for over fifteen years, and is only out of print now so that I can do annotations and put together the companion volume for publication.

It's hard to say just how much of that book is Jim Baen's, but it's a lot.



Jim also introduced me to the joys of slush pile reading. The "slush pile" is the ever increasing stack of unopened and unread unsolicited manuscripts that come in to magazines. It's called that because most of what comes in is pure garbage: stories on onion skin paper typed on both sides with no margins; properly typed stories that turn out to end, surprise! it was Adam and Eve; stories that would make Bulwer-Lytton blush; and, every now and then, really good stuff hidden in among the junk.

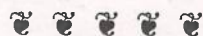
Jim's policy was that everyone connected with the magazine had to read a couple of linear feet of slush before lunch or dinner. I did my share, sorting the stuff into three piles: hopeless, to be returned with a printed rejection slip; unpurchasable but promising, for Jim to look over with a view to sending the writer a personal note (and sometimes I'd write an encouraging note myself); and potentially publishable. That latter pile

was very small.

I wish I could say that I was the one who found the first John Varley story in Jim's slush pile, but I think that was Jim himself. I do know that he sent me a copy of the story for advice on how the science, which was pretty bad, could be fixed so that the story would be publishable. I gave him some ideas, and Jim did the rest.



Like all beginning writers I was broke when I started. Jim let me stay in his apartment in New York. He hadn't long been married at the time. While I was there alone one day, the phone rang. I answered "Mrs. Baen's residence," as I had been taught to do in my rather formal Southern upbringing. The result was a long lecture on feminism, and how wrong I was to answer a phone that way. Jim professes to this day not to know who the caller was.



When Niven and I wrote *Inferno*, Baen did the serial publication, arranging for really excellent illustrations of the book — and making us wish he'd been the editor for the book itself. We did manage to incorporate some of his suggestions into the book version, but not many, because Simon and Schuster had just fired all their editors including ours. The result was that we sold the hardback rights to *Lucifer's Hammer* to Playboy Books; and Bob Gleason, our editor, contracted to have Jim do the

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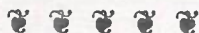


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final copy edit. You can ask Jim about that period of his life: it was pretty hectic; but *Lucifer's Hammer* was auctioned for the highest amount that had ever been paid for a science fiction work, broke out of category to become a runaway best seller, and has sold almost 5 million copies in English. We're proud of the book; but Niven and I are quick to admit that Jim's editorial work improved the book.

Another time, Jim at Ace lost out in a bidding war for my juvenile work *Birth of Fire*; being no fool, I then hired Jim to edit the work before I sent it on to Pocket Books.



While at Ace Jim bought from me what was supposed to be a long novella; it has become the Janissaries series, three volumes of a projected five; and the main reason the other two haven't been done is that I no longer have Jim's analytical comments and suggestions for it. Jim then went to Tor Books. At that time military science fiction was languishing near death: it was impossible to sell such a story. Jim commissioned an anthology of military science fact and fiction from me; and when it came out he suggested the title *There Will Be War*. That has since run to nine volumes, with a tenth projected, and military science fiction has revived as a major sub-genre. More interesting was the discovery that we could include quite serious non-fiction essays in those anthologies:

updated chapters of *The Strategy of Technology* by Possony and Pournelle regularly appeared in *There Will Be War*, as well as serious analyses of cold war strategy. To this day *There Will Be War* sells hundreds of copies to the military service war colleges and over a thousand at the academies.



Jim left Tor to become a publisher, and within a few years Baen Books became a major factor in the science fiction field; and here we are.

Of course he has become a publisher. Authors sometimes appreciate editors, and sometimes give editors due credit; their relations with publishers are a bit different. Some consider publishers the class enemy. Once, many years ago, while England and Napoleonic France were locked in a death struggle, an author offered a toast at a meeting of a literary society: "Gentlemen, I give you Napoleon Bonaparte." Shocked murmurs ran through the room. "Gentlemen, I grant you he is a monster. He is the enemy of England, indeed, I grant you, the enemy of all mankind; but gentlemen, do recall, Napoleon Bonaparte once shot a publisher."



He hasn't forgotten how to edit though. We just finished another project, and I'm looking forward to more.

Ladies and gentlemen, I give you Jim Baen...

Guest of Honor

Jim Baen

by Holly Lisle

Jim Baen is an honorable man. Lest this make him sound prickly or unapproachable, let me add that he's also funny, appallingly intelligent, and very kind. He converses well on almost every subject (and I only say "almost" because there must be *something* he knows nothing about, though I've yet to find it). He is, by all accounts including his own, a master practical joker. I've yet to be on the receiving end of one of these jokes, but having heard the stories, I listen to all my Baen packages to make sure they aren't ticking before I open them. He argues politics with fanatic zeal — but that's a minor sin. I forgive him that, and like him a lot anyway.

He's honorable. Let me return to that. I was told when I started into

writing that publishers were gentlemen bandits... or sometimes just bandits; that I would be the rug my publisher walked on; that if I ever sold anything, everyone would make money from my work but me.

Yet Jim does business by playing fair. No. He plays better than fair. His contracts are good, and they are in English; he pays on time (and sometimes early); he lets his writers know how their books are doing.

I know he cares about the books he publishes. He is active in their production, and frequently in their inception. He pays attention to details like cover art and consistency — sometimes very, very close attention. I don't know if all publishers read the books they publish. I know Jim reads

mine, though, because he's called me on any number of plot points I was trying to finesse. He cares about putting out good books, and he encourages his writers to write better.

He cares about his writers as people, too. He's accessible, he's interested. He wants us to do well. He reminds me of my dad sometimes — and not just because he gets wound up about politics.

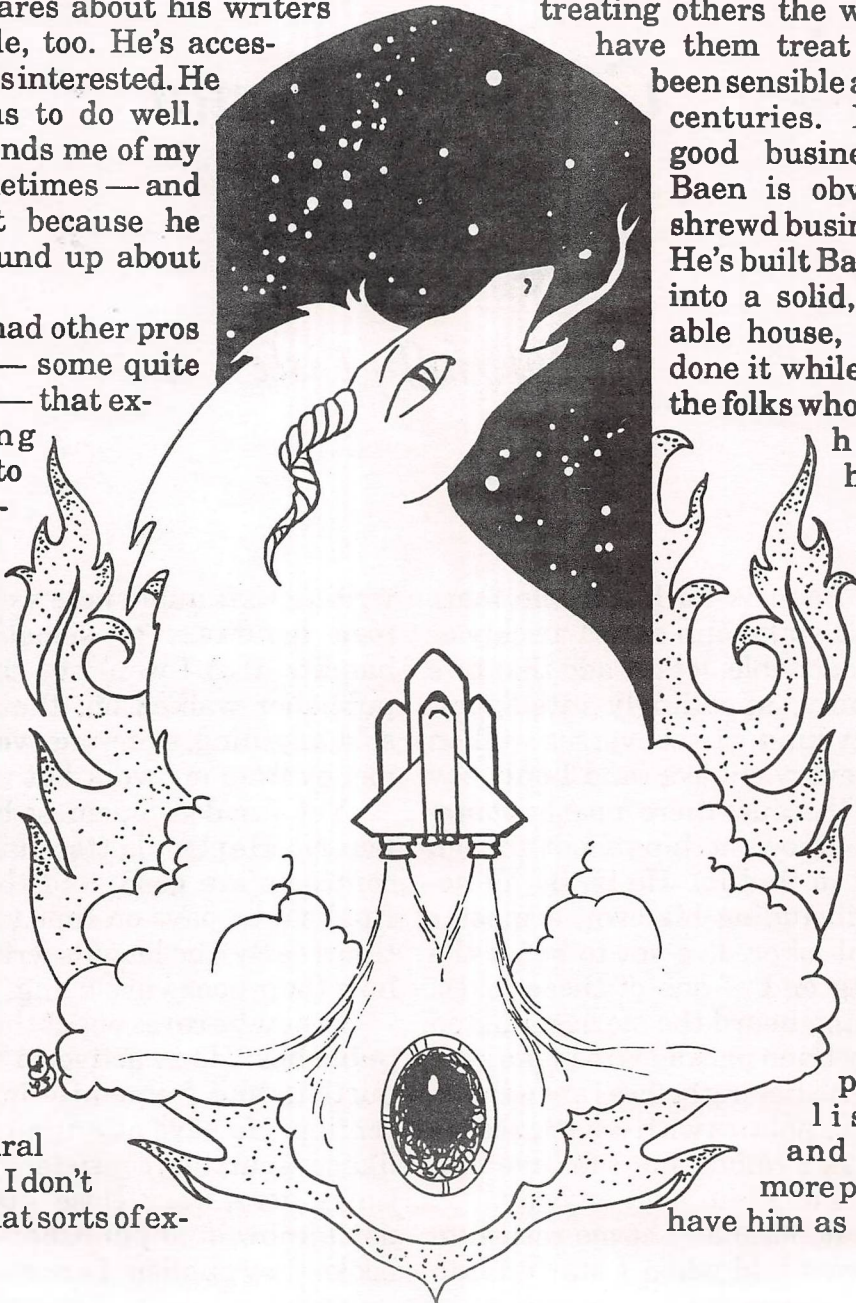
I've had other pros tell me — some quite harshly — that expressing loyalty to a publisher is asking to be robbed; that this is only business, and that friendship has no place in it; that publishers and writers are natural enemies. I don't know what sorts of ex-

periences they've had, but I suspect they've been writing for the wrong publisher.

Or perhaps they've forgotten something I suspect Jim never has — that treating others the way you'd have them treat you has been sensible advice for centuries. It's just good business. Jim Baen is obviously a shrewd businessman. He's built Baen Books into a solid, respectable house, and he's done it while keeping the folks who write for him happy.

There's more to Jim than business, though. I see honor and caring and warmth. I'm pleased to have him as a

publisher... and even more pleased to have him as a friend.



A MAJOR NEW AUTHOR HAS ARRIVED

He has a dragon singing (off-key and off-color) in his bedroom, she's stuck in an alternate universe, their kids are kidnapped, and both the good guys and the bad guys want Minerva and Darryl Kiakra dead.

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Since the ring wasn't meant for her anyway, Minerva would be happy to oblige them—except for one thing: it won't work until the previous bearer is dead. Hero or not, she's going to have to fight....

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—Dragon

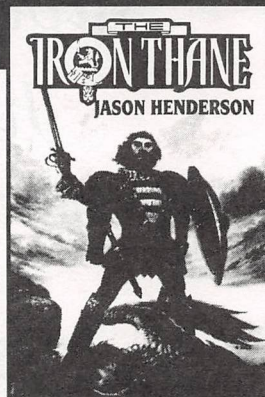
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“Super” Guest of Honor Julius Schwartz

What Becomes a Living Legend Most?

by Brian M. Thomsen

Necessary attributes of an individual needed to qualify as a “legend”:

— Humble origin story (e.g., born of sharecropper parents, raised in obscurity, boyhood spent in Smallville, U.S.A., etc.).

— Exploits of sufficient incredulity to inspire widespread fame and notoriety.

— Special powers and proficiencies that remove him from the norm (e.g., X-ray vision, super-strength, ability to recite the periodic table in rhyming couplets, etc.).

— Overall uniqueness, classifying the individual as truly one of a kind.

Subject: Julius Schwartz.

Does he qualify?

Humble Origin Story

Julius Schwartz was a commoner,

just like any other science fiction fan in the days before fandom existed. There is no evidence to suggest that he was the illegitimate offspring of H. G. Wells, a descendant of Jules Verne, or the sole survivor of some far-off planet who had been rocketed to Earth as a toddler. Likewise, he never exhibited any early facility in the literary arts or the physical sciences.

In a city inhabited by boy geniuses like Isaac Asimov, Schwartz was merely bright. Appearance-wise, (though nothing to be ashamed of), he was hopelessly average for his first fifty years (before the era which transformed him into being devilishly handsome).

Neither rich nor noble, neither handsome nor heroic, Julius Schwartz

was a commoner like so many others in The Bronx of New York City, a man of humble origins born in the second decade of the twentieth century.

Exploits

Shy of leaping over tall buildings in a single bound, racing the fastest man alive, and burning everyone's favorite Amazon's brassiere, Julius Schwartz has done it all.

In his early years, he helped start SF fandom, published the earliest SF fanzine, and palled around with such other future luminaries as Forrest Ackerman, Sam Moskowitz, Henry Kuttner, and Mort Weisinger.

He sold short stories for Ray Bradbury, Robert Bloch, Alfred Bester, Leigh Brackett, Otto Binder, and H.P. Lovecraft (who Julie accepted as a client even though his surname didn't begin with a "B"), and hobnobbed with such legends of yesteryear as Manly Wade Wellman, Jack Williamson, Edmond Hamilton, L. Sprague de Camp, and even — gasp! — L. Ron Hubbard.

Never to accept a life of status quo as the best agent in the business, Julie switched gears in the forties, and initiated the revolution that historians would later refer to as the Silver Age of Comics.

His comics accomplishments include the invention of Batman's Aunt Harriet, the creation of Multiple Earths, and the mentoring of the infamous Ambush Bug. With every passing generation he kept the DC universe hip, now, and with it, even to

the extent of shifting Clark Kent from newspaper to television, while always remaining accessible to the readership vis-a-vis the letter columns and the helpful footnotes in comics panels (e.g., Brown kryptonite causing Superman to break out with acne! — Julie).

Hmmmmmmnn. It would appear that this Schwartz character qualifies as a legend in two different fields. Perhaps even three. This is highly unusual.

Special Powers and Proficiencies

Super fan.

Super agent.

Super editor.

Super ladies man.

Super con guest.

Enough!

Overall Uniqueness

Julius Schwartz is one of a kind... that is apparent from above.

Hey, I'm not just talking about professionally. His wit, warmth, and willingness to lend a hand are easily discerned. His vim, vigor, and vitality are those of a man one-third his age.

When it comes to overall uniqueness, Julie takes the cake. That is apparent. This program therefore determines that Julius Schwartz is indeed a legend.

A Living Legend!

So in answer to the question What Becomes a Living Legend Most, the answer is only the most deserving — and no one is more deserving than Julius Schwartz!

Schedule

FRIDAY

- | | | |
|--------|--|-------------------|
| 12:00N | Registration Opens | Lobby |
| | Con Suite Opens | Twickenham Room |
| | Art Show Opens for Artist Check-in | Heritage I |
| 1:00P | Dealers Room Opens for Dealer Setup | Heritage II & III |
| 3:00P | Video Room Opens | Hunt Room |
| 4:00P | Art Show Opens | Heritage I |
| | Dealers Room Opens | Heritage II & III |
| 6:00P | Opening Ceremonies | Grand Salon B |
| 6:30P | The Huntsville's Science Fiction Writer's
Group and Cake Appreciation Society reads <i>good</i> stuff | Grand Salon B |
| 7:00P | Science Track: Dr. Frank Six and Dr. Don
Tarter tell all about "Alien Intelligence" (2 hours) | Grand Salon C |
| | Vampire™ Live-Action Role Playing
Organization Meeting | Azalea Room |
| 8:00P | "What is Fandom?" — Local fan clubs tell all | Grand Salon B |
| | Son of Kidzilla — Last year Tokyo was
destroyed, this year the kids build and flatten New York | Grand Salon A |
| | Art Show Closes | |
| | Dealers Room Closes | |
| 9:00P | Storytelling for Adults — let Carlos Egan
tell you all about going bump in the night | Grand Salon B |
| | All con attendees are invited to the Vampire
Nightclub (BYOG) | Azalea Room |
| 10:00P | Filk into the Night | Grand Salon A |
| | Registration Closes — See Con Ops for After-Hours Registration | |

SATURDAY

- | | | |
|--------|---|-------------------|
| 9:00A | Registration Opens | Lobby |
| | Art Show open for Artist Check-in | Heritage I |
| 9:30A | Children's Track: Storytelling for Children | Grand Salon A |
| 10:00A | Art Show Opens | Heritage I |
| | Dealers Room Opens | Heritage II & III |

of Events

SATURDAY

- 10:30A Children's Track: "Exquisite Corpse" — Grand Salon A
collaborate on drawing funny/scary creatures
- 11:00A Getting Started as a Writer — Jim Baen, Toni Grand Salon B
Weisskopf, Holly Lisle, et al.
- Science Track: "Artificial Intelligence and Grand Salon C
Robotics" presented by Dr. Ray Moses
- 12:00N James P. Hogan on "Artificial Stupidity" Grand Salon B
Science Track: "Asteroids, Friends or Foes" Grand Salon C
presented by Dr. Ray Moses
- Children's Track: Creating "Space Art" Grand Salon A
- 1:00P Slide Show: David O. Miller shows his stuff Grand Salon B
Science Track: Steve Cook and Steve Kusek Grand Salon C
discuss "Cheap Access to Space"
- Children's Track: "Active Games" Grand Salon A
- 2:00P "My Career in Science Fiction" by Julie Schwartz Grand Salon B
Science Track: "Biospherics" presented by Grand Salon C
Dr. Harvey Cotten
- Children's Programming Track: "Table Games" Grand Salon A
- 3:00P Learn all about "Convention Access" from Grand Salon B
Marcia McCoy and Bill Anders
- Science Track: "Space Colonies in Your Grand Salon C
Lifetime" presented by Greg Allison (30 minutes)
- Artists at work "Illustrating Short Stories" Grand Salon A
with David O. Miller, Mark Maxwell, et al. (2 hours)
- Registration Closes
- 3:30P Jim Baen moderates "Getting There From Here" Grand Salon B
— with Greg Allison, Les Johnson, Ron LaJoie, Steve
Kusek, and Ray Moses (90 minutes)
- 4:00P "My Career in Comics" by Julie Schwartz Grand Salon B
- 5:00P Reading: Holly Lisle Grand Salon B
Children's Track: "Physics Carnival" Grand Salon A
(listing continued on next page)

SATURDAY

- | | | |
|--------|--|------------------------------|
| 5:00P | Science Track: Les Johnson will tell you all
(cont.) about the "International Space University" | Grand Salon C |
| 6:00P | Science Track: "Nanotechnologies: the
Implications"
Art Show Closes
Dealers Room Closes | Grand Salon A |
| 7:00P | Guest of Honor Speeches | Grand Salon B |
| 8:00P | Art Auction | Azalea Room |
| 9:00P | Masquerade | Grand Salon A & B |
| 10:30P | Shall We Dance?
Filk It Up | Azalea Room
Grand Salon A |

SUNDAY

- | | | |
|--------|---|---------------------------------|
| 10:00A | Art Show Opens
Dealers Room Opens | Heritage I
Heritage II & III |
| 11:00A | Come participate with all our guests in a two-
hour discussion on "Worldbuilding"
Registration Opens for 1994 | Grand Salon B
Lobby |
| 1:00P | Art Show Closes, begin Artist Check-out | |
| 2:00P | Dealers Room Closes
? The Dogs are Dead, Long Live the Dogs | Con Suite |

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*The Man Behind the Mask
Or the Naked Truth About
Master of Ceremonies
James P. Hogan*

by Klon Bolgeo

James P. Hogan was born in London during the blitz in 1941. His father was Irish and his mother was German. (I have spent a lot of time wondering about what a German woman was doing in England during the blitz. Hmmmmm? And no, her first name was not Mata.) Trained in classical engineering, Jim knew where

his talents really lay and became a salesman. After mightily contributing to (the fall of) ITT, Honeywell, and Digital Equipment, Jim left DEC in 1979 to become a full time writer.

To say the least, Jim is an extremely prolific writer as can be seen from looking at his bibliography printed below. Jim does not think

that we are about to overpopulate the planet, blow ourselves into oblivion, poison ourselves into extinction, or disappear under our own garbage. His writing reflects his true nature and he displays a positive attitude in his books. The main themes of his work center around Drugs, Sex and Rock and Roll (and should not be read by children under the age of 35).

People have made numerous comments concerning Jim's partying habits (which were censored by the con committee and will not appear in this article). However, I want to tell about some of his more innocent partying habits. Jim is one of the humblest of God's creatures and just because he takes an occasional toddy (that's straight Irish Whiskey on the rocks), doesn't mean that he has a drinking problem. I can truthfully say that I have never seen him spill a drop of his irish (I'm the one with the problem, I spilled a glass of Jack Daniels at my last convention). Jim has also proven his worth as a gentleman by his agreeable attitude with the fairer sex. I have seen this man go out of his way to make countless ladies happy by



Bibliography of James P. Hogan's Books (sort of)

The Genesis Contraption
Disinherits the Stars
The Gentle Pygmies of Ganymede
Runt's Nova
The Two Boobs of Tomorrow
Three Times a Loser
Journey to Tomorrow

Code of the Barmaid
The Prostate Operation
Endgame Enigma
The Mirror Behind the Bar
The Null Gambit
Extroverse
The Simplistic Man

dancing away the evening without even taking time for a breather. *What a man!*

Jim moved to Ireland from California at the end of the 80's to take advantage of the tax benefits. (Writers living in Ireland do not pay any Irish Income Tax.) In 1990 he moved his family to Pensacola, Florida. He was unable to sell his home in Ireland, so Jim currently divides his time between homes in Ireland and Pensacola, Florida.

Legal Disclaimer Concerning The Article: Everything you have read above in this article is a bald-face lie. (This should take care of any lawyers that Jim Hogan hires to sue me.)

When Jim moved to Pensacola, he rediscovered Southern conventions (he was GoH at Chattacon about 10 years ago). Since then he has adopted the south as his home and made numerous friends among the southern fen. He is friendly, warm, and can tell a hell of a yarn when he has a mind to. Take some time and get to know him, you won't be sorry. What more can be said except

"Welcome to Con†Stellation Jim!!!"

Artist Guest of Honor

David O. Miller

For the past three and a half years David Miller's works have illustrated gaming magazines and books, including adventures in the popular Dungeons & Dragons game manufactured by TSR Inc.

The 35-year-old native of Ashland, KY, started drawing dragons, monsters, G. I. Joe figures, and other war toys when he was about the age of his youngest admirers. Even then, he says he knew he wanted a career in art; he just didn't know exactly which direction art would take him.

He was introduced to D&D in 1977 while a student at Eastern Kentucky University, where he received his BA in graphic design. "I actually tried to submit some things to (TSR) at that time and they were rejected," he recalls. He remained an enthusiastic gaming fan, however.

After graduation, David worked as a graphic designer for various companies including a TV station and an advertising agency where he eventually became art production supervisor. In 1987 he took a job as art

director for the U. S. Space and Rocket Center here in Huntsville.

Not long after moving to Huntsville, he again submitted some work to TSR at the urging of a friend. He also began showing his work at science fiction conventions.

Illustration assignments came slowly at first, but soon things took off. "I was working a full-time job during the day and I was going home working at night and on weekends. It got to the point where I couldn't do both. I had to choose one or the other."

So he left the Space and Rocket Center in February 1991 to form his own company. "Nowhere along this time did I ever think that I could make a living painting subject matter that I liked since I was a child," he says. Now that he is working in the gaming industry, he has discovered the opportunities to be much greater than he ever imagined. He recently expanded his scope in the industry with a piece for a computer game company in New York.

Ironically, David doesn't have time 17

to play the games much anymore. "I've got boxes at home of maps I've drawn, of worlds I've created, of characters I've dreamed up, but now I'm doing it for a living and I don't have time to play." The fact that he is familiar with gaming subject matter and literature; from fantasy to horror to science fiction to mystery, has been

an asset in his career as an illustrator.

David's clients include TSR Inc., GDW, White Wolf, Doubleday, Sir-Tech, Steve Jackson Games, Mayfair, R. Talsorian, and West End Games.

He lives in New York with his wife Julie, their dog, and their two rats.

Con†Stellation XII Committee

Co-Chairs	Sam Smith, Robin Ray	Masquerade	Sue Thorn, Susan Teems
Treasurer	Ray Pietruszka	Programming	Mike Kennedy
Access	Bill Anders	Children's Programming
Art Show	Jim Kennedy, Nelda Kathleen Kennedy	Debbie Mitchell
Con Suite	Pat Brooks	Science Programming
Dealers Room	Doug Lampert	Greg Allison
Game Room	Mike Ray	Publications	Mike Kennedy
Hearts and Spades Tournaments ..	Uncle Timmy	Publicity	Jack Lundy
Hotel Liaison	Jay Johns	Poster Art	Rhett Mitchell
Operations	Bob Buelow	Registration	Ron LaJoie
		T-Shirt Design	David O. Miller
		Video Room	Troy Parker

Significant others will include the crew of the Starship Werner von Braun, Randy Cleary, Carlo DeShouten, Carlos Egan, Rich Garber, Ed Kenny, Jann Melton, Jeanna Woosley, Jim Woosley, and a host of others.

For assistance above and beyond the call of duty, Con†Stellation XII would like to thank Nancy Adams, Anita Eisenburg, Mona McAvoy, and Kuo-Yu Liang of Del Rey Books.

Art Credits

Rhett Mitchell	badge, front cover
Diana Harlan Stein	9

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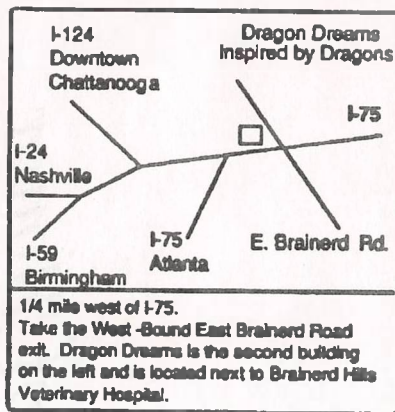
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Fan Guest of Honor The Real Truth About Marcia "Doc" McCoy

by Uncle Timmy

I'm here to tell you all of the dirt and gossip about Marcia "Doc" McCoy. But first, let me give you some background on this woman. Most of y'all out there don't know that Marcia has two children. Jeremy is 20 and Kelly is 17. According to Marcia, she was a child bride when she had Jeremy. So,

to the best of my ability to calculate, that makes Marcia slightly above 30 years old.

Marcia is highly involved in the medical community. Before her present job, she was an Emergency Medical Technician for Hamilton County. She is presently employed in in the

Cardiac Care Unit at North Park Hospital in Chattanooga as a Cardiac Monitor Technician. But, this is not enough for her and she has decided to pursue her Registered Nurses Degree at Chattanooga State Technical College. The medical profession has also led her to service in the fannish community. Marcia has been quite busy behind the scenes in fandom over the years. At MagiCon, the 1992 World Science Fiction convention in Orlando, Marcia was in charge of Handicap Access. Presently, Marcia is an officer in Electrical Eggs (the fan Handicap Access Organization) the Secretary of Worldcon Atlanta Incorporated, and the Handicap Coordinator and Unofficial Medic on duty for LibertyCon. I guess you could say that Marcia is a busy, busy, busy, busy girl.

Now on to the dirt. First I will talk about her vices. She drinks that evil brew, the devil alcohol. I can truthfully testify that Marcia prefers Jack Daniels Black label on the rocks and I swear that this is the truth because over the years I have swiped enough of it from her at conventions. Also, to go along with her drinking, this brazen hussy *parties* hard at conventions. If you don't believe me, just ask anybody who regularly attends southern conventions. They'll tell you! She also indulges in the vice of gambling. Yea Verily Brothers, I can swear that she plays cards. Not only does she play cards, she plays that particularly evil variant called Killer Cut-

throat Spades! You could even say that she is addicted to it because she has to have her weekly *card fix* between conventions. (Translation: The Wednesday night spades game at my house.)

Her final vice is that she likes evil men. Now I want to tell you that good old American Dirty Old Men were not good enough for her. Oh No! She had to fall for a Dirty Old English Man. Specifically, an English gentleman by the name of Tim Illingworth. He is also a fan and the Co-Chairman of the Glasgow WorldCon. Being around Marcia is like being on a roller coaster. When she has seen Tim recently she is riding high. But, when she hasn't seen him in a while, it is a major downer. Ain't love grand.

One last thing I will tell you about the red head is how she treats her friends. When I was recently in the hospital, she was there constantly helping me and my wife, Linda, get through the ordeal. In other words, she is the type of friend who stands by you when you need help. In today's world, that is rare.

With a proven track record of service to the community (both mundane and fannish), a hell-raising partier, and a true friend, I personally think that the good people of Huntsville fandom didn't make a mistake when they asked my friend, Marcia "Doc" McCoy to be the Fan Guest of Honor for Con†Stellation. Well, I think that this article pretty much proves that point.

Con-Etiquette...

WEAPONS POLICY

Con†Stellation XII has a strict no weapons policy, with only two exceptions. First, dealers may sell legal weapons, but these must be securely wrapped before leaving the Dealers Room and not opened in any public area of the hotel. Second, legal weapons may be used in the Masquerade, if approved in advance by the Masquerade staff. Any violation of this policy will result in confiscation of the weapon or ejection from the convention, at the sole discretion of the committee.

If it looks like a weapon, or is intended to suggest a weapon, this policy covers it.

SMOKING

A smoking area will be provided in the Con Suite; all other function rooms are no-smoking areas. The hotel does provide smoking areas in the restaurant, lounge, etc.

DRINKING AGE

Alabama's drinking age is 21. Our badges will not differentiate by age, therefore those sponsoring room parties are **strongly** encouraged to card everyone before serving alcohol.

Which brings us to: **DO NOT DRINK AND DRIVE!** Con†Stellation would not exist without your

attendance, and we want you back next year.

NOW THE FUN PART

Having said all the stuff above you didn't want to hear, let's get on to the fun stuff.

MASQUERADE

Our Masquerade will be run this year by Sue Thorn and Susan Teems of the Deep South Costumers Guild. Please check in the area near Convention Registration for the entry deadline, rules, and entry forms.

ATTENTION COSTUMERS

Come buy, sell, or swap at Bill Payne's costumer's flea market near Grand Salon C. At press time the hours were to be determined; check at Masquerade Registration or find Bill around the con.

TOURNAMENT GAMING

Game sign-up will be in the hotel lobby, near Convention Registration. Check there and in the Game Rooms for game schedules.

CARD TOURNAMENTS

Look for sign-up sheets for the Hearts and Killer-Cutthroat Spades tournaments outside the door of the card room (near the con suite). Could

you be the Hearts or Spades champion of the Lesser-Known Universe?

LIVE-ACTION VAMPIRE™ GAME

Most of the action will be in the Azalea Room. Look for a sign-up table there or near Convention Registration. Be sure to attend the organizational meeting Friday at 7P in the Azalea Room.

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 plus your purses and bags. The Art Auction will be at 8:00P Saturday in the Azalea Room.

VIDEO ROOM

The Video Room (in the Hunt Room) will open Friday afternoon. Check outside that room or at Convention Registration for a video schedule.

AUTOGRAPHS

There are no formal book signing sessions scheduled, but most authors would *love* to sign your books after readings, panels, and at other times. Please be considerate in limiting the number of books in one request to

give everyone a chance.

CON SUITE

The Con Suite will be located in the Twickenham Room and two adjoining bedrooms (one of these will be the smoking room). Various rooms of the Con Suite are subject to being closed in the wee hours for cleaning, but part of the Con Suite will always be open.

DANCE AND VAMPIRE NIGHTCLUB

The Con†Stellation XII dance will be Saturday at 10:30P in the Azalea Room. On Friday night, how about trying out the Vampire nightclub? All con members are welcome (starting at 9P in the Azalea Room), but BYOG.

FILKING

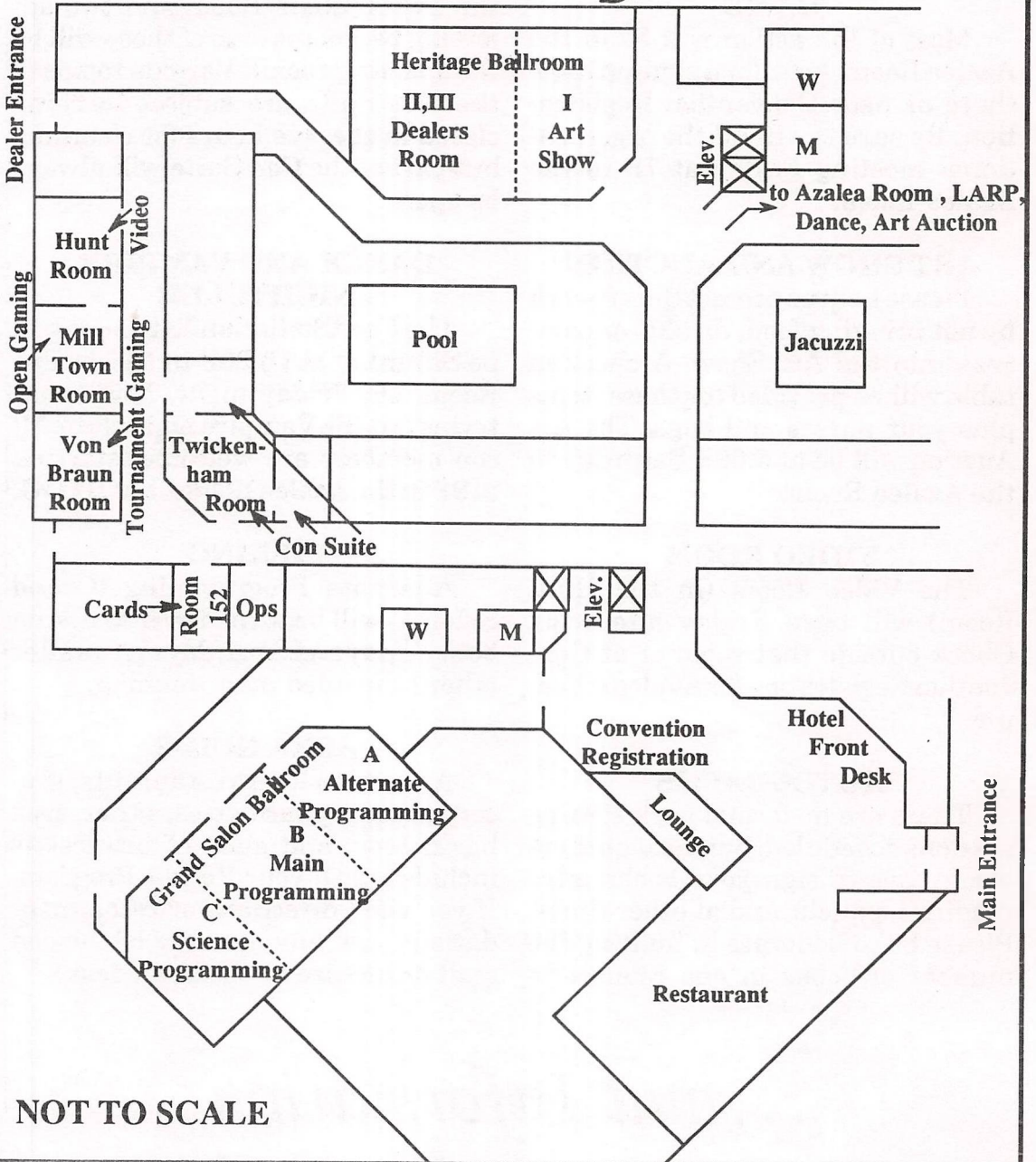
Alternate Programming (Grand Salon A) will be turned over to filking both Friday and Saturday nights after other scheduled programming.

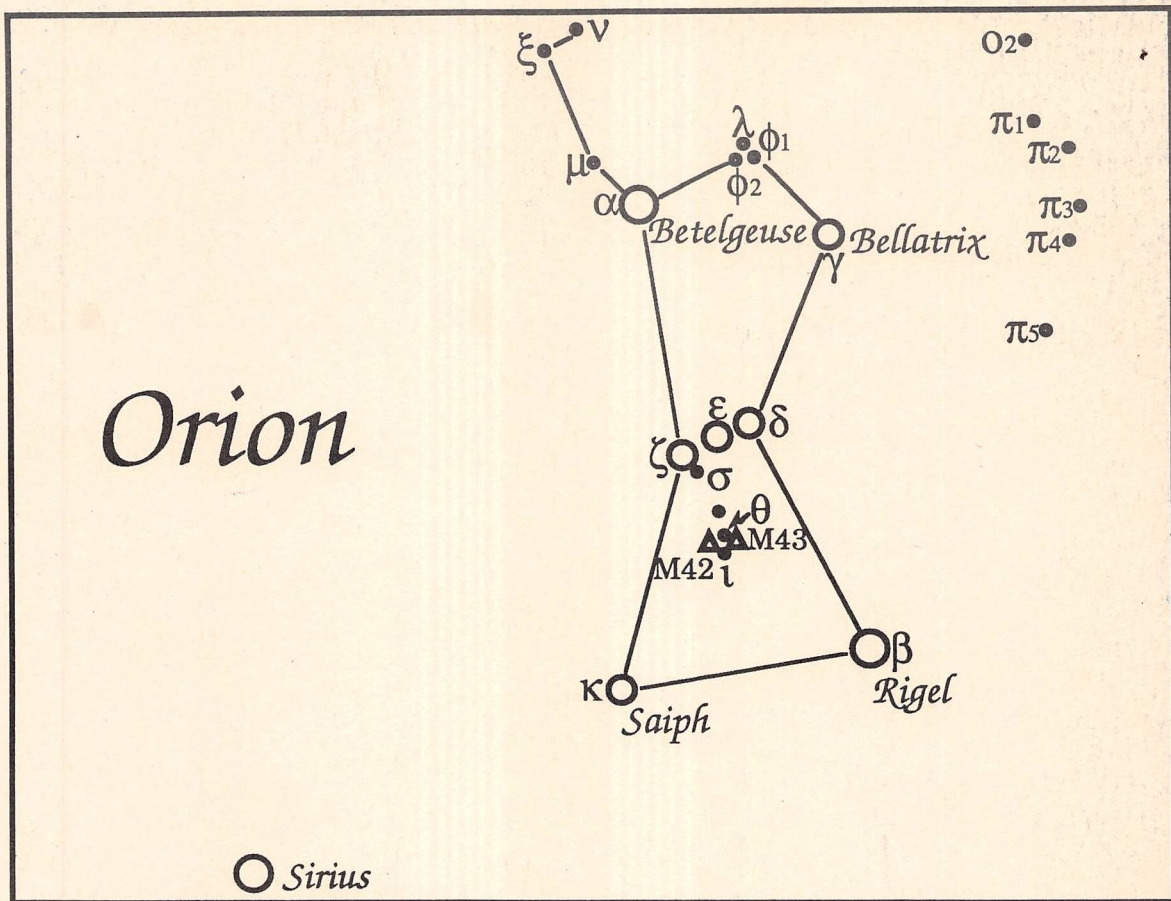
AREA GUIDE

A guide to local restaurants, grocery stores, pharmacies, other area businesses, and sites of interest is included with your Pocket Program. If you need directions or recommendations, ask any member of the con staff or inquire at the hotel desk.

... and Information

Hotel Layout





Orion, the celestial hunter, is perhaps the most splendid of all the constellations. The celestial equator passes thru Orion so it can be observed from every inhabited continent. Almost the entire region of the sky we call Orion is occupied by a vast cloud of gas and dust. The Orion Nebula (M42) is one of the most important regions of new star formation. Orion also contains the Horsehead Nebula (M43).

Orion, Diana's lover and pursuer of the lovely Pleiades, is pictured in one of two ways. The most frequent is the figure of a warrior holding a shield with his left hand and swinging a club with his raised right arm. The other is that of a hunter with a bow and arrow. In either case he is attacking the charging bull, Taurus and is accompanied by his dog, Sirius (Canis Major). Orion, killed by a scorpion, was placed in the sky by Diana such that he sets as Scorpio rises.

Orion's beard is formed by λ , ϕ_1 , and ϕ_2 and his arm by μ , ξ , and ν . The shield is formed by σ_2 and π_1 through π_5 . His shoulders are α and γ while his feet are κ and β . His belt is formed by ζ , ϵ , and δ and his sword by θ and ι .