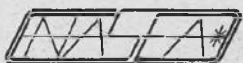




ELLIOTT 96



presents...

Con†Stellation XV: Aquila

8-10 November 1996

Tom Bevill Center

Huntsville, Alabama

Guest of Honor

Stanley Schmidt

Master of Ceremonies

Rick Cook

Fan Guest of Honor

Chloie Airoidi

Also Attending

Darryl Elliott

and

Rick Shelley

The Six Faces of Stan	2
Spicing the Broth	8
Schedule of Events	10
Chloie Airoidi	14
The <i>Con†Stellation XV</i> Committee	15
Con-Etiquette	18
Hotel Layout	21

The Six Faces of Stan

by Michael F. Flynn

I have been asked to write an appreciation of GOH Stan Schmidt, so here goes.

Stan has bought a lot of my stories, and I really appreciate that.

Stan Schmidt is a man of parts. Okay, so was Frankenstein's monster, but in Stan's case, none of the parts are defective. Most of you undoubtedly know him as an editor. He has been editor for mumble-mumble years, and I'll say more about that in a moment. But he is also (in no particular order) a linguist, a musician, a physicist, a teacher, a writer.¹ These different Stans work well together. (They'd better!) The linguist helps the writer. Stan once invented an alien language for a story that was so well realized that a copy editor detected a grammatical error in the galleys even though the grammatical rules had not been spelled out in the text. The physicist *certainly* helps the writer. Read *Newton and the Quasi-Apple* or *Sins of the Fathers*.

(And more on *that* later, too!) But the teacher lends the editor a hand, as well.

Stan Schmidt was one of the last writers to be "discovered" by John Campbell. Early on, Campbell sent Stan one of his multi-page rejection letters, pointing out all the flaws in a story that Stan had recently submitted. Hesitantly, Stan asked whether he should try rewriting the story and Campbell thundered, "Of course! Why else would I have written that letter!?" (With Campbell, exclamation points always feel like an understatement.) Stan became a regular contributor, one of the few writers who manage to combine big ideas thoroughly worked out with believable characters. Once, he turned the entire Earth into a spaceship in order to flee the explosion of the galactic core; and you can't get too much bigger than that. In a certain sense, *Analog's* gain was *Analog's* loss. Since assuming his editorial duties, he has

¹ Okay, there is an order. Alphabetical.

had little time for his own writing. A few short stories. The delightful novel, *Tweedlioop*, which had the misfortune to come out at the same time as a Spielberg movie about a stranded alien.²

...

Author J. R. Dunn once wondered why it was that *Analog*, alone of the SF magazines, gets reviewed as a magazine. There is supposedly this thing called an "Analog story," generally full of rivets and very little characterization. There is some truth to that. One reason is that *Analog* debuts a great many new writers, and some of them are still rough around the edges. Another is that the magazine remains home to a type of story that owes more to Jerome Jerome and James Thurber than it does to Faulkner and Hemingway: the essay with characters. But there is a third reason, too.

As Editor of *Analog*, Stan is sort of the High Priest of Hard SF, the leader of a strange cult called the "Analog Mafia," which is funny, because he doesn't even believe in Hard SF. Rank heresy, you say? But, no. What he does believe in is science fiction — "with equal emphasis on both words." Without an element of speculative science at its heart, a story isn't science fiction at all; although it may use the tropes and themes of SF as metaphors or for stage props. Some folks may feel a story is "full of rivets" if it has any rivets at all.

² Though Stan's tale is not nearly so saccharine and clichéd.

³ Although, as author of the Writers Digest book, *Aliens and Alien Societies*, he does instruct us on how to eke out new life and new civilizations...

"There is such a thing as an 'Analog story,'" Stan said one time, "but my definition is a lot broader than most people's — and mine is the only one that counts." He would have published "Flowers for Algernon" in a New York minute; he would have rejected *Star Wars*. Why is left as an exercise for the reader. Some of my own stories have been reviewed as "untypical for *Analog*"; yet Stan feels that they are precisely suitable for *Analog*. Since his opinion carries a check with it, I'll go along with the gag. But to give you an idea: he once turned down a story of mine that rationalized vampires using ecological principles of predator-prey relationships; but *only* because he had just purchased another story that rationalized vampires using ecological principles of predator-prey relationships. The thought of *Analog* having a glut of vampire stories does boggle the mind, though.

...

One of the roles of the *Analog* Editor is to seek out new life and new civilizations... Wait a minute. To seek out new writers, that's it.³ There is a reason why the Campbell Award Not A Hugo is presented annually by the Lord of the Rivets. John W. Campbell used to say that an editor's duty was to read bad stories in order to find good writers. This is a tradition that Stan has continued — and where Stan the teacher comes to the aid of Stan the Editor. He has helped many an author

through multiple revisions of a wretched story because he saw in it the germ of a good story struggling to get out. Early on, after I had sent him my second story, he called on the phone and asked me to promise that when I "became a famous novelist," I would "not forget *Analog*." I thought this was somewhat premature. (I still do.) I thought he was going to reject the story when I sent it in. I told him that later, after it had won the ANLAB award and had placed on the Hugo ballot. He smiled his pixie smile and said, "That's why *you're* the writer and *I'm* the editor."

Of course, this works the other way, too. Once I got a rejection letter that said, "If I had gotten this story from a new writer, I'd be very excited; but Mike Flynn can do better."⁴

I'll have to say that my first meeting with Stan was not a happy one. I had recently moved East, and he offered to buy me lunch in Manhattan and talk story. (It is the natural function of editors to buy meals for writers. To prevent them from doing so upsets the Balance of Nature, not to mention the food chain.) However, when I arrived at the *Analog* office, I learned that *Challenger* had exploded during my trip over. Neither of us was in much of a mood to spin story ideas.

Subsequent get-togethers have been decidedly more pleasant. Stan is a cheerful soul. I don't believe I have

ever seen him (except that once) without a smile and a quirky notion or two. He is child-like, in that he never seems to have lost the child's sense of wonder and delight. His formal training is as a physicist, but he has continued to expand his interest into all sorts of nooks and crannies. He can't personally check all the facts in a story, but writers often get long lists of questions about their submissions. These range from minor details ("LaGuardia's runways aren't long enough to handle trans-Atlantic jets.") to major issues of plotting and characterization ("The child has to die.") A personal hobby of his is languages. He is fluent in several (I forget how many) and can pick his way through a number of others. He told me one time that he used to think French, German, and Russian were very different from one another. "But after I studied Swahili they seemed to be more like dialects of the same tongue."

When he was on the faculty at (I believe) Heidelberg College⁵, the language faculty suggested that the foreign language requirement be expanded "to broaden the students' horizons with knowledge of other cultures' ways of thinking." Stan, from the physics department, agreed; but requested that the requirement be for a non-Indo-European language. If horizon-broadening were the objective, a little Mandarin or Igbo would go a long way. Of course, the real objective

⁴ I did, and he bought it. So, there.

⁵ In Ohio. Don't look for the dueling scars.

A NEW "WIZ" NOVEL

WIZ ZUMWALT ON THE INGREDIENTS OF THE PERFECT QUEST:

Good Companions:

"Malkin's a kleptomaniac adrenaline junkie, June's crazy, Danny's still kind of wild and the dwarf, Ulandurg, is just plain dangerous."

Magic Weapons:

"The sword Blind Fury was enchanted, but like the present wielder, the spell was seriously lacking in ept."

A Known Enemy:

"I wish I knew what the hell we're fighting."

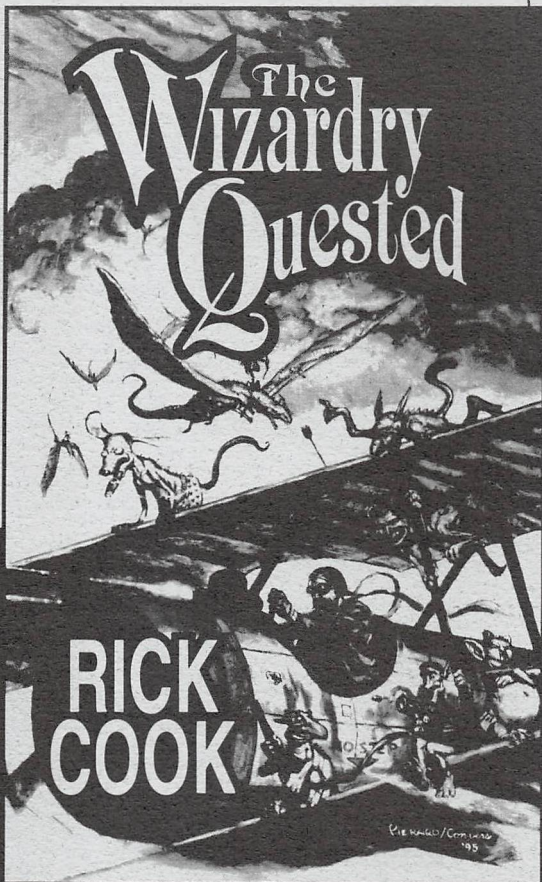
A Clever Plan:

"We're going to kick some serious magical butt."

And Above All, A Goal:

"Our first job is going to be to protect the dragon from my wife."

Computer programming and magic have never been an easy mix, but when you add a couple of ex-Soviet ex-spies, a 20-foot lobster hungry for a landfood dinner, 128 dwarves on a quest of their own, the Endangered Species Act, zombie dragon riders, a top-secret US military base, a major computer trade show, and a fluffy pink mechanical rabbit with a machine gun and major attitude... Well, things get just a little *complicated* for old Wiz.



PRAISE FOR THE WIZ SERIES:

"Rick Cook delightfully blends the language of first-rate fantasy with that of...the indecipherable runes of computer technology...."

—*Rave Reviews*

"Cook has written another absorbing fantasy combining elements of magic and science.... [*The Wizardry Cursed*] moves at breakneck speed from page one and never lets up! Recommended."

—VOYA





Perfect Holiday Gifts For All The Kith & Kin On Your Shopping List!

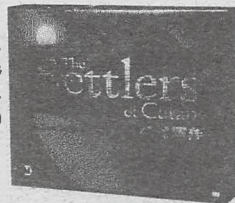


RACE TROLLEYS IN NEW ORLEANS!

Building trolley tracks through New Orleans is easy, right? It is unless you are trying to lay tracks from your secret starting barn to your secret destination barn through the same streets as other players. For 2 to 5 players ages 10 and up. \$30.00

HAVE AN OCEAN OF FUN!

Play an immigrant on the newly populated island of Catan. Build settlements, roads, and villages by taking commodities from the land around you. The first player to gain 10 points from a combination of roads, settlements, and special cards wins. For 2 to 4 players ages 10 and up. \$35.00
GAME OF THE YEAR- GERMANY, 1995



BUILD THE BIG APPLE IN 3-D!

