

*Deep South Con 37
Crescent City Con: 14*

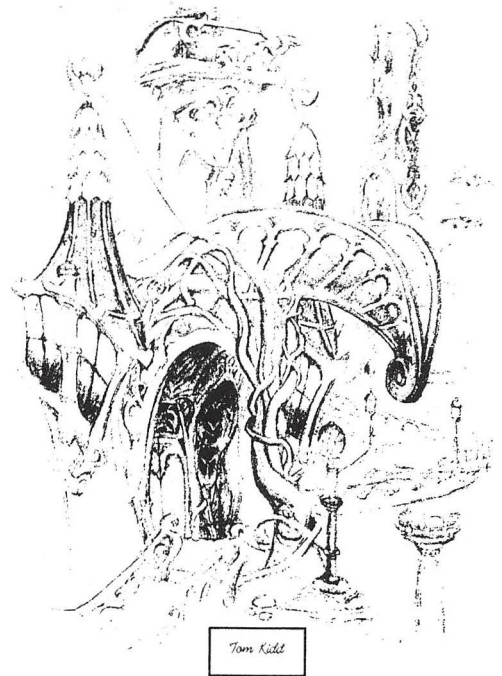


August 6, 7, 8, 1999

Tom Kidd 99

CRESCENT CITY CON 15

July 28-30, 2000



**The Premier
Science Fiction
Media Convention
in Louisiana
Celebrates Its
Fifteenth Anniversary
and You're Invited.....**

**Current Guests Include:
Media Guest: Wayne Alexander
—Lorien: Babylon 5—
Author : Teresa Patterson
...And More to Come...**

THINGS TO SEE AND DO.....
Huckster's Room, Panels, Workshops, Exhibitors, Art Show and Auction, 24-Hour Gaming, RPG and CCG Tournaments, Live-Action Roleplaying, Trivia Contest, Dances, Hall Costuming, Costume Contest with Ca\$h Prizes, Charity Auction, Meet the Guests Party, Video Rooms and Room Parties...and Our 24-Hour "SOUTHERN HOSPITALITY" Suite. CALL FOR INFORMATION ON VOLUNTEER AND GAMEMASTER RATES.

CRESCENT CITY CON IS PROUD TO BE A NON-SMOKING CONVENTION

**INFORMATION:
CRESCENT CITY CON
P.O. BOX 52622
NEW ORLEANS, LA 70150-2622
<http://www.fatsnake.com/ccc>
ROBERT NEAGLE AT 504-488-0489
OR E-MAIL AT CCCNO@AOL.COM**

**See Our Registration Table at
DeepSouth Con 37
for 1999-2000 Pre-registration Rates**
*Kids 7-12 are 1/2 price—
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DEEPSOUTHCON 37/CRESCENT CITY CON 14 STAFF LIST

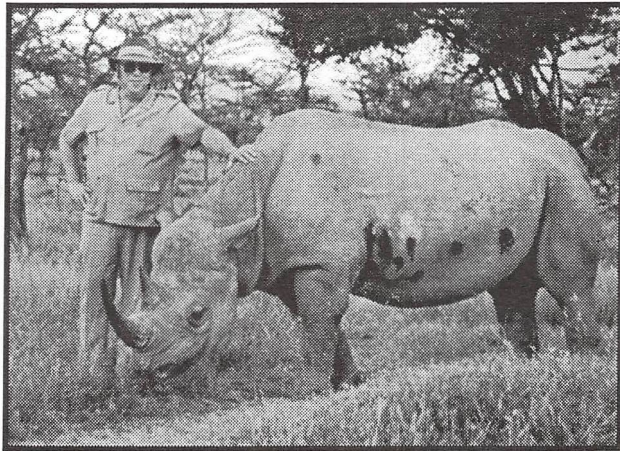


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DEEPSOUTHCON/CRESCENT CITY CON RULES

1. Please **WEAR** your badge whenever attending DSC/CCC functions. Badges must be worn above the waist and must be visible at all times. Your badge is proof of membership – without it, you will not be allowed in DSC/CCC areas. There are no exceptions to this policy.
2. Badges are intended for the use of one person only. Badge sharing is not allowed. Badges are the property of DSC/CCC and can not be sold or transferred to anyone else. If a badge is lost, a new badge must be bought at full price. If the old badge is found, the second badge can be returned for a refund in a timely manner at the convention.
3. There will be a \$20.00 charge for checks that are returned to DSC/CCC for any reason.
4. DSC/CCC assumes no liability for thefts, loss, or damage to vehicles or vehicle contents while in attendance at the convention.
5. **NO SMOKING** will be allowed in any of the convention areas. This includes Dealers. DSC/CCC is proud to be a **NON-SMOKING** convention.
6. Any weapon worn or carried into or through any convention area must be peace-bound, so that it may not be drawn, including weapons purchased in the Dealers' Room. Anyone carrying a weapon that is not peace-bound will be escorted to Registration for that purpose. Weapons that are not peacebondable cannot be carried at the convention.
7. No cameras, food or drink is allowed in the Art Show.
8. No food or drink is allowed in the Dealers Room except for Dealers behind their tables.
9. There will be no unauthorized Live Action Role Playing allowed in any of the convention areas.
10. We reserve the right to refuse admittance and/or **EJECT** anyone whose behavior is dangerous or disruptive to convention activities or to other hotel guests and their activities. Any member so acting forfeits his membership badge, any and all membership fees, and may be ejected from the hotel.
11. Vandalism of hotel and/or convention property will be prosecuted to the fullest extent of the law.
12. **THEFT** of any kind will be prosecuted to the fullest extent of the law, be it the property or trade goods of DSC/CCC, the hotel, or any person or business.
13. DeepSouthCon/Crescent City Con is being held in a public place. Dress, speak, and act properly at all times. Be courteous to ALL hotel guests, and remember – Nudity is not a costume.
14. Photographs and video recordings are common at science fiction conventions. Members of DeepSouthCon/Crescent City Con agree to allow such photographs to be taken by DSC/CCC photographers at convention events. Your signature below constitutes an agreement to allow these photographs and videos to be used, copyrighted, and published by Crescent City Con, Inc. and assigns for advertising, news releases, publications, and other Crescent City Con, Inc. purposes. This is a release for these condition and from any liability in conjunction with such photographs and videos.

DEEPSOUTHCON 37/CRESCENT CITY CON 14



MIKE RESNICK/AUTHOR GUEST OF HONOR

Laura Resnick on Mike Resnick

He is my father.

As far as I'm concerned, that's his most important job, though I have met editors, agents, movie moguls, rabid truefen, jaded SMOFS, voluptuously wet-lipped groupies, collie breeders, hard-drinking kennels girls, computer network hackers, great white hunters, and wide-eyed school kids who would all disagree.

As you can see, the old man gets around.

He rejects all vegetables with the phrase, "I don't do green stuff." He also won't eat bananas – unless

he's in Kenya, at which point all rules and habits become moot. He will ask for ketchup in a five-star restaurant, orange pop with Italian food, and ice with his coffee. He's convinced that three cigarettes and a few spoonfuls of peanut butter constitute a well-balanced meal.

From this one may deduce a certain level of gastronomic barbarism.

He flew all the way to Botswana to quit smoking (and still couldn't kick the habit -- until cigarette prices doubled. He's been smokeless for five years now.) He has never forgiven anyone who has made the mistake of telephoning him before noon. He can still name the double feature he missed in 1962 when I decided to get born on a hot, humid Chicago summer evening.

This is the inside story.

He wishes Woody Allen would go back to making funny movies, that publishers would pay him on time (fat chance), that he could lose fifty pounds in one day of intense agony and then never have to worry about it again. He honored his promise to the Catholic church not to discuss religion with me until I was twenty-one. At that point, the sum total of his thoughts on the subject, if I remember correctly, boiled down to, "Pretty damned silly, isn't it?"

He will tell you he is not a cat lover and will probably deny that he has been virtually enslaved by two blue-point Siamese. He misses his collies, which he quit raising because he can no longer bear to see things he loves grow old and die. He keeps urging me to go back to Africa before war, disease and extinction -- the final fall from grace -- destroy Paradise's last stand. He has willed his collection of rare African books to the East African Wildlife Society.

I've no idea how I will get two thousand hardcover books all the way to Nairobi, but I'll think of something.

He spent weeks -- perhaps even months -- of my childhood trying to read Dr. Seuss's *Fox In Sox* out loud without making a mistake, and never quite got it right. He told me stories about Batman and Robin, the Spiderman, and John Carter of Mars wherein I was always the hero rescuing them from death and destruction. He made me watch Rocky and Bullwinkle with him, and he took me to see *The Bible* when I was six, an experience from which I still haven't recovered.

He rejects rock and roll, and thinks Reggae is a foot fungus. I ask you.

I have written about him, to him, because of him, and in spite of him. And against my will and better judgment, contrary to all my intentions and despite my firm resolve, due to some cruel twist of fate or accidental sprinkling of chromosomes, I became a wordsmith, a craftsman, a writer like my father before me. Then, after winning a pair of awards in the romance field, fate played one last practical joke on me and somehow I found myself writing what he writes.

Sometimes you just can't win.

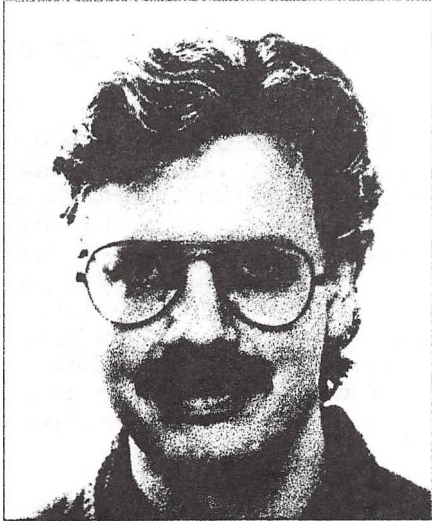
He spins imaginative tales of the improbable and the possible, wistful legends and towering myths, big-as-life passions and galaxy-wife quests, life and death on a planetary scale, the race between good and evil as the universe spins away from its birth and toward the end of Time. He still can't believe that people pay him and give him Hugo awards for what he would do anyway.

Not a bad way to spend the working day. Just ask him.

Laura Resnick is the winner of the 1993 John Campbell Award for Best New SF Writer. Her novel, IN LEGEND BORN (Tor Books), is in all the bookstores, and will be followed next year by IN FIRE FORGED.

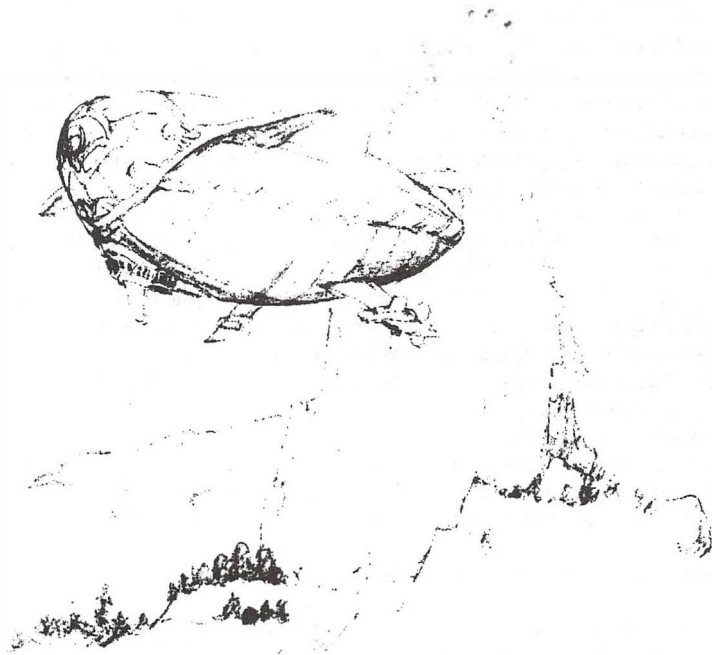
Mike Resnick is the author of way too many publications to print here: 78 books, 2 screenplays, 112 short stories, 3 regular columns, 2 mysteries, and is the editor of 4 series. He has won awards that include, but are not limited to: 4 Hugo's, 1 Nebula, and 7 HOMer winners. He has been nominated for 18 Hugo's and 8 Nebula's, and has been given the Skylark Award for Lifetime Achievement in Science Fiction. His writings are not limited to science fiction, but also include publications about his African adventures. Take time to find and talk to Mr. Resnick—you will surely find him interesting!

TOM KIDD/ARTIST GUEST OF HONOR



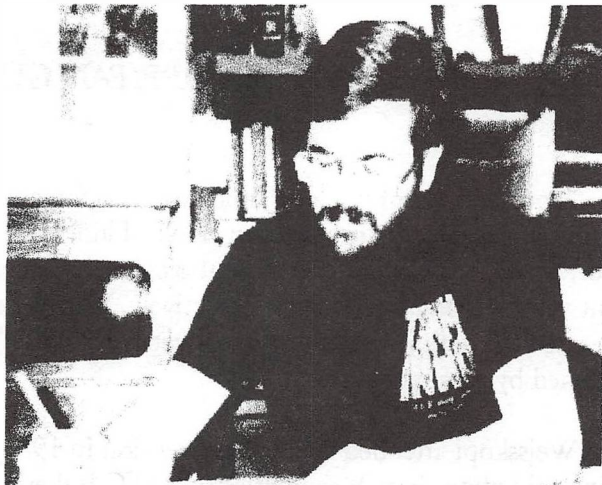
Tom Kidd is a widely known fantasy illustrator. He has received four Hugo nominations and has won four Chesley Awards and the Anlab award. His work has appeared on the covers of well over two hundred books and magazines, ranging from Good Housekeeping and Readers Digest to Savage Sword of Conan. His work has been displayed in the Delaware Art Museum, the Society of Illustrators, and the Cleveland Museum of Science. He has designed robots and created architectural designs for a theme park, and is working on a large scale book about airships.

This past September, William Morrow published an illustrated edition of The Three Musketeers with sixteen full color illustrations by Tom. He has also just finished work as a conceptual designer on an animated feature for Walt Disney Studios, and is now at work illustrating The War of the Worlds for Morrow. Tom lives in New Milford, Connecticut with his wife Andrea.



STEVE JACKSON/GAMING GUEST OF HONOR

Steve Jackson, founder and editor-in-chief of Steve Jackson Games, has been playing games for over 25 years, and professionally designing since 1976. Born in Tulsa, he went to high school, and then to Rice University, in Houston. His classroom work was mediocre; he gave most of his attention to the school paper (he was editor for two years) and to late-night wargame sessions - both of which proved far more valuable than the schoolwork!



He has survived involvements with the Republican Party (alternate delegate to the 1972 convention), the SCA (former landed baron and National Chronicler) and law school (escaping before the bar exam).

Steve's first professional design work was for Metagaming, which published his *Ogre*, *G.E.V.*, *Melee*, *Wizard*, and several other games. In 1980, Steve bought *The Space Gamer* magazine from Metagaming and started his own company. Success was immediate, with his *Raid on Iran* game. The next year, Steve Jackson Games released *Car Wars* . . . followed shortly by *Illuminati*, and later by *GURPS*, the "Generic Universal Roleplaying System." In 1983, he was elected to the Adventure Gaming Hall of Fame - the youngest person ever so honored. He has personally won nine Origins Awards.

In 1990 and 1991, Steve got international press due to the Secret Service's unconstitutional invasion of his office and confiscation of equipments and manuscripts. SJ Games filed suit against the Secret Service and the US government, and won more than \$50,000 in damages. Steve remains intermittently active with the Electronic Frontier Foundation, in hopes of preventing further intrusions against other computer users.

His most recent hit was *INWO*, a trading-card version of his 1982 *Illuminati* game. More than 63 million *INWO* cards have been sold since December 1994! His newest project is *Tribes*, a board/roleplaying game about the development of human society, created in collaboration with award-winning SF author David Brin.

Steve is a longtime SF fan, and gets away to cons when he can. He writes filksongs (adequately) and sings (very badly). He is working on an interactive computer game about running the Worldcon; the beta-test version has been due *Real Soon Now* for several years. He is a confirmed Internet addict. His other hobbies include gardening, dinosaurs, Lego and tropical fish. In his copious free time, he reads, eats and sleeps.

Mr. Jackson's bibliography is too extensive to list, but he has a large variety of works including: textbooks & manuals; fiction; interactive fiction; card games; boardgames & supplements; miniature rule systems; roleplaying systems; roleplaying supplements; he has done much in the line of editing and development; software documentation; religious instructions; and a great many magazine articles.

TONI WEISSKOPF/FAN GUEST OF HONOR

Toni Weisskopf is a long time Southern fan and reader of SF. She currently holds the position of executive editor at Baen Books. Under the name T.K.F. Weisskopf, she is the co-editor, with Greg Cox, of two SF anthologies for Baen: *Tomorrow Sucks* and *Tomorrow Bites*, about vampires and werewolves respectively. With Josepha Sherman she compiled and annotated the definitive volume of subversive children's folklore, *Greasy Grimy Gopher Guts*, published by August House.

Weisskopf attended her first convention in 1980 (MidSouthCon in Huntsville, AL), having read about it in Meade Frierson's SFC Bulletin. Bob Tucker was in attendance, Toni was introduced to "Smoothing," and it was downhill from there. Her first DSC was in Knoxville 1983, with Stephen King as GoH, which she attended for only 12 hours, as she had to sneak out of the house to go. She has kept this pattern up, last month attending the 50th Midwestcon for only 12 hours for similar reasons. She is a charter member of NASFA (the North Alabama SF Association), a longtime member of the Southern Fandom Press Alliance, and a founding member of the "Hoist Fifi!" Toasting Circle. She collects fanzines that have Bob Tucker's work in them and Robert A. Heinlein first editions. She is interested in fan history, and in 1997, with the help of most of Southern Fandom, compiled the SFC History and Handbook so that she could look up dates she had forgotten.

Weisskopf is also the mother of a delightful seven-year old daughter. Having recently returned to the South, Toni's copious spare time is taken with learning to shoot and being Official Editor of the SFPA.

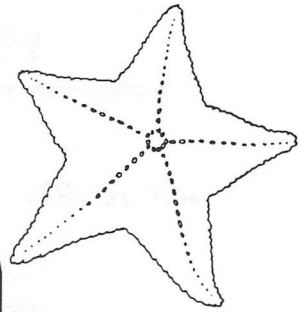
Art Show

Welcome to the Deep South Con 37 / Crescent City Con 14 art show. This year we are featuring artists from the Deep South and from accross the country. Stop by and see a variety of art from paintings, photographs, ceramics, metal work and more all with a science fiction or fantasy flare.

In continuance of the Crescent City Con tradition, we will once again be hosting a special wine and cheese party / gallery showing on Saturday afternoon. The party will be open to all artists with work showing in this year's show, all bidders, and guests. If you would like to attend the party make sure to see the art show staff to get an invitation after you have made a bid on a piece of art. This party is by invitation only. The art show is located on the 16th floor of the Landmark hotel. The art auction will be held on Sunday at 12:00 to 2:00 pm., in Panel Room 2.



Son of BeachCon



DeepSouthCon 38
May 19 - 21, 2000
Jekyll Inn,
Jekyll Island, Georgia

Jekyll Island is located on the Southeast coast of Georgia, half-way between Jacksonville, Florida and Savannah, Georgia. Jekyll Inn room rates are: Island side, \$79; Ocean view, \$89; Ocean front, \$99; 1-bedroom Villa, \$119; 2-bedroom Villa, \$139. These rates are good from Thursday, 5/18/2000 through Monday, 5/22/2000. Reservations must be made by April 15, 2000, after which the room bloc will be released to the public. The hotel phone numbers are (800)736-1046 and (912)635-2531.

Guest of Honor: Jack McDevitt
Fan Guests: P L Caruthers-Montgomery
and Larry Montgomery
Artist Guest of Honor: Ron Walotsky
Toastmaster: Jack Haldeman
Special Guest: Allen Steele

Son of BeachCon will feature all of the usual DSC trappings:

The Hearts Tournament of the Known Universe.
The Rebel/Phoenix/Rubble Awards on Saturday evening.
The Sunday morning SFC Business meeting & DSC 40 site selection for 2002.
The ever-popular Sand Castle (Mermaid) contest on Saturday (between the tides).
Plus: Con Suite, Huckster Room, Art Show, children's activities,
and miles of beach with jellyfish and sunburn (bring your Sunblock 5000).

Memberships: \$20.00 thru Aug. 8, 1999 (DSC 37)

\$25.00 from Aug 8, 1999 to Apr. 30, 2000

\$35.00 thereafter and at the door

Send memberships to: Steve Francis, 5503 Matterhorn Drive
Louisville, KY 40216-1326

(Make out checks or money orders to "DeepSouthCon 38")

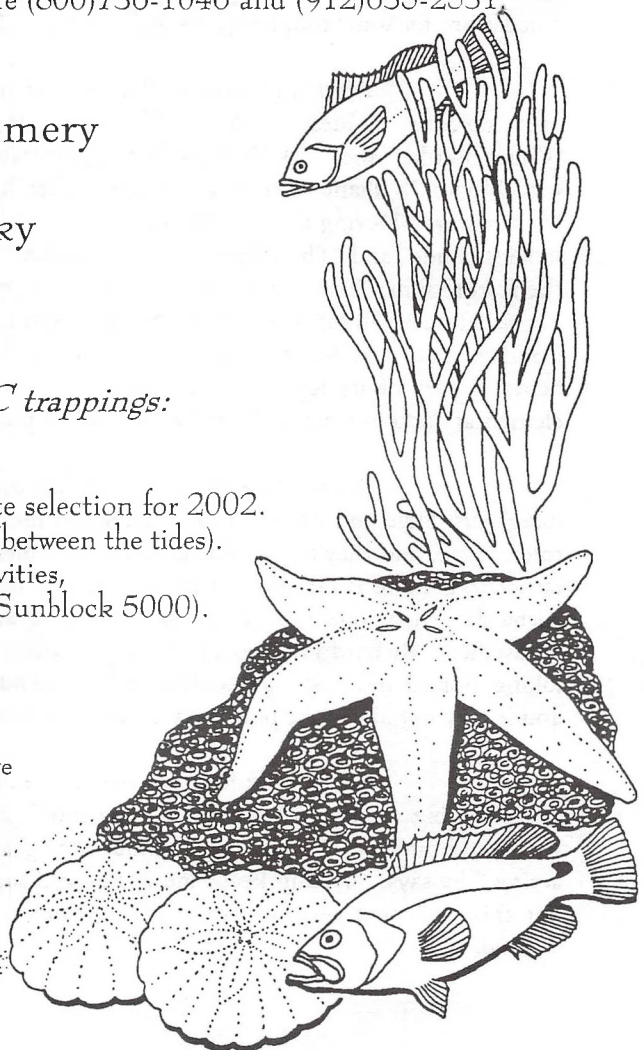
Hucksters Room: Klon Newell, 305 Stoneland Dr.
Athens, GA 30606-2455

Art Show: Carolyn Morgan, 360 Brockington Dr.
St. Simon's Island, GA 31522-1668

General Information: Son of BeachCon (DSC 38),

P. O. Box 1271, Brunswick, GA 31521-1271

E-mail: wcf Francis@compuserve.com



RICHARD CHEVOLLEAU/MEDIA GUEST OF HONOR

Richard Chevolleau is definitely a star on the rise. His dynamic personality and strong acting ability has propelled him to success on both sides of the border, in television and film. His various roles have spanned from tough gang member to dim-witted cop to computer genius. Richard currently stars as "Augur," the egotistical technical wizard on the popular series, Gene Roddenberry's "Earth: Final Conflict." Richard's unique portrayal of this character has garnered the show many accolades and made this talented actor a favorite amongst the many devoted Gene Roddenberry fans.



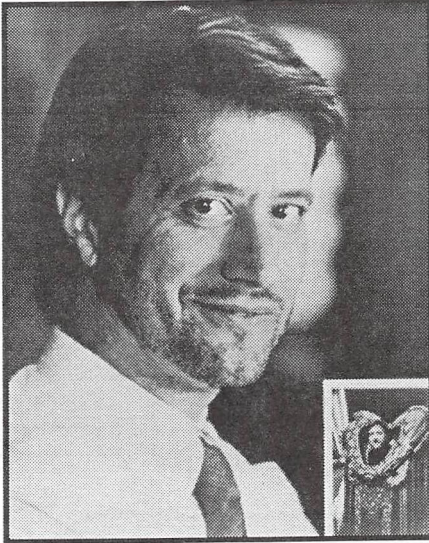
Richard's strength of character and incredible sense of humor are the result of a turbulent childhood. The oldest of five children born in Kingston, Jamaica, to Delrea, a native Jamaican and Ferdinand, a businessman of French-Chinese descent, Richard was exposed to a world of poverty, alcohol and abuse at an early age. At the age of eight, his family immigrated to Toronto, Canada, to join other family members and to seek a better lifestyle. Richard used his sense of humor as an escape in dealing with the great changes in his home life. "It was a great defense mechanism for some tough situations," he says. "I tried to get a laugh instead of getting angry or crying."

After high school, Richard put university on hold when he began receiving offers to act professionally. Guest roles in TV shows and movies, including "Friday, the 13th," "E.N.G.," "Counterstrike" and "Tek War" led to opportunities south of the border. Richard was selected to co-star with Montel Williams in the CBS drama, "Matt Waters" and guest starred in the gritty drama, "New York Undercover." During this time Richard still continued to act in Canada, starring in the critically acclaimed movies "Rude" and "The Planet of Junior Brown." He recently joined fellow Canadian actor Dave Foley, in the feature film, "The Wrong Guy," and just wrapped filming the Showtime movie, "The Wall," opposite Edward James Olmos. But it is Richard's current role in the Gene Roddenberry's hit series "Earth: Final Conflict" that is really making fans take notice of this attractive actor. "I am a huge 'Star Trek' fan and being a part of its legacy is overwhelming," he says. The role also united Richard with his former elementary school teacher, John Calvert, now a producer on the show.

When Richard is not filming the series, he prefers to relax at home with his two young daughters, Skye and Asya. "I love to spend time with my family because they're the only people who can tolerate me, and they're the only people I can tolerate," he jokes. Richard cherishes and respects his role as father. "If there is one thing that irks me it's fathers who neglect their kids. That is the ultimate sin." Richard's artistic talents aren't limited to acting alone, he also enjoys painting and sketching. For his own amusement, Richard loves to shock people with his off-the-wall sense of humor. "As a kid I was always joking around and pushing people's buttons. And I still do it. I tend to blurt out whatever's on my mind and it may not always be politically correct," he laughs.

As Richard looks to the future and where it may lead, he says jokingly, "I just want to make the big money and become a huge star!" However, on a more serious note, his aspirations are as a writer and director, as well as to continue acting in front of the camera, both in television and film. "I love acting," he says. "Acting keeps me challenged so I'll do it until it's boring for me and then I'll move on." For this dedicated and multi-talented performer, continued success in the entertainment industry seems assured.

JEFFREY WILLERTH/MEDIA GUEST



Jeffrey Willerth, who portrayed "Ambassador Kosh" and was Producer's Associate on *Babylon 5*, was born in St. Louis. Raised in New Jersey, Jeffrey was schooled in Florida, learned to race cars in Connecticut, and to walk around in a Vorlon suit in California!

He broke into the broadcast industry at Jones College in Jacksonville, Florida, where he majored in Broadcast Management and started as a radio DJ on commercial radio stations. His first paid job was playing Percy Faith records on WJNJ in Jacksonville.

Jeffrey made the trek west to California in 1988. At the time, he was working in the Racing School business, teaching people how to race cars, still one of his passions. In addition to racing and teaching, Jeffrey actually raced cars for a while. When not behind the wheel, he did Motorsport media relations, including developing comprehensive marketing campaigns in

radio, print and television for racing schools and automotive companies.

Since 1990, Jeffrey has published the *Racing School Directory*, the most comprehensive compendium of motorsport training facilities, which is distributed through Motorbooks International, Steve Smith Autosports, and <amazon.com>. he is a co-founder of www.racingschools.com, the ultimate online source for racing school information. He also published "Learning Curves,": a bi-monthly article about racing schools in Chris Economaki's *National Speed Sport News*. Jeffrey has been acknowledged in *Motor Trend*, *AutoWeek*, *Circle Track*, *Car & Driver* and *Sportscar*, among others.

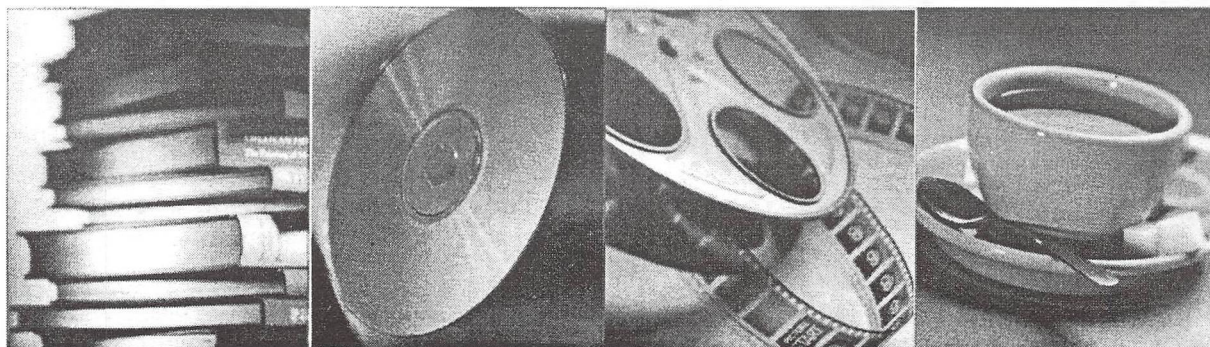
Jeffrey joined *Babylon 5* the first season as a background artist and played numerous aliens and humans. For the show's second season, he was the stand-in for Bruce Boxleitner and started playing the role of Ambassador Kosh. In the third season, again a stand-in, his role shifted slightly as he portrayed both Kosh and Ulkesh.

Through the fourth and fifth seasons, four TNT movies and two episodes of *Crusade*, Jeffrey moved to the front office as the show's Producer's Associate and continued his Vorlon roles. He also oversaw the development of the Official *Babylon 5* Fan Club and is credited on the B5 CD-ROM, *Combat Simulation Game*, *Dining on B5 Cookbook*, Christopher Franke's B5 Soundtracks and other B5 related merchandise. Additionally, as a contributing writer for the B5 Magazine, Jeffrey's "*Vorlon Perspective*" offered fans a behind-the-scenes look at the unsung heroes of the B5 crew.

Recently, Jeffrey made a brief cameo appearance in "A Call to Arms" and was a Visual Effects Coordinator on Miramax's "*I Still Know What You Did Last Summer*" and "*The Faculty*." Currently, he is developing new programs with Threshold Entertainment, who produces *Mortal Kombat*.

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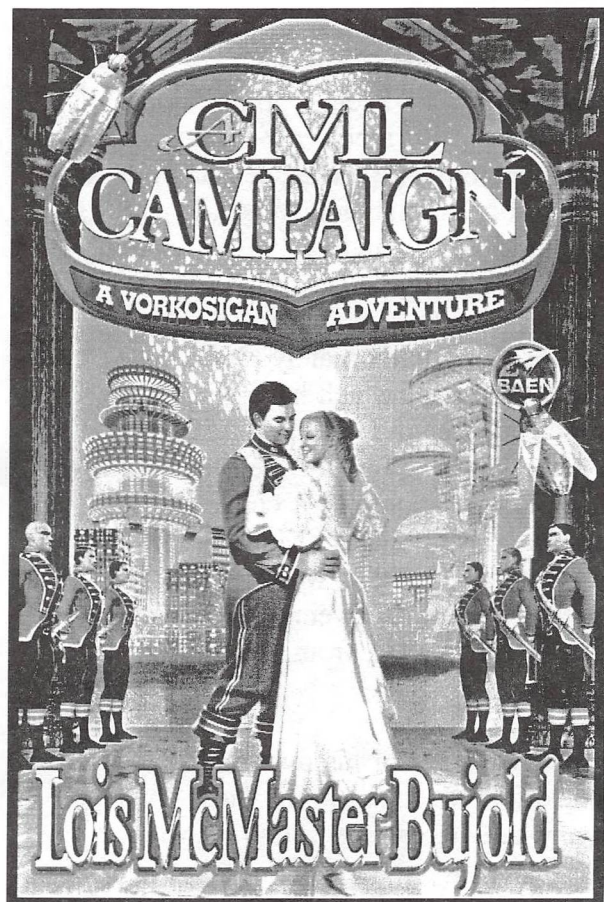
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—Publishers Weekly

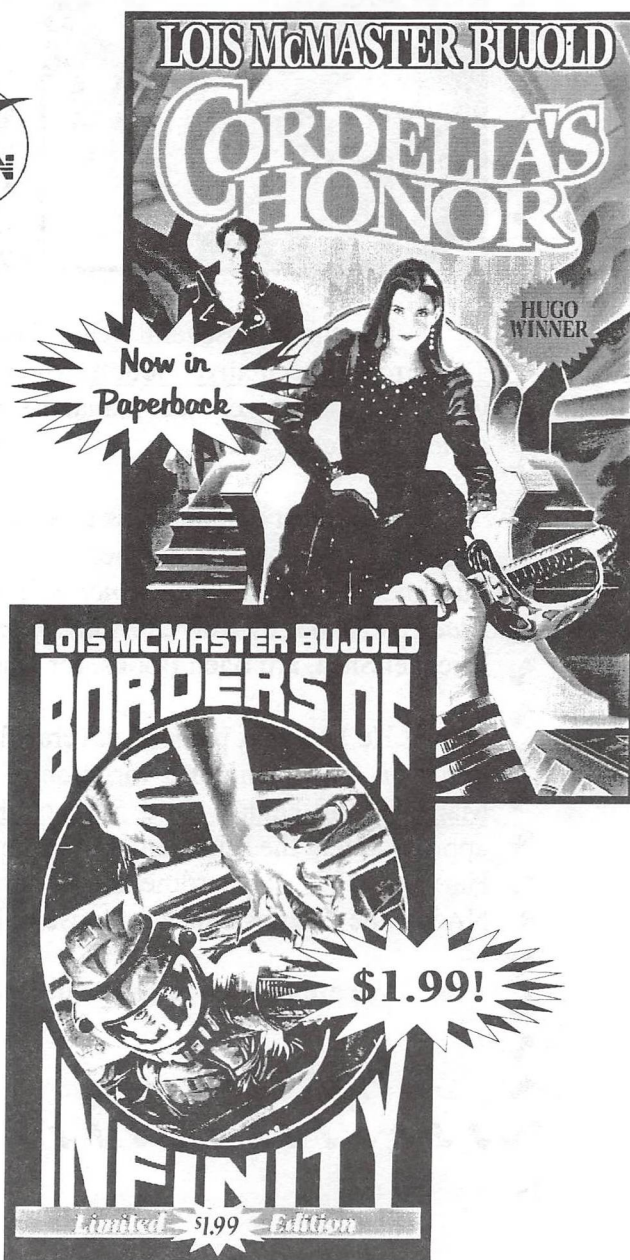


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SEPTEMBER IS BETTER THAN EVER WITH THIS TRIPLE VORKOSIGAN VOLLEY!

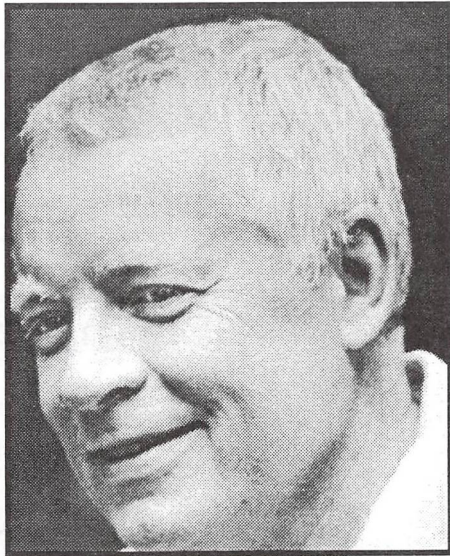
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September 1999

BAEN BOOKS: DISTRIBUTED BY SIMON & SCHUSTER

ALGIS BUDRYS –SPECIAL GUEST



ALGIS BUDRYS has been a professional writer since 1952. He has sold repeatedly to most of the science fiction and other genre magazines, and has published a number of books, including Who?, Rogue Moon, Michaelmas, and Hard Landing, all of which have been nominated for awards.

He has published approximately 200 short stories, a respectable number of which have also been nominated for the science fiction Hugo, or Nebula, or both. He has won the Locus award for the best non-fiction book of the year, Benchmarks, a collection of all his book review columns for Galaxy Magazine, and has been a Hugo nominee for that work. For The Master of The Hounds, a Saturday Evening Post story, he won an Edgar Special Award from the Mystery Writers of America.

For the past several years, he has been editor and publisher of his own magazine, Tomorrow Speculative Fiction, which has been nominated for the Hugo award twice. Two years ago he moved the magazine onto the Internet, where it can be found at www.tomorrowsf.com.

His latest venture is as a book editor and as a literary agent. The novels The Blood Jaguar, by Michael H. Payne, Nocturne For a Dangerous Man, by Marc Matz, Inca by Susanne Alles Blom and Dance of Knives by Donna McMahon, result from his agency. Black as Blood, by Rob Chilson, Shanji, by James C. Glass and The Mines of Behemoth by Michael Shea, are Baen Books, for which he is an editor.

He has also pursued several full-time careers in and outside the SF field, usually under his own name or a variation of it. He wrote a regular book review column in The Magazine of Fantasy and Science Fiction for years, and the Chicago Sun-Times for approximately the same length of time. He has taught in innumerable writing workshops, at Harvard, BYU, Pepperdine, eleven straight years at Clarion East, The Library of Congress, NASA, the Charles Dickens House in London, and elsewhere.

We are pleased to have Mr. Budrys as a Special Guest!

**DANNY FROLICH
ARTIST GUEST**

Danny was born in New Orleans in 1949. He has had a varied artistic career which began in 1967 doing renderings for a building contractor which also happens to be the year he became involved in fandom.

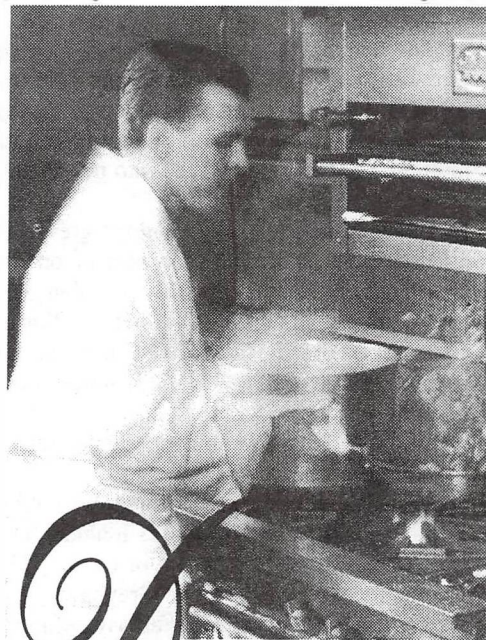
Danny's impressive career includes being a Mardi Gras float painter in 1970, to becoming a float designer in 1971. He has produced three underground comics for Alantis Distributing in 1972 and began advertising illustration and cartooning in 1972. Danny became independent in 1976, designing all Mardi Gras related items: floats, posters, doubloons, throws, cups and cards; during the late 1970's to 80's. He designed Mardi Gras floats and other items for the Krewes of Rex, Bacchus, and Endymion. Danny was instrumental in the development of the printed plastic cup and the Mardi Gras trading cards, both industry firsts. He continues to do Mardi Gras work today. He has also designed Macy's and Atlanta's Thanksgiving parades and is currently designing floats for the Houston Thanksgiving parade.

Other works include commercial logo design and illustration for the diving industry; three cover designs for US Navy diving manuals; book illustrations; he designed the back gates for the 1984 World's Fair and other fair items and scenes; interior designs for restaurants and nightclubs in Ft. Worth, Destin and New Orleans; convention decorating including large props and other related items; more t-shirts than he can count for Destin and Ft. Walton; graphic designer for Meyer Surfboards; and large scale works include backdrops and murals, including the backdrop for Pope John Paul II's youth rally and an 880' backdrop for a Honda dealers convention in the Super Dome.

Add to all of the above, the work he has done for science fiction conventions, designing t-shirts and other artwork when asked, and you have one very busy man! He somehow has time for car restoration and collecting trains. Danny says he is most proud of one of his works—his daughter—Ariadne Julia Frolich. Welcome back to DeepSouthCon/Crescent City Con Danny!



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D

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DEEPSOUTHCON 37/CRESCENT CITY CON 14

R A N D Y R I C H A R D S / G A M I N G G U E S T

Randy began his role-playing career with "that pink *Dungeons & Dragons* basic boxed set" as he calls it, circa 1980 in the Chalmette Middle School G/T class. Soon afterwards, he purchased the Tomb of Horrors and the Greyhawk Gazetteer folio, and his life would never be the same. He says about this time period, "*Between Star Trek and D&D, I was a nerd times ten.*" Many TSR adventures, novels, accessories, and paraphernalia followed, and based on last count he estimates around 730 AD&D books in his home library. Few believe his excuse, "*I need them for my writing,*" but we'll give him the benefit of the doubt.

The Greyhawk fantasy setting was cancelled by TSR in the late 80's due to a supposed lack of interest. To keep Greyhawk alive with his old adventuring buddies, Randy formed the World of Greyhawk Fan Club during his tenure in college. Together they produced an unnamed newsletter containing their shared ideas, and with their combined efforts were able to expand their ranks to include many others over the years. With the advent and popularity of the internet, the Fan Club moved into new areas.

From those humble beginnings grew an organization that now spans the globe. Today, the Fan Club has nearly 500 members, from every continent on planet Earth (and possibly a few from planet Oerth as well). This large Greyhawk organization is now presided over by Gary Gygax, and his celebrity assistants Dave Arneson, Rob Kuntz, Frank Mentzer, Len Lakofka, and Jim Ward to name a few. Each year events like the Greyhawk Cruise, the Celebrity Greyhawk Dinner, Greyhawk Celebrity Panel Seminar, and numerous adventures set in that realm are held at conventions across the United States. Favored conventions include Dragon*Con, Gen Con, Crescent City Con, CoastCon, Exoticon, among others. The popularity of Greyhawk has waxed and waned at TSR through the decades, but the Fan Club vows to continue bearing the torch during the dark times.

Besides engaging in his longtime hobby of photography, Randy is currently working as a freelance writer for TSR, Inc. His published works include "Dark Magic in New Orleans" and soon "Slerotin's Tunnel." Other writings include "Suel Imperium: Age of Glory", "The Geographical Druid", "Sphacelus: Realm of Zuggtmoy" and scores of articles for the fanzine, "The Greyhawk Grimoire," produced by the World of Greyhawk Fan Club. Randy continues to promote Greyhawk as a fantasy setting, and run popular adventures at conventions. He suggests you visit their website at <http://members.aol.com/WoGFanClub/woghome.html> -or- contact the Fan Club directly at acererak@aol.com -or- e-mail him personally at imrandy@aol.com



PEGGY RANSON/ARTIST GUEST

Margaret Ranson or "Peggy" as she's known personally and professionally by all that know her, is a talented young woman. Originