

DIRTY
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KELLY
FRENCH

CONFUSION

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THANK YOU TO: The staff of the Plymouth Hilton, especially Diane Maloney and Anna Stebins, A.A.S.F.A. and the Stil-yagi Air Corps, Larry Tucker and Tucker Video, the ConFusion Committee, Lynn Abbey, Academic Word Processing, Robert Asprin, Lloyd Biggle, John P. Boyd, Sheila Calhoun, C.J. Cherryh, Hal Clement, Copyquick, Maia Cowan, Dave DeBoer, Howard DeVore, Kelly and Polly Freas, Jim Frenkel, Sylvus Garn, Dusty Graves, Phyllis Gotlieb, Luann Grosse, Donna Holloway, Michael Kube-McDowell, Dean McLaughlin, Ingrid Neilson, Ray Faraday Nelson, Laurie Ochsner, Amy Owsley, Ted Reynolds, George Scithers, Somtow Sucharitkul, The Shirt Station, Sharon Taylor.

PERPETUAL CONFUSION 86



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In Memory Of

JIM MARTIN

Law professor, author, Stilyagi Air Corps member, and all around nice guy. Jim died December 10, 1985 at the age of 41. He will be missed but not forgotten. He helped shape Confusion into one of the best Conventions in the country.



RAY FARADAY NELSON

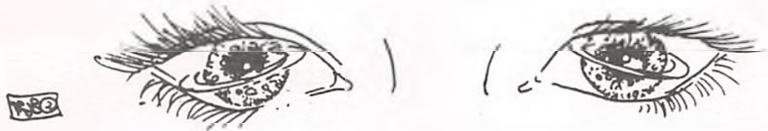
TIMEQUEST

What if
William Blake's visions
of angels and monsters, fair
Albion, dread Urizen, the
immortal Zoas—were *real*? If
William Blake and his wife
Kate gained the power to make
all of their dreams—
and nightmares—come true?



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NOTES FROM THE CHAIRMAN, TOM BARBER

Welcome to Perpetual ConFusion. We have outdone ourselves this year to bring you more guests, more slide shows, more movies, and more zaniness than last year. Why the name ConFusion? Try being chairman of this three ring circus. We have a masquerade ball, a banquet, a video room, an auxiliary video room, a dealers room, an art show and auction, a computer game room, a gaming room, a hospitality suite, filking, revelry, and lots of other good things. Consult the program for times and places. There is a lot of informative programming this year. You will be able to learn of the wonders of Halley's Comet, or how to write, what to write with and where to sell it. You will behold a slide show of Kelly Freas' art, compiled over 36 years of excellence

This is our first year to have an Artist Guest of Honor and we are ecstatic that Kelly said yes.

Our Pro Guest of Honor is a delight to meet. Somtow is friendly, personable and outgoing. He is a good choice for ProGoH.

Bob Asprin and I met in 1974. He is one of the most charming, witty and self-confident people that I know, a perfect Toastmaster.

I hope that all this will combine to make your best ConFusion ever.



FOR YOUR INFORMATION

VOLUNTEERS

Volunteers are needed to help with various aspects of the convention: gofers, projectionists, bartenders, security people, audio-visual helpers, etc. No experience is needed. **If you're a Neofan (if this is your first convention) this is probably the best way to meet people.** Please drop by operations head-quarters, conference B to volunteer or for further information.

QUESTIONS OR PROBLEMS

If you have any questions or problems during the weekend, any committee member will be happy to help you. They will be wearing a special nametag (but so will our guests). Someone will always be posted in Ops and lost and found is also located there.

NAME TAGS

In order to be admitted to ConFusion activities, programing areas or other convention function rooms (including con suite), you must wear your Perpetual Confusion nametag. If you forget your nametag, go back and get it. Don't hassle staff people checking badges at the doors, they have a job to do. Lost nametags may be replaced at Registration. If Registration is not open, go to Ops. Tape and staplers are generally available at Ops and Registration to fasten your tag inside the holder to prevent it from slipping out.

Those not producing adequate ID upon request will be designated as a minor. There will be no exceptions to this rule.

We reserve the right to remove the badge of, and bar from this convention, anyone who becomes a behavioral problem. There will not be a refund should this happen.

CHILDREN

Children who are members in their own right must be full members of the convention. Children must be accompanied by an adult at all times and parents will be held responsible for any damage caused by their offspring. Children without memberships who are caught unaccompanied may be purchased from Ops for \$15.

CON SUITE

The Con Suite is room 525 and is open to all ConFusion members. You must have your nametag to enter the Con Suite. Please do not bring refreshments from the Con Suite into function areas as most do not allow them to be brought in. If you're a Neofan you should know that the Con Suite provides free refreshments for convention members throughout the



convention. The drinking age in Michigan is 21 and no minors will be served alcohol. The bartenders may also require proof of age before serving regardless of your nametag designation.

HOTEL RESTAURANT

Dress code for the hotel restaurant is "shirt with collar, nice jeans or dress pants, and foot gear." NOTE: This is a family restaurant and certain apparel may not be acceptable even if it meets the printed code. To charge restaurant meals to your room you must present your room key.

CHECKOUT

Check-out time is 1:00 p.m. The hotel requires full payment upon departure, including all late charges, such as restaurant and phone. If you do incur these charges, check to see they have been added to your bill before you leave. Those of you who are new to hotel stays ought to realize that these charges can often be more than expected, especially the phone calls. The hotel accepts checks with the following provisos: imprinted name on check, ID consisting of driver's license and major credit card, and no two-party checks.

SWIMMING POOL

Pool open until midnight. Children must be accompanied by an adult. There is also a sauna and a whirlpool. No glass is allowed in the pool area. The rooms around the pool are not part of the convention block and partying and noise in that area after the pool closes will probably not be appreciated by their mundane occupants. Please try to confine your partying to the floors blocked for the convention.

SMOKING POLICY

Areas in the Con Suite and program rooms have been designated No Smoking. Please smoke only in the smoking sections. No smoking is allowed in the film room or



art show. For those of you who must smoke, regardless of where you are, plastic bags will be provided as headgear in the Con Suite.

WEAPONS POLICY

All weapons must be sheathed and peace-bonded. Weapons that cannot be sheathed, such as axes, laser rifles, howitzers, tanks, and missiles, will not be permitted in public areas, including the Con Suite and hallways. Violators, if they are lucky, will have the weapon confiscated until the end of the convention. If unlucky, they may wave a knife under the nose of the wrong person first.

IT'S FUN BUT IS IT LEGAL?

The most important thing to remember about this year's ConFusion in this regard is that it is not in Ann Arbor. The Plymouth Hilton is located in Plymouth Township, which is serviced by both the Wayne County Sheriff and the Michigan State Police. State laws apply in all cases.

State of Michigan law makes possession of marijuana a 90-day misdemeanor with arrest and booking.

You must be 21 to drink alcohol in Michigan. This includes wine and beer. For those age 21 and older, liquor may be purchased in bottled form only until 11 p.m. (2 a.m. for beer and wine) and not until after noon on Sunday.

Gambling -- except for the Michigan State Lottery and on-track betting -- is illegal in Michigan. This includes penny ante poker in the privacy of one's own hotel room.

Right turns at red lights, after first stopping and ascertaining the safety of such a move, are legal except where posted otherwise.

While it is not the pleasure of anyone on the Con Committee to tell anyone else how to conduct themselves, we'd rather not see any trouble -- with the police, hotel, or anybody else. The police have had to be called, for one reason or another, at some of the previous ConFusions, and we'd just as soon avoid it this year.

MISCELLANEOUS

No crashers will be allowed in the Con Suite or function areas.

Personal belongings may not be stored at Ops or Registration.

Please try to be on the lookout for mundanes crashing private parties. For those of you who are Neofans, a mundane is someone who is neither a Fan nor a Neofan.



ACTIVITIES AND EVENTS

ART SHOW

The Art Show will be held in Plymouth 4. The Art Show hours are: Friday 3pm-10pm, Saturday 10am-6pm, and Sunday 10am-1pm. The auction will be in Plymouth 5. A more extensive blurb on the art show, its rules and procedures, may be found on page 21 of this guide.

BANQUET

This year's banquet includes: a salad of fresh mixed garden greens, Chicken Cordon Bleu (a natural chicken breast with Canadian bacon and mellow cheese smothered in sauce mornay), Parsley Boiled New Potatoes, a vegetable, rolls and butter, German Chocolate Pie and a choice of beverage. You can have this for only \$13.50, while tickets last.

Doors to the banquet room (Plymouth 5) will open about half an hour prior to the banquet to permit diners to locate seats, purchase drinks from the cash bar, etc.

Banquet attendees get the best seats for the Guest of Honor speech and other Saturday evening events. Only a limited amount of seating will be available for these events for those not attending the banquet.

FILK SINGING

Filk singing, a community-type singing of easy-to-sing songs with a science fiction or fantasy theme will take place in the Terrace Room. Everyone is welcome. See the Program Guide for a listing of times.

GAMING

Gaming is in Conference Room D, this year. There will be 3 large round tables that will seat 8 gamers, or 10 if they are good friends. There will be some scheduled games, and plenty of opportunity for open gaming. There will again be a sign-up and scheduling sheet outside the room this year. Please

refer to this sheet for the latest information on all gaming. More details on gaming can be found in this guide on page 22.

MOVIES

This year at ConFusion we will be adding a second Video Room. It will be located downstairs in the Terrace Room except during filking hours. In Video Room 1, located in Plymouth 5, will be some movies in stereo. Ask in Ops or in Video Room 1 if you can't find Video Room 2. Schedules on page 23.

SFOHA

The Science Fiction Oral History Association is a non-profit organization that was established to find tape recordings of science fiction events and to maintain depositories of such recordings. Its members also record current events in SF oral history and arrange special interviews and events of historical interest in science fiction oral history. SFOHA will be giving presentations in Conference Room A during the convention. See the listings on the door for SFOHA's schedule of events.

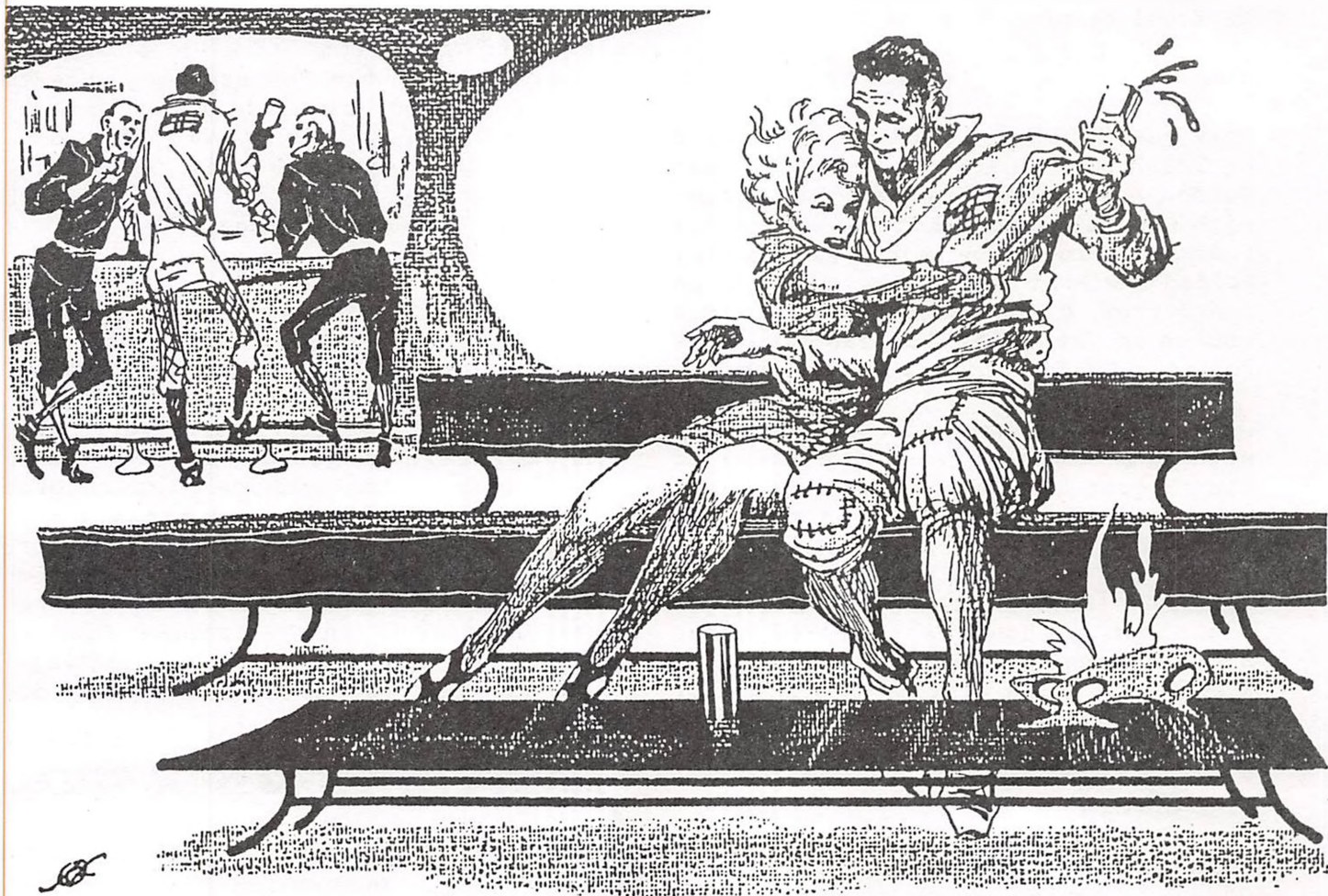
In Memoriam

THEODORE STURGEON
1918 - 1985

T. L. SHERRED
1915 - 1985

A memorial program, featuring their voices from the archives of the SFOHA. Eleven o'clock Saturday a.m.

"Hey, watch it! That's real Tully you nitwit!"



PROGRAM SCHEDULE

FRIDAY AFTERNOON

1:00 REGISTRATION OPENS

3:00 ART SHOW AND HUCKSTERS' ROOMS OPEN

PROGRAM SCHEDULE CONT'D

FRIDAY EVENING

- 8:00 HUCKSTERS' ROOM CLOSSES
FRIDAY NIGHT LIVE. Introductions by Toastmaster Robert Asprin. Announcements by Chairman Tom Barber. Any other announcements, if necessary. (PLY #1 & #2)
- 8:30 **"HALLEY'S COMET."** An informative lecture and slide show by University of Michigan Professor Richard Teske about this year's favorite alien visitor. (PLY #5)
- 10:00 ART SHOW CLOSSES
- REGISTRATION MOVES TO OPS
- "HEY, I ONLY SING THIS STUFF."** A musical salute to science fiction by the incomparable Marty Burke. Marty is a legend in his own time in this area; don't miss it! (PLY #1 & #2)
- 12:00 **"GOOD EVENING, BOYS AND GHOULS."** A horror reading from our Guest of Honor, Somtow Sucharitkul. He'll be reading from a work-in-progress by S.P. Somtow (hint, hint, hint!). It's called "Moondance," a sensitive portrayal of werewolves in Wyoming.

SATURDAY MORNING

- 9:00 REGISTRATION OPENS
- 10:00 ART SHOW & HUCKSTERS OPEN
- "LYRICISM VS. REALISM: WRITING STYLES IN SF."** Different styles of writing and using imagery are usually a matter of choice. But is there a point where the style interferes with the story? Is there such a thing as too many adjectives? And what can you do if you find yourself caught between what you're saying and how you're saying it? - Lynn Abbey, Dean McLaughlin, Laurie Ochsner, Mary Perry. (PLY #1)
- "TYPEWRITER, WORD PROCESSOR, OR THE OLD YELLOW PAD."** What medium is best for writing? Is it purely a case of personal preference, or are there special advantages that one type of equipment offers over another? Is the word processor the only way to go, or can it interfere with the creative process? - Hal Clement, Phyllis Gottlieb, Michael Kube-McDowell, Ray Nelson & Steve Leigh (PLY #2)
- CONFUSION SCAVENGER HUNT:** Teams should meet in Conference Room D to pick up their lists. (CONF. D)
- 11:00 **"WORLD POPULATION: OR NO CATERPILLARS IN 3-GEE."** O.K., you've built yourself a world. Now how do you populate it with interesting aliens, without totally ignoring the laws of biology, chemistry, and physics? And if you're going to bend them anyway, where are the loopholes? How do you decide how they will look, sound, live, interact? - Lynn Abbey, Robert Asprin, John Boyd, Hal Clement, Somtow Sucharitkul. (PLY #1)

PROGRAM SCHEDULE CONT'D

"THE HISTORY OF MICHIGAN FANDOM." Tales of Michigan Fandom by people who've watched it grow and evolve. The history, the legends, the people, the cons. How did it start and where is it going. - Howard DeVore, Ray Nelson, Roger Sims, Nancy Tucker. (PLY #2)

SATURDAY AFTERNOON

12:00 **"THE ART OF KELLY FREAS."** A slide show of the work of our Artist Guest of Honor, narrated by Kelly and specially prepared by him for ConFusion. Come and enjoy the beauty, skill, and wit of one of the most preeminent artists in science fiction history. (PLY #5)

1:00 **"ISSUES, ANSWERS, AND RESPONSIBILITY IN SF."** Is it the responsibility of science fiction writers to instruct, direct, warn, and/or preach to their readers? Are they equipped to do so? Or should telling a good story be their only concern? - Phyllis Gotlieb, Dean McLaughlin, Mark Perry, Ted Reynolds, George Scithers and Michael Kube-McDowell. (PLY #1)

"THE ARTWORK OF BLUEJAY BOOKS." A slide show of the artwork printed in Bluejay books, narrated by the publisher himself, Jim Frenkel. Admire the art while Jim discusses how art is selected for publication. (PLY #5)

2:00 **"SCIENCE FICTION ART: HOW TO DO IT, HOW TO SELL IT."** How does a young artist break into the science fiction field? What styles and subjects sell, and where? What sorts of things should you be aware of when you contract to sell a piece? - Randy Asplund-Faith, Chris Cloutier, Kelly Freas, Linda Leach, Jim Odbert. (PLY #1)

"HOW TO WRITE IN 45 MINUTES." A slide show and presentation by Hal Clement. The definitive short course on writing, by one of the best at doing so. (PLY#5)

3:00 **"YOU DID WHAT TO MY CHARACTER?!?!?"** Strange things can happen to a manuscript after it leaves an author's tender care. All manner of changes to characters and plot can occur at the hands of editors, publishers, directors, etc. Tales of the sorts of things that can happen, and advice on what to do about them. - Robert Asprin, Lloyd Biggle, Ray Nelson, Ted Reynolds, Somtow Sucharitkul and Steve Leigh. (PLY #1)

"FANNISH LIES AND LEGENDS." Stories, tales, and trivia about fans, authors, cons, hotels, you-name-it. How does a simple incident grow to be a legend? - Mia Cowan, Mike Glicksohn, George Laskowski, Betty Carpenter. (PLY #2)

4:00 **SNOW CREATURE JUDGING:** (OUTSIDE OF COURSE.)

"BLUE CRAYONS AND DOT MATRIX." Strange things can find their way onto an editor's desk under the name "manuscript." What sorts of things is an editor looking for in a manuscript, as far as style, content, and presentation go? And what sorts of things are a sure-fire one-way ticket to the circular file? - Mia Cowan, Kathleen Conat, Jim Frenkel, George Scithers. (PLY #1)

PROGRAM SCHEDULE CONT'D

"SCIENCE FICTION AND THE THEATER." What are some of the trials and tribulations of bringing science fiction material to the stage? What types of plots lend themselves, what special production problems will arise, and how do you avoid them or work around them? - Julia Ecklar, Bill Roper, Gretchen Van Dorn. (PLY #2)

5:00 **SCAVENGER HUNT JUDGING: BRING IN YOUR BOOTY!** (BOARD ROOM)

6:00 ART SHOW AND HUCKSTERS CLOSE

SATURDAY EVENING

6:30 BANQUET OPENS (PLY #1 & #2)

7:30 GUEST OF HONOR SPEECHES BEGIN, (approx.). (PLY #1 & #2)

9:00 AUCTION STARTS (PLY #5)

10:00 REGISTRATION MOVES TO OPS

10:30 MASQUERADE BALL STARTS (PLY #1 & #2)

FILK SINGING BEGINS (TERRACE ROOM)

SUNDAY MORNING

9:00 REGISTRATION OPENS

10:00 ART SHOW AND HUCKSTERS OPEN

SUNDAY AFTERNOON

12:00 **"HISTORY IN THE MAKING: PERPETUAL CONFUSION."** The true story behind the con you just lived through! Want to know what you really did last night? We'd be happy to show you, (heh, heh, heh!) - Mark Evans, and the Con Committee. (PLY #5)

1:00 ART SHOW CLOSES

REGISTRATION CLOSES

SCA DEMO: Area members from the Society for Creative Anachronism will demonstrate SCA fighting techniques and talk about the SCA. (PLY #1)

2:00 **BITCH SESSION:** Our annual exercise in self-congratulation and self-flagellation. Come and tell us what you did and didn't like about the con. But be warned; we whimper easily! (PLY #2)

3:00 HUCKSTERS CLOSES

4:00 **DEAD DOG PARTY:** Relax or collapse, whichever. (Con Suite)

THE MOST RIOTOUSLY FUNNY BOOK THE UNIVERSE HAS SEEN SINCE
DOUGLAS ADAM'S THE HITCHHIKERS GUIDE TO THE GALAXY.

MALLWORLD

PAGES: 288 pp.
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SOMTOW SUCHARITKUL

WINNER OF THE JOHN W. CAMPBELL AWARD FOR BEST NEW WRITER

"AN AMERICAN FEVER DREAM...SUCHARITKUL HAS GROWN TO BE A
CAMPUS CULT AUTHOR...MUCH AS KURT VONNEGUT WAS A DECADE AGO...
OR HERMAN HESSE WAS A LITTLE FURTHER BACK."

—JOE FASSBINDER - UPI

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PRO GUEST OF HONOR

SOMTOW SUCHARITKUL



Somtow Sucharitkul was born in 1952 in Bangkok, Thailand, and grew up in Europe. He was educated at Eton College and at Cambridge, where he obtained his B.A. and M.A., receiving honors in English and Music.

His first career was as a composer, and he has emerged as one of Southeast Asia's most outspoken and controversial musicians. Lauded by the Bangkok Post as "the most accomplished example of an extremely rare breed," he has had his compositions performed, televised and broadcast on four continents. In 1974 he represented Thailand at the Asian Composer's Conference-Festival in Kyoto, Japan, being the youngest national representative present; in 1978 he himself served as Artistic Director of the same festival when it was held in Bangkok. In his work with Southeast Asian avant-garde music, he received grants and aid from the Ford Foundation, UNESCO, the JDR 3rd JFund, the Goethe-Institut, USIA and the British Council. He was the subject of an NHK-TV documentary in Japan. His articles on modern music have been published in TEMPO and the Musical Newsletter, among others. In 1979 he was chosen as the Thai national representative to the International Music Council of UNESCO. His most recent compositions include the dazzling **GONGULA 3** for Thai and Western instruments, commissioned for the opening of the Asian Composers Expo, and **STAR MAKER -- AN ANTHOLOGY OF UNIVERSES**, for large orchestra, four sopranos and other soloists, recently premiered in Washington. As a performer, he made his conducting debut at the age of 19 with the Holland Symphony Orchestra in the Hague, and has conducted the Cambridge Chamber Orchestra, the Temple of Dawn Consort, the Bangkok Chamber Orchestra, the Florida Atlantic University Contemporary Music Ensemble, and was, in 1977-8, director of the Bangkok Opera Society.

In 1977 he began writing fiction. His first short stories were science fiction, and appeared in such magazines and anthologies as Analog, Isaac Asimov's SF Magazine, Amazing Stories, Chrysalis and Other Worlds. He was first nominated for the John W. Cambell Award for best new writer in 1980, winning in 1981. Two of his short stories, "Aquila" and "Absent Thee from Felicity Awhile," have been nominated for the coveted Hugo Award, science fiction's equivalent of the Oscar. His first novel, STARSHIP & HAIKU, which appeared in 1981, received the Locus Award for best first novel. A short story, "The Dust," was awarded the Edmond Hamilton Memorial Award for sense-of-wonder in science fiction in 1982. He has now published ten books, including the complex, galaxy-spanning INQUESTOR series and the satirical MALLWORLD and THE AQUILIAD as well as the serious, philosophical STARSHIP & HAIKU and FIRE FROM THE WINE-DARK SEA, a short story collection. His most recent science fiction title is the Locus bestseller THE DARKLING WIND, a novel on an epic scale from Bantam Books.

Lately, Somtow Sucharitkul's career as a novelist has expanded far beyond the boundaries of science fiction. He has written a children's book, THE FALLEN COUNTRY, which deals in a sensitive yet realistic way with domestic violence. His horror novel, VAMPIRE JUNCTION, written under the name S.P. Somtow, was praised by Ed Bryant as "the most important horror novel of 1984," and the New York Daily News called it "the grimmest vampire fantasy ever set to paper ... sure to become a cult classic." The small-run hardcover from Donning has already become a collector's item, and the paperback edition from Berkley had to be rushed back to press because of unprecedented demand.

Although he does not plan to leave science fiction -- at the moment he is working on a major SF novel, DREAMBREAK, for Bantam Spectra -- Sucharitkul also has plans for S.P. Somtow, whose next novel, THE SHATTERED HORSE, will appear in hardcover from TOR this summer. It is a historical novel about the aftermath of the Trojan War and the end of the Bronze Age. S.P.'s third novel, MOON-DANCE, is a horror novel set in the Dakotas in the last quarter of the nineteenth century, during the Indian Wars.





Frank and Polly Freas

In 1950, Kelly sold his first book cover, launching him into the world of Science Fiction and Fantasy Art. This master of the airbrush has had his art grace many book and magazine covers since then. It has also been seen on NASA posters and patches, album covers, t-shirts and other items. His interior illustrations are superb. He was the first artist to draw Alfred E. Neuman for MAD magazine. He has won many Hugo awards for best professional Science Fiction Artist. The superlatives go on.

Kelly is unusual as artists go. He actually makes an effort to read what he is to illustrate. He is very good at turning a description of a few words into a work of art. His use of color is awesome. His technique flawless. His subject matter limitless. His art does more than illustrate a story, it enriches it.

A discussion of Kelly is not complete without a discussion of Polly. Kelly's

charming wife handles the business end for him and acts as a buffer between him and the distractions of the outside worlds when he is creating.

Kelly uses friends for models, often without their knowing, until they find themselves on a book cover. Our Toastmaster has been on at least three that I can think of.

Kelly has written two books about his Science Fiction Art. They are both excellent, and tell more about him than I could possibly say in the space allowed. The more recent one is available in the dealers' room.

In the twelve years that I have known him, I have been nothing but impressed. He is loquacious and erudite (he gave one of the most stirring and informative speeches I have ever heard as a GOH at Spacecon I in Wapakoneta, OH). He is warm and loving. He is the sort of man that anyone would be proud to call

friend. He is not above adding improvements to his own work, even years later. He designed the Dorsai flag in 1974 and in '83 added seven stars.

In summation, Kelly is one of the top artists in one of the most imaginative fields going. He got there by the use of tons of talent, intelligence, imagination, wit, and above all, work. He has earned his dues. He has been honored many times. He has had an astounding career and a good life. He has come a long way from the days of air brushing pictures onto the sides of planes during World War II. I am glad that he chose the field that he did, for the genre would not be the same without his art and his influence on younger artists.

Contrary to rumor, Kelly is not a gremlin. Just because he seems to be able to disappear at will, mischievously place friends in odd poses in his art, and has an eldritch look about him does not make him a gremlin. Besides, I have it on good authority, from Bob Asprin, that gremlins do not exist . . .

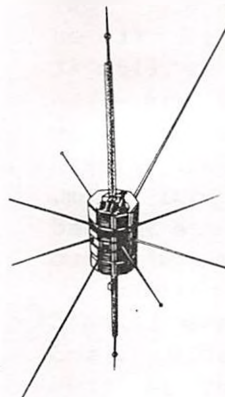
"Look out -- here comes a Dorsai!"



by Sharon Taylor
 assisted by Ted Reynolds



You may know Robert Asprin through the worlds he has created on paper -- the Mythbegotten worlds of Skeeve and Aahz (oops, sorry Aahz -- Aahz and Skeeve, please don't have me turned into a statue), the swarming Thieves' World, or the many others his novels have brought to life for us. But behind the writer there is a man as many-sided and unpredictable as a D- and D- die -- a wonderful speaker, idea man and instigator, weaver-of-tales, and guide through the pitfalls of fandom.



Bob is a very interesting individual to rap with, but, to me, what is even more exciting is to sit back when he's with a group of people and watch his way with musical words. That man puts more energy and fascinating colorfulness into a tale than any ten men put together. One of my favorite stories he tells happened at World Con in Boston one year. He and some other Dorsai Irregulars were at a restaurant with Gordon Dickson and were discussing the plot of one of Gordy's books (rather theatrically, I might add). (You have to realize that when the D.I.s are in their guises, they could be said to resemble fighting gorillas.) All the guys continued rapping about the book plot and ways to help Gordy (a terrific guy) in the planning stages. Every few moments Gordy had to get up and call his home, as he was expecting an important call. Eventually, they began to notice that the waiter kept coming back to the table to see if everything was alright, frequently, and then going back to a huddle of waiters and bartenders at the end of the bar. They came to realize that the staff thought that they were planning a war. And, of course, fandom being what it is and those shy, quiet, fellers being who they are, they began to play it up. Gordy going to the phone periodically, and while he was gone, the other guys huddling and comparing notes. They kept the attention of that whole staff and got terrific service. Of course, being true fannish revolutionaries, nothing was ever clarified. However, Bob did add that the next day he went over to the same restaurant with a friend,

stepped to the back of the line for a moment and was promptly ushered into the restaurant past a long line of people. Bob supposed they remembered him. Yes, Bob has a way with words -- which is why he's an author, a good author, but unlike some writers who are lost with a live audience, he is merely warming up.

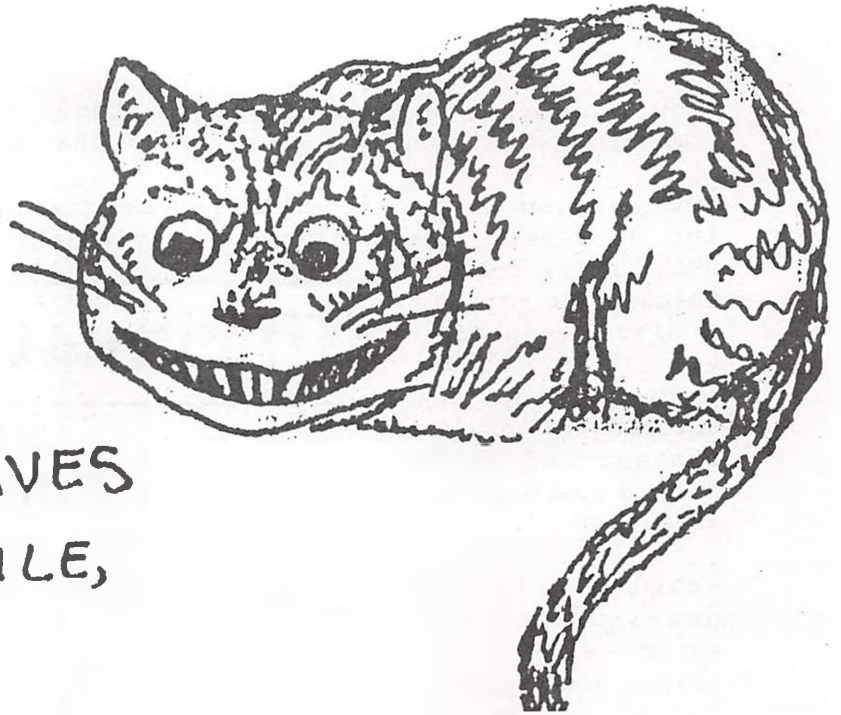
Bob has also started an awful lot of creative ventures. He disagreed with some of the laws of the S.C.A. (Society for Creative Anachronism), so he created his own colorful Dark Horde group. The conventions needed a security group which were organized and knew their way around a con, so he created the infamous Dorsai Irregulars, (for the Trekkers -- the Klingon Diplomatic Corps). Of course, there's the Thieves' World which no one can predict. The Synergy Team (a promotion project) only failed to come to full bloom because of possible sponsors already being committed to the Olympics. His is a mind which is always thinking and watching and seeing ways to make things always better.

I met Bob at my very first con, in Little Rock. At that point I didn't even know what fandom was all about. I was lucky to get exposure to that world thru Bob's spontaneity and outgoing personality. Thus began an ongoing and vastly growing friendship. Due to my involvement with Synergy Team, he has also been my teacher as well as my friend. He's taught me how to wear a super suit (a 3-piece -- always unbutton the jacket, looks more professional). He's taught me how to converse with people and how not to get burnt out at a con. I absorb an incredible amount of energy from other people (as does Bob) and can be flying higher than a kite on other people's vibes before I realize it has happened. At my first con with Synergy Team, Bob realized what was happening to me, put his hand on my head and said, "Stop -- go to your room. You're flying too high and are headed for a bad crash!!!" He knew what to look for because he'd been through it himself. Because of him, I have learned to recognize the situation arising and can do something to prevent it from

crash after cons -- try it when you've absorbed everyone else's as well as your own.)

Bob is a friendly guy. Don't be afraid to approach him. He loves to talk to people. Walk right up and say, "Hi, Bob." (Don't call him Mr. Asprin, for heavens sake -- or he'll look around for his father.) "What's happening?" Ask him about any of the above topics -- or if you're interested in the areas -- about knives ... about fencing ... or martial arts ... or even about his books. He won't mind at all. You'll find him warm and enlightening. Right Skeeve? (Gleep ... don't eat that page -- Skeeve will you please control your dragon ... he says he Myths you.) Oh boy!!!!





BILL ROPER - A MAN WHO LEAVES YOU WITH A SMILE,

by Clif Flynt

I'd like to take this opportunity to dispel a few rumors about my good buddy, Bill Roper. I figure it's high time people knew the truth, and I'm as likely as anyone else to tell it.

First rumor: Bill Roper always sleeps with his head pointing due north. This is false. Bill and I have shared rooms at countless cons, and I know for a fact that he does not always point north. He is, however, one of the 3 loudest snorers in fandon, and sharing a room with him can make one think a lot about arctic winds. This may be how the rumor got started.

Second rumor: Bill has no qualifications for being a GoH. Very false. Bill is truly a fan of all seasons. He's been active in running cons, 'zine fandon, gaming, comics, art, and even gophering for many years. He's best known, however, for his filking, and his association with Moebius Theater. There's good reason for this. He's an excellent tune/wordsmith, and has a knack for acting silly on stage. These are prime qualifications for both filkers and Moebius.

Third rumor: Bill hates cats. Nope, he lives with one of the most pampered animals I've seen. Even if he did give it the unprepossessing monicker of "Smudge."

Fourth rumor: Bill never eats. (giggle) At most any hour of the day or night, upon greeting Bill, you can expect him to say, "Want to run out and get something to eat?"

No wonder he and I get along so well.

Fifth rumor: Bill is the head of the Paisley Conspiracy. Whenever I ask Bill about the Paisley Conspiracy, he denies all knowledge of it. I believe him. Furthermore, I know nothing about Paisley, either.

That's enough of the rumor denying. Any other rumors, Bill can deny for himself.

I don't know when Bill first discovered Fandom, though I do know his first con was Big Mac, the Worldcon in Kansas City in 1976. That was the first con that Bill and I were both at and didn't meet. We didn't meet a few months later at Chambanacon, either, though we each remember noticing the other at the filk. We finally met a year after that when I attached myself to a group of techies that Bill was dragging off the U of Illinois, to see the multivoice synthesizer they were running off the Cyber.

For some reason, it seems perfectly reasonable that Bill and I should get to

know each other because of several thousands of dollars worth of state of the art computing power running a little board that plays old Beatles songs.

But, hanging around with Bill is like that. Things that shouldn't happen anywhere, for any reason, are the most likely thing to happen when he's around. He's an im-probability locus. Things like having a pizza leap off your plate and into your lap, or entering an insult contest and winning a pie in the face.

Knowing Bill is getting used to this sort of thing, and expecting the phone to ring at midnight, and hear a voice say "I just got this Great Idea . worse, knowing it probably is a good idea, and you'll enjoy getting involved with it, and you'll hate yourself in the morning, but you'll do it anyway.

And now, you folks will all have no excuse to not get to know my Good Buddy Bill. Go up to him, shake his hand, tell him you liked his song about the Orbiting Bar & Grill. But don't mention Paisley. He'll only deny any knowledge about it.

Cincinnati in '88

Cincinnati in '88
P.O. Box 118738
Cincinnati, Ohio 45211

Cincinnati is bidding for the 1988 World Science Fiction Convention. After 31 years, we think it's time to give Science Fiction Fandom a taste of a Cincinnati, World Class, World Con. Here are the ingredients:

Our Location

Located at the Heart of North America, more than 60% of the Nation's population lives within 600 miles of Cincinnati. Within 700 miles lives over 65% of the population of North America.

Cincinnati sits at the crossroad to three interstate highways and is easily accessible by car or by bus.

Our airport is served by at least 9 major airlines, People's Express, and several commuter airlines. Limousine and shuttle bus service can bring you downtown in minutes.

Our Facilities

We have reserved the Cincinnati Convention Center for our convention activities. With 300,000 sq. ft. of exhibit space and over 40 additional meeting rooms, we've got enough space to run a World Con larger than any to date.

An elevated weather-protected skywalk leads to over 2800 luxury hotel rooms all within 3 blocks of our convention center.

Our People

We are planning a responsibly run, financially sound World Con. Our committee is composed of people from all over the Midwest with a broad range of convention experience.

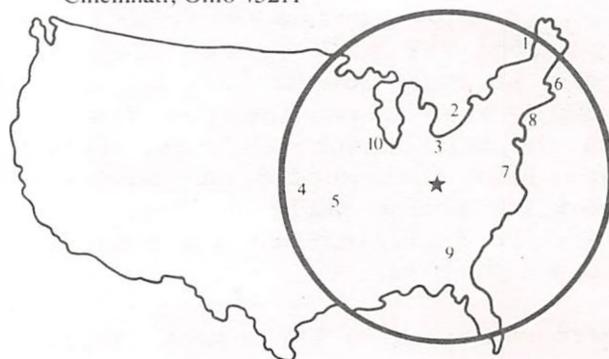
Our Programming

We are planning a diversified multi-track program with your needs in mind. We are interested in your programming ideas and encourage you to write with your suggestions too:

Cincinnati in '88
P.O. Box 118738
Cincinnati, Ohio 45211



- ★ Cincinnati
- 1. Montreal
- 2. Toronto
- 3. Detroit
- 4. Kansas City
- 5. St. Louis
- 6. Boston
- 7. Washington D.C.
- 8. New York
- 9. Atlanta
- 10. Chicago



Cincinnati in '88 is an activity of FANACO, Inc., a non-profit Ohio Corporation.

ART SHOW BLURB

ART SHOW

The Art Show will be held in Plymouth 4. The Art Show hours are: Friday 3pm-10pm, Saturday 10am-6pm, and Sunday 10am-1pm. The auction will be in Plymouth 5.

HOW TO BUY ART: WRITTEN BIDS

If you would like to buy art from the art show, you may write your name, badge number, and a bid on one of the lines on the bid sheet attached to the art. The lowest bid you make must be at least the minimum bid specified on the bid sheet. If someone bids higher than you they will get the piece unless you bid again or it goes to auction and someone bids higher at auction. **NOTE:** We are not setting the number of bids it takes to put a piece into the auction until after the show closes and we can count bids. Hint: in the past it has usually taken 2 bids to send a piece to auction, but we make no promise until after the show closes.

A list of all art going to auction will be posted near the art show door about 7 p.m. Saturday. Contest winners automatically go to auction unless their art has already been sold at **quick sale** or by the artist's request.

QUICK SALE

If the piece has a **quick sale** price listed on the bid sheet, and no written bids have yet been made, you may buy the piece for the **quick sale** price and be guaranteed to own it at that price. Just write your bid and tell the person at the desk so it can be marked **SOLD**. It will stay in the show until the show closes at 6 p.m. Saturday. You may pick it up at the times below.

SUNDAY SALE

Art will be for sale Sunday at Sunday Sale price. If there is no sale price written on bid sheet, the piece will be for sale on Sunday at a minimum bid.

PRINT TABLE

This year, we are running a print sale table. Some of the limited edition, signed, and numbered prints in the show will be for sale at the print table. You may purchase them at any time during show hours. You may also bid for the example hanging in the show.

AUCTION

The Auction will be held in Plymouth 5. Our auctioneers will be Steve Simmons and Brad Westervelt. The auction begins at 9 p.m. Saturday. This is a voice auction, but if you have never been to one, don't worry, your auctioneers will help you.

PICK-UP and PAYMENT

Once you have bought the art, you may pick it up at the art show room, either during the auction or during art show hours Sunday. You may pay in cash, personal check or plastic. **Also, remember that you are purchasing the art, not the copyright to the art. Transfer of the copyright must be done with the artist.**

CONTESTS

We would like you to help us pick the best art in the show this year. In your membership package is a ballot. Just drop by the art show and take a look around. Then leave the ballot in the box by the door before 6 p.m. Saturday.



GAMING BLURB

A snappy piece on the gaming portion of Perpetual ConFusion. Honest folks, that's what my husband told me to write. Since I'm not sure what being snappy consists of, I'll try being informative and see how that goes. First off, I'm Denise, who, along with my husband Garry, is responsible and/or at fault for what happens in the gaming room.

This is the second year the committee has made space and scheduling available for those fen who also happen to game. This does not mean that ConFusion is becoming a gaming con. I will personally scowl at anyone who suggests that this is so, or who tries to make it that way. Other members of the committee might be prompted to take stronger measures, you never can tell.

We are again in Conference Room D, this year. We will have 3 large round tables each seating 8 gamers, or 10 if they are good friends. There will be some scheduled games, and plenty of opportunity for open gaming. We will again have a sign-up and scheduling sheet outside the room. Please refer to this for the latest information on all gaming.

I guess this would be a good place to insert a few hints and rules for use of the gaming room at Perpetual Confusion.

Rules

1. No Smoking
2. No Dangerous or Disruptive behavior
3. Watch your belongings. The room is not a cloak room, and we can not take responsibility for lost property. So please do not leave anything in the room, when you are not there.
4. As it is with all other function areas, only registered ConFusion members will be admitted. This means you cannot have your friend drop in "just to game." This will be strictly enforced.

Hints

1. Sign up for scheduled games early. Most of them have a limit on the number of players a Game Master can handle.
2. Sign out tables early for the best choice of times. Limit time blocks to no more than 4 hours at a time. This will give everyone a fair chance at the tables.
3. Please, be prompt about showing up for a game. We do not chain our Game Masters to their tables to wait for stragglers.
4. Please be courteous to the other people using the room and police your own trash. There will be a receptacle in the room for this purpose.
5. Most important of all, have a great time.

I would like to thank the committee for letting us do this again this year. And to thank all the gamers who have made it so enjoyable.



MOVIE ROOMS SCHEDULE

VIDEO ROOM ONE

Friday Afternoon

- 4:00 Star Trek TV, Charlie X
- 5:00 The 2,000 Year Old Man
- 5:30 The Klingon Talk Show, "I like to eat dead dog meat."

Friday Evening

- 6:00 Dreamscape
- 10:00 Lady Hawke

Wee Hours

- 12:00 Raiders of the Lost Ark
- 2:00 The Terminator
- 4:00 The Last Starfighter

Saturday Morning

- 6:30 The 2000 Year Old Man
- 7:00 Silly Symphonies (Disney Cartoons)
- 8:00 Danger Mouse
- 9:00 The Last Unicorn
- 10:30 Fire and Ice

Saturday Afternoon

- 3:00 Farenheit 451
- 5:00 Silent Running

Saturday Evening

- 11:00 Conan: The Destroyer

Wee Hours

- 1:00 To be announced
- 3:00 Zardoz
- 5:00 The Beastmaster

Sunday Morning

- 7:00 The Never Ending Story
- 8:30 Looney Tunes Cartoons
- 9:00 Star Trek TV, Balance of Terror
- 10:00 Forbidden Planet

Sunday Afternoon

- 1:00 Time After Time

VIDEO ROOM TWO

Friday Evening

- 6:00 Star Trek TV, Mudd's Women
- 7:00 Somewhere In Time
- 9:00 Ray Bradbury Theatre: The Playground

Saturday Morning

- 8:00 Warner Brothers Cartoon
- 9:00 Secret of Nimh
- 10:30 Danger Mouse
- 11:00 King Kong (original)

Saturday Afternoon

- 12:00 Son of Kong
- 2:00 The Andromeda Strain
- 4:30 The Flying Karmazou Brothers
- 5:30 The Klingon Talk Show, "I like to eat dead dog meat."

Saturday Evening

- 6:00 Star Trek II: The Wrath of Khan (the longer version with additional footage.)
- 8:00 Star Trek III: The Search for Spock

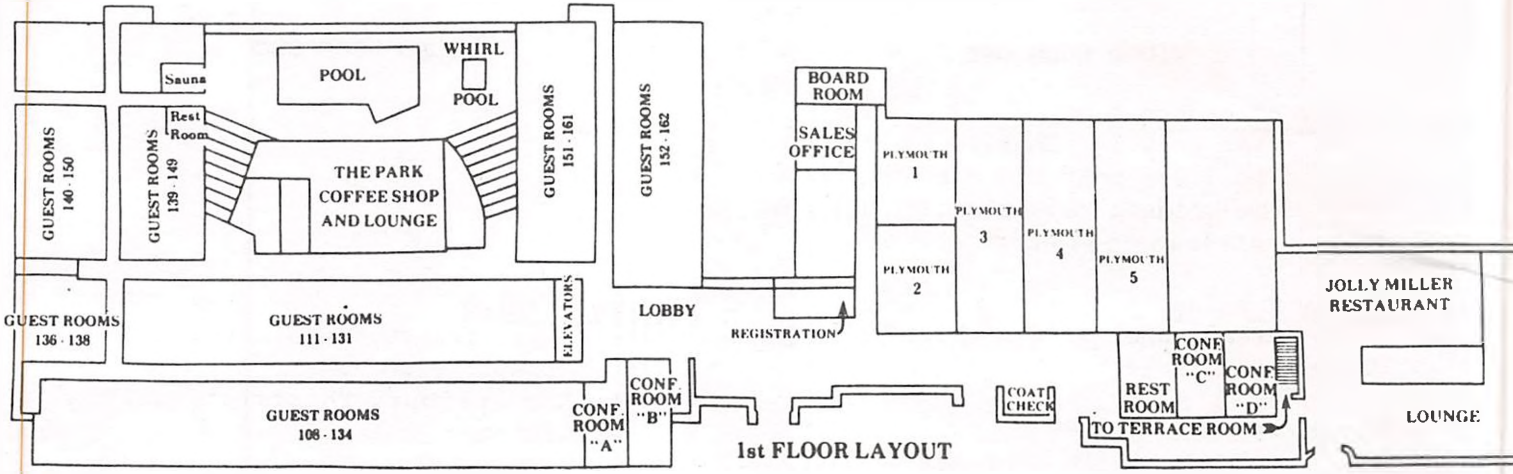
Sunday Morning

- 8:00 Star Trek TV, Where No Man Has Gone Before
- 9:00 Star Trek TV, The City on the Edge of Forever
- 10:00 House of Wax

Sunday Afternoon

- 12:00 The Fly
- 1:30 The Thing (original)

MAP OF THE HILTON



REMEMBRANCES

Because you always meet someone new and interesting (and because we have this extra space and no artwork on hand) you can use the following space to record notes to yourself and the telephone numbers and names of new friends:



"Irregulars?? ... Of course I love the Irregulars."

CONFUSION - 1980 - PAPER PASTURE