Players use 3 dimensional building pieces to create skyscrapers in various neighborhoods of New York City. Using cards to determine where on a block to build, players can choose either to start a new skyscraper, or build on an opponents'. For 2 to 4 players ages 10 and up. \$30.00
GAME OF THE YEAR- GERMANY, 1994

GOING ONCE... GOING TWICE... SOLD!

Buy your way to fame & fortune with Modern Art, the high stakes gallery auction game. Each player runs a gallery, choosing which pieces of art to sell from the collection, and which pieces to buy from other galleries. Bid on the right one and at the end of the round you could be rolling in the dough. For 2 to 4 players ages 10 and up. \$30.00
GAME OF THE YEAR- GERMANY, 1993



Mayfair Games 5641 W. Howard St. Niles, IL 60714 (847) 647-9650 www.coolgames.com

was to hire more French and Spanish teachers.

...

Scientists often have a great interest in music.⁶ Stan is no exception. Every year, schedules permitting, the Schmidts and the Flynns attend the P. D. Q. Bach concert in New York. But Stan not only can listen to music (a skill many have mastered, teenagers excepted), he can make it, as well. Stan plays trumpet, piccolo trumpet, and trombone. You might say he's got a lot of brass. He plays well enough to sit in the Danbury (Connecticut) Symphony, which, while maybe the New York Philharmonic it isn't, is still the big leagues compared to where you

and I have played. One year he went on tour with them to what was then Yugoslavia (and is now Xugoslavia...).

Naturally, he learned Serbo-Croatian before he went.

From time to time, he ponders the formation of the Analog Mafia Rag-time Band. A number of regular contributors play (or play at) one thing or another. The mix of instruments would be — unusual. Cellos and tin whistles... . But Stan can do the arrangements, because he also writes music.

There is a rumor that the AMRtB may play at BucConeer in Baltimore, where Stan will be a Worldcon GOH. Perhaps, if there is any justice, he will then win the Hugo he deserves.

⁶ It is not unusual to find amateur combos at science labs. It's not symmetric, though. Few musicians get together to conduct experiments for a hobby.

Knoxville Area Science Fiction Association, Inc

Presents

CONCAT 8

THANKSGIVING WEEKEND

**NOV. 29 - DEC. 1, 1996 RADISSON HOTEL
KNOXVILLE, TN**

NANCY COLLINS, (author Midnight Blue)

ALAN CLARK, (horror artist),

WENDY WEBB, (author)

JOE CHRIST, (film maker)

& CHARLES GRANT

(author of the X Film Goblins & Whirlwind

Gaming,

**Art Show, Dealers Room, Masquerade, ConSuite
& More**

\$25 in advance - \$35 at door

One Day Passes & Art Show/DealersRoom Passes available

For Info: Chloe at 423-523-6986 (Mr. Sandman) e-mail ChloeA@aol.com

Spicing the Broth

by Harry Turtledove

A whole Bunch of Cooks are writing science fiction and fantasy these days: Paul Cook, Glen Cook, Rick Cook, not to mention (but I just did) Catherine Cook — more than you'd need to make Cole slaw, certainly. Me, I'm in de Camp of Rick.

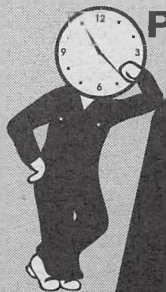
It's altogether fitting and proper that Rick Cook should be roasting, er, toasting Stan Schmidt at this convention: he's had so many stories in *Analog*, he might almost Beason to Stan. Rick describes himself as having grown up to be one of the people his parents warned him about, and I must agree; he's a Sterling example of the breed.

Rick started out to be an engineer, but couldn't Bear with it and ended up doing other things. He was a reporter for a while and a PR man for a while afterwards, but not enough people sa-

luted when he ran things up the flag-Pohl, so he escaped from that, too.

He puns. Since you will probably have met him before you read this, telling you now is like locking the Barnes door after the horse has been stolen, but so it goes. Some people, of course, reckon puns the Baen of their existence, but Rick has gotten Baen to publish several books full of them. Anyone who remembers the chocolate-covered brownie in *Mall Purchase Night* will know whereof I speak. Anyone who doesn't should Rusch right out and Wrede the book (or any of the multifairyous chronicles of Wiz Zumwalt) to see for himself.

Now, I've been known to pun myself, once in a blue Moon or so, which is how we ended up on a pun Pournelle together at the Phoenix NASFiC in '87. Everybody who's been behind a



Printing "FOR THE JOB YOU NEEDED YESTERDAY"

**MINUTEMAN
PRESS** ®

1003 PUTMAN DRIVE
(Just off University Drive)

830-1211

Fax: 830-2828

"Every Type of Printing You Need"

- | | |
|-----------------------|--------------------------|
| ✓ 6-Color Web Press | ✓ Multi-Color Printing |
| ✓ Commercial Printing | ✓ Typesetting & Graphics |
| ✓ Quick Printing | ✓ Letterheads |
| ✓ Booklets | ✓ Envelopes |
| ✓ Carbonless Forms | ✓ Hi Speed Copy Service |



mike knows you can walk a Heinlein between being great and bombing. That particular afternoon, my brain decided to Freas on me. It would have been even Wurts than it was, but Rick threw me a straight line (well, actually, I didn't ask, and it didn't tell), and I survived, for which I give him this public Tolkien of my esteem.

For reasons best known to himself, Rick still lives in Phoenix — think hell, with swimming Pouls. He Wu'd and wed the estimable Pati, with whom he shares a house full of books, cats, and computers. Among many talents, Pati is a fine homebrewer, and Rick too is most knowledgeable about the wonders of fermented barley juice. Another fond memory from the Phoenix NASFiC is of him and Bill

Vaughan and me strolling along outside the convention center singing "Lagers and pilsners and beers, oh my!" to a tune we filched from *The Wizard of Oz*. We sing aBauminably, but we were having fun.

Along with his skills in the marital arts, Rick also has a Knaak for those of the martial sort. His greatest accomplishment, to hear him tell about it, has been not to stab himself. Whether or not he's going to kill me after he sees this, of course, remains to be seen. And, lest you decide I ought to be Tarred and feathered, or even hanged (in Effinger, I hope, but possibly not), I shall now make my escape. Think what you please of me. Rick Cook, you'll like.

Schedule of Events

Friday

12:00 p.m.	Registration Opens	Lobby
	Con Suite Opens	Room 229
	Operations Opens	Room 261
3:00 p.m.	Art Show Opens for Artist Check-in	Room 275
4:00 p.m.	Art Show Opens	Room 275
5:00 p.m.	Dealers Room Opens	Room 267
6:00 p.m.	Children: Kidzilla Classic	Room 284
	Video Room Opens	Room 362
6:30 p.m.	Opening Ceremonies	Room 280
7:00 p.m.	What Is An <i>Analog</i> Story? — Stanley Schmidt, Rick Cook, Rick Shelley	Room 280
8:00 p.m.	The Huntsville Science Fiction Writer's Group and Cake Appreciation Society reads <i>good stuff</i>	Room 280
	The HAL-5 Society — Greg Allison, Larry Scarborough, et al.	Room 284
9:00 p.m.	Dealers Room Closes	
10:00 p.m.	Meet, Greet, and Eat with our Guests — Stanley Schmidt, Rick Cook, Chloe Airoidi, et al.	Con Suite
	Art Show Closes	
	Registration Closes — See Con Ops for After-Hours Registration	
	Filk into the Night	Room 264

Saturday

8:00 a.m.	Children's Fun and Games (3 hours)	Room 284
9:00 a.m.	Registration Opens	Lobby
	Art Show Opens for Artist Check-in	Room 275
	Dealers Room Opens for Dealer Setup	Room 267
10:00 a.m.	Art Show Opens	Room 275
	Dealers Room Opens	Room 267
11:00 a.m.	GIGO: FORTRAN and Other Magic Spells — Rick Cook	Room 280
	International Fantasy Gaming Society Demonstration	Room 284
12:00 p.m.	The Technological Singularity — Dani Eders	Room 280
	Holodeck Love: Real or Fantasy? — Chloe Airoidi, Pati Cook	Room 264
	Children: It's Kid's Play (3 hours)	Room 284

Schedule of Events

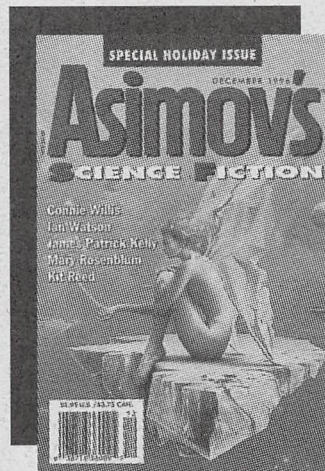
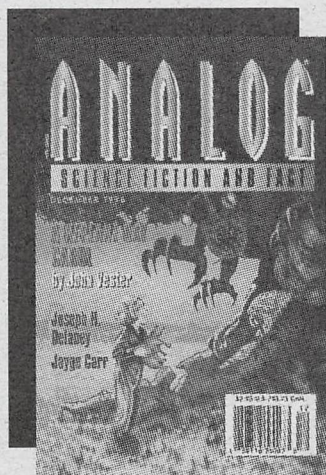
1:00 p.m.	Slide Show — <i>Darryl Elliott</i>	Room 280
	Reading and Autographs — <i>Rick Cook</i>	Room 264
2:00 p.m.	The Stanley Schmidt Show — <i>Stanley Schmidt</i>	Room 280
	Pencil Sketch Demonstration — <i>Darryl Elliott</i>	Room 275
	Children: Dragonstrike (Ages 8 & up)	Room 264
3:00 p.m.	The Children of Fandom II: The Kids Talk Back — <i>Chloie Airoidi, et al.</i>	Room 280
	Registration Closes — See Con Ops for After-Hours Registration	
3:30 p.m.	A Demonstration by the Society For Creative Anachronism	Room 284
4:00 p.m.	Magazine Short Fiction: The Writer's Perspective — <i>Rick Cook, Stanley Schmidt, Jim VanderMeer</i>	Room 280
4:45 p.m.	Magazine Short Fiction: The Editor's Response — <i>Stanley Schmidt, Terry Luna, Ann Kennedy</i>	Room 280
5:00 p.m.	The Alchemy of Tao in the Origins of the Martial Arts — <i>Elm Rufe</i>	Room 284
	Art Show closes	
5:45 p.m.	Dealers Room Closes	
6:00 p.m.	Guest of Honor Speeches	Room 280
7:00 p.m.	Art Auction	Room 275
8:00 p.m.	Masquerade Pre-judging	Room 284
9:00 p.m.	Masquerade	Room 280
10:30 p.m.	Shall We Dance? (3 hours)	Room 284
	Filk It Up	Room 264

Sunday

9:00 a.m.	Children: Lazy Puppy Party (3 hours)	Room 284
10:00 a.m.	Art Show Opens	Room 275
	Dealers Room Opens	Room 267
11:00 a.m.	Roundtable: The Future of Short SF (2 hours) — <i>Stanley Schmidt, Rick Cook, et al.</i>	Room 280
1:00 p.m.	Art Show Closes, begin Artist Check-out	
2:00 p.m.	U.S.S. Wernher von Braun (Starfleet) meeting	Room 284
	Dealers Room Closes, begin Dealers Check-out	
	Video Room Closes	
4:00 p.m.	Con Suite closes	
5:00 p.m.	Dead Dogs Unite	Con Suite

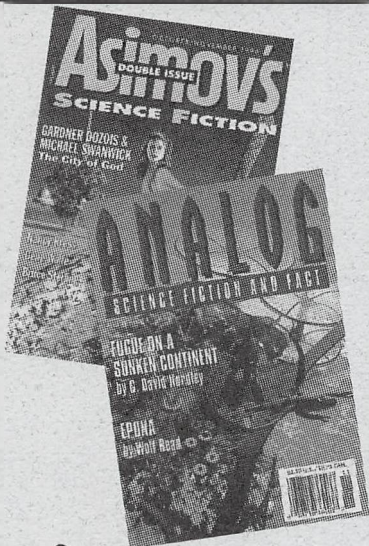
A SPECIAL OFFER FOR SCIENCE FICTION FANS ATTENDING CON★STELLATION XV: AQUILA

Save 26% when you subscribe to both
Analog Science Fiction and Fact
and Asimov's Science Fiction.



LOOK FOR STANLEY SCHMIDT, EDITOR OF
ANALOG SCIENCE FICTION AND FACT MAGAZINE.

GET TWICE THE SCIENCE FICTION ENTERTAINMENT!




Subscribe to *both Analog Science Fiction and Fact and Asimov's Science Fiction* and *save more than 26% off the regular price!*

You'll get a total of 24 issues (12 issues of each) for only \$49.97. You save \$18.00! Each issue of *Analog Science Fiction and Fact* will take you on a journey into intergalactic adventure. *Asimov's Science Fiction* blends scientific realism with fantasy in each spellbinding issue. Both magazines feature some of the most creative Science Fiction writers of our time.

To subscribe, fill out the order form below, or call us to place your credit card order today!



Mail to: 

ANALOG P.O. Box 5133 Harlan, IA 51593

YES! Send me a one-year subscription (12 issues) to the magazines I've checked below. I save \$18.00 off the regular price when I subscribe to both **Analog** and **Asimov's**.

Both **Analog** and **Asimov's** (24 issues total) for \$49.97.

Analog (12 issues) for \$27.97

Asimov's (12 issues) for \$27.97

My payment is enclosed. Bill me later.

Name _____

Address _____

City _____ State _____ ZIP _____

Please allow 6 to 8 weeks for delivery of the first issue. We publish a double issue of each magazine, which counts as two issues toward your subscription. Outside USA: Add \$8 per subscription for shipping and handling (U.S. funds only, payable with order).


HC717



To charge your order on MC or Visa
call, toll-free

1-800-333-4516

Outside the USA: 515-247-7500



Chloie Airoidi

by Mandy Pack

I was told that I could write this bio from the time that life appeared in a puddle of primordial ooze to the present day, so long as I limited the period between primordial ooze and the birth of Con†Stellation's Fan Guest of Honor to one paragraph. So, here goes.

Somewhere on what is now the continent of North America, the first life form appeared in a puddle of nasty black stuff located in what we now call Wisconsin. Many centuries would pass, until eventually a certain bipedal hominid named Ted would rediscover this puddle and use the bacteria present therein to make the first recorded batch of Wisconsin cheddar cheese. Sad to say, Ted was remembered more for his cheese than for his amazing exploits during the infamous Battle of Charlemagne, but this is probably be-

cause no one seems to remember the Battle of Charlemagne at all, whereas reminders of cheese are with us daily.

Besides making cheese, people from Wisconsin also made more people from Wisconsin, and two of them managed to make Chloie Airoidi. There is some speculation as to whether or not Chloie's progenitors were direct descendants of the famous Ted, but alas, the records were lost when all birth certificates were burned during the Battle of Charlemagne (see above paragraph).

Being lactose-intolerant and a nomad at heart, Chloie fled the dairy scene and went... well, just about everywhere. Opening bookstores, waiting tables, having two babies on as many continents — Chloie is surprisingly lucid about her life during the sixties.

Chloie eventually settled near Cosby, Tennessee. There she opened her own store and also worked at a friendly little place called The Front Porch. Like many of us, she became enchanted by the vistas of northeast Tennessee, and decided that at last she had found home.

A good thing she did, because she has been active in Southern Fandom almost from the moment she got here. Eight years ago, she started working on ConCat (then called ConcaTENNation), and by ConCat 3 was the Chairperson. She has traveled around the South, working quite a few consuites and throwing some hellacious parties. Although she has chaired six ConCats in a row, she is still a fan at heart and gets just as excited about going to a convention as she does about running

one. In fact, considering all the work she does for ConCat, I imagine she actually enjoys going to them a lot more.

I promised Chloie that I would not embarrass her by relating stories about occurrences at Uncle Timmy's birthday party or our ride to Birmingham to another science fiction convention, but Con†Stellation members should feel free to ask her about these during the convention. I'm sure she'll be happy to blush from forehead to shoulders in response. Then she'll probably take a swig of her beer (always handy), laugh heartily, and tell you the story herself. Then again, she may give you one of her famous drop-dead looks, pour her beer over your head, and march off. I can't say for sure. Maybe it would be safer to just ask her about her grandchild, instead.

Con†Stellation XV Committee

Chair	Mike Kennedy
Treasurer	Ray Pietruszka
Art Show	Rhett Mitchell
Con Suite	Amanda Freeman, Jann Melton
Dealers Room	Kerry Gilley
Game Room	Rich Garber
Publications & Guest Liaison	Mike Cothran, Marie McCormack
Masquerade	Bill Payne
Operations	Dallas Vinson
Programming	Jim Woosley
Children's Programming	Debbie Mitchell
Video Room	Bob Buelow
Publicity	Ron Lajoie
Registration & Webmaster	Sam Smith
T-Shirt Design	David O. Miller
Utility Infielder	Pat Brooks
Cover & Badge Art	Darryl Elliott

Special thanks to the U.S. Space and Rocket Center and Renter's Choice.

Dragon's Claw Productions Presents Tales From The Fringe

If you're looking for a good, new Science Fiction, Fantasy, and Horror magazine, then this is the one for you.

Tales From The Fringe has vampires old and new and an ongoing space ranger (Commander Coty by Tom Winstead) series. We use local talent and take submission from across the globe (Well, at least one, from London. That's in England, across the ocean, you know.) Some of our contributors are published authors, you know the vampire lady, B. Kim Meyer and her friend Tom Winstead. Our artists include Gary Herring and Tobias Wright, plus many more.

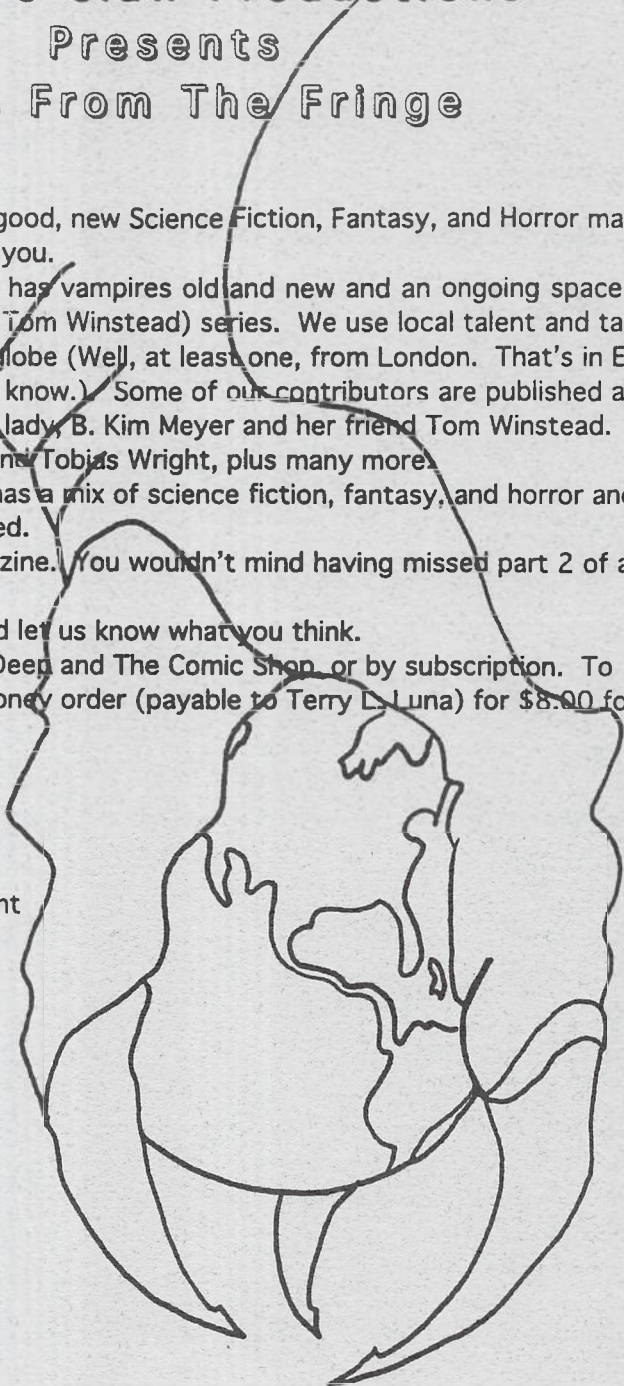
The magazine always has a mix of science fiction, fantasy, and horror and each story is always illustrated.

You will love this magazine. You wouldn't mind having missed part 2 of a Star Trek episode.

Get a copy, read it, and let us know what you think.

You can get it at The Deep and The Comic Shop, or by subscription. To subscribe send a check or money order (payable to Terry L. Luna) for \$8.00 for one year (4 issues) to:

Dragon's Claw Productions
4308A Myrtlewood Drive
Huntsville, AL 35816
Attn: Subscription Department



LibertyCon 11

Chattanooga, TN. on July 11,12, & 13, 1997

Literary Guest of Honor
Fred Saberhagen

Artist Guest of Honor
Vincent DiFate

Very Special Guest
Dave Weber

Master of Ceremonies
Wilson "Bob" Tucker

LibertyCon 11 is limited to 450 paid attendees.

Art Show, Print Shop, Dances, 3 Tracks of Programming,
Large Huckster Rooms, Masquerade, Fully Stocked Consite,
Theme Banquet, Computer Gaming, SF Video Channel,
Large Open Gaming Areas, Killer Cutthroat Spades Tournament & Gambling
for Charity in the Star Ship Liberty Casino

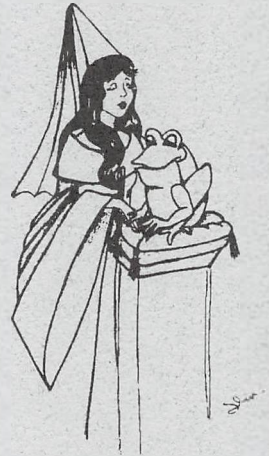
Registration \$25 until June 15, 1997, \$35 thereafter.

For more information or to register, please contact:

LibertyCon 11, P. O. Box 695, Hixson, TN 37343-0695 or

<http://www.cdc.net/~libcon> for Email: libcon@cdc.net

Days Inn & Convention Center, 1400 North Mack Smith Road
East Ridge, Tennessee 37412, (423) 894-0440 or (800) 251-7624



Con - Etiquette . . .

Weapons Policy

Con†Stellation XV 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 located in Room 110, The Smoke-Filled Room; all other function rooms and the Con Suite are no-smoking areas.

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 Bill Payne. Please check in the area near Convention Registration for the entry deadline, rules, and entry forms.

Gaming

Game sign-up will be in the hotel lobby, near Convention Registration. Check there and in the Gaming Area for game schedules. Gaming will be located in the Bevill Center Restaurant Area on the first floor.

Card Tournaments

Look for sign-up sheets for the Killer-Cutthroat Spades Tournaments. Could you be the Spades Champion of the Lesser-Known Universe? Uncle Timmy is running the Tournament again this year, so be prepared!

Five-Action Vampire™ Game

Look for a sign-up table in the Lobby near Convention Registration. Be sure to attend the organizational meeting Friday in Room 269, the dedicated LARP 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 7:00 p.m. Saturday in Room 275, the Art Show Room.

Video Room

The Video Room (Room 362) will open Friday evening at 6:00. Check outside that room for a video schedule.

Autographs

There are formal book signing sessions scheduled as part of our guests' panels. Our guests would love to sign your books at these times. If you would like your book(s) signed, please plan to attend Rick Cook's "Reading and Autographs" at 1:00 p.m. Saturday and "The Stanley Schmidt Show" at 2:00 p.m. Saturday. Please be considerate in limiting the number of books in one request to give everyone a chance. To give our guests the opportunity to keep their writing hands in good shape, please limit your autograph requests to these scheduled sessions.

Con†Stellounge

The Con Suite, the *Con†Stellounge Fish Head Café*, will be located in Room 229. Various portions of the *Con†Stellounge* are subject to being

closed in the wee hours for cleaning, but part of the *Con†Stellounge* will always be open.

Dance

The Con†Stellation XV dance will begin Saturday at 10:30 p.m. The dance will be located in Room 284. We are happy to have last year's DJ, Ted Cannon's Music Machine, back with us again.

Filking

Alternate Programming II (Room 264) will be turned over to filking both Friday and Saturday nights after other scheduled programming. This is a non-smoking room.

Dealer's Room

We hope to open the Dealer's Room at 5:00 p.m. on Friday, however, this time may be subject to change. We hope to have the Dealer's Room open for a four-hour time period on Friday.

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. The Hotel Dining Room will be closed for the weekend, but the UAH Cafeteria will be open.

... and Information

Con†Stellation XVI
10-12 October 1997

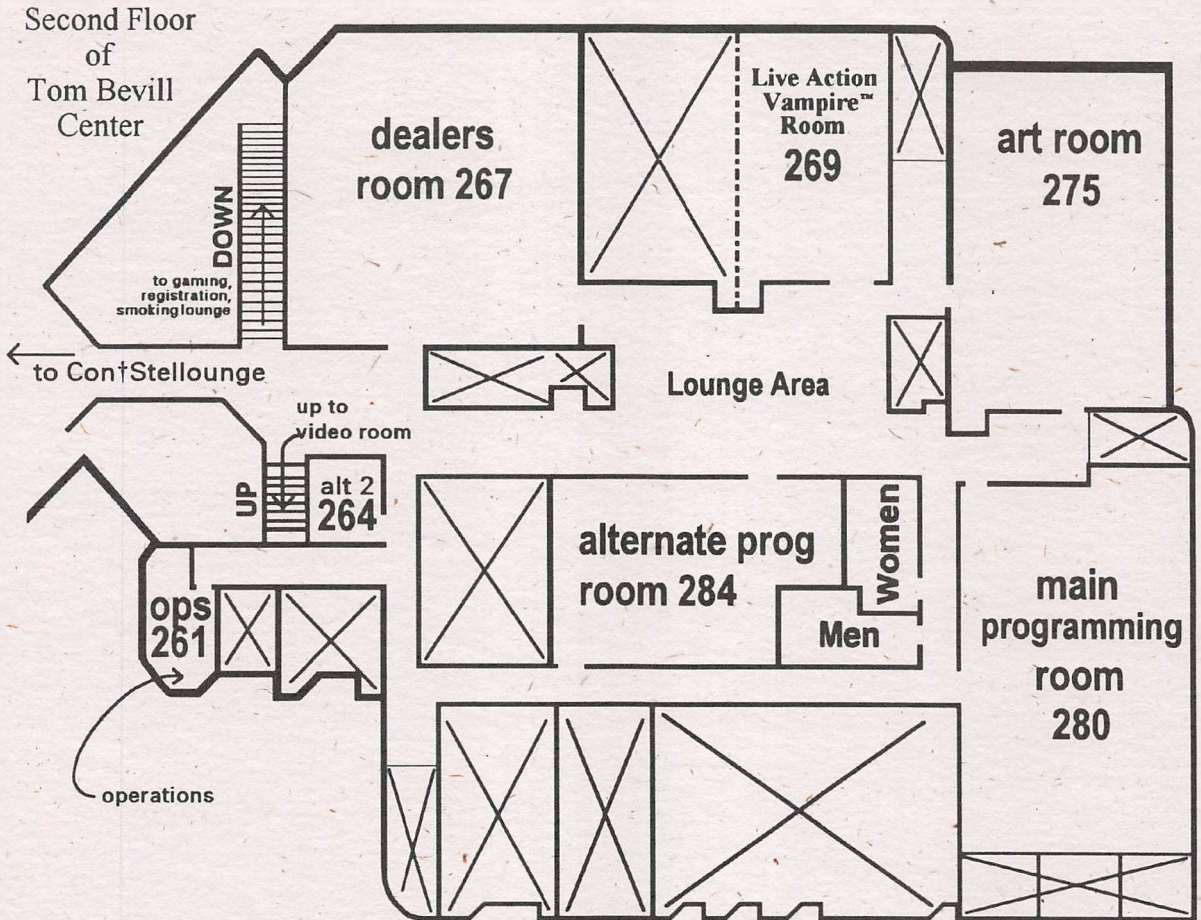
Guest of Honor
Jack Chalker

Artist Guest of Honor
Randy Cleary

Holiday Inn Research Park

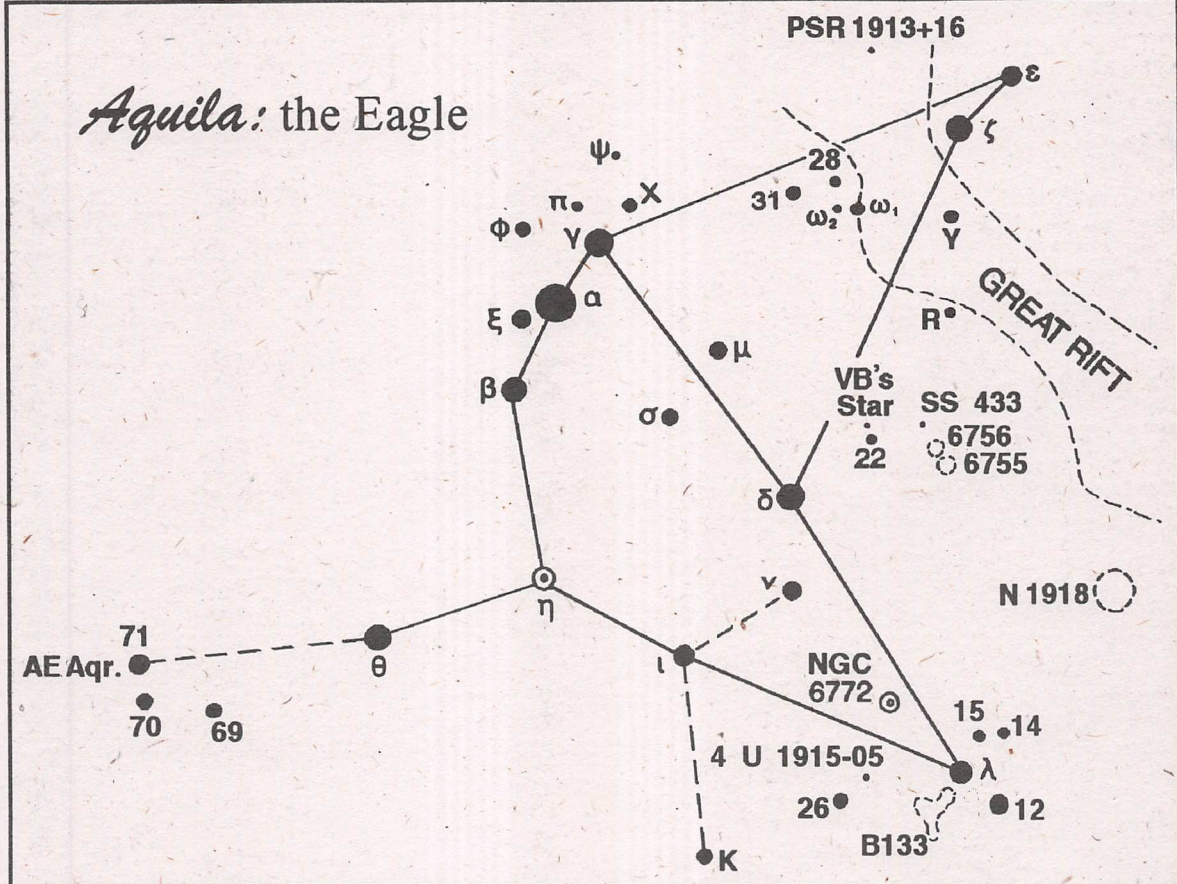
Hotel Layout

This page shows the activity rooms on second floor.



not to scale

Aquila: the Eagle



Aquila was Jupiter's faithful minister, and delivered Ganymede to the heavens, where Ganymede replaced Hebe as cup bearer for the gods. Some say it was Jupiter himself in the guise of an eagle that fetched Ganymede to sit in attendance in the heavens. Thereafter, Jupiter declared Aquila the prince of birds and carrier of his thunder. Aquila fought with Jupiter against the Titans, and also on occasion bore Jupiter's armor.

Along with Lyra and Cygnus, Aquila may also represent the three Stymphalian birds that Hercules slew in his sixth labor. These were man-eating creatures with beaks, wings, and claws of iron.

The constellation Aquila, or the Eagle, rises in the east after Cygnus, but sets before the Swan does, and has been known by its current name as early as 1200 B.C. to the Euphrateans, and later to the Greeks, and the Romans. In the night sky, Aquila flies eastward toward Delphinus, crossing the Milky Way in its flight.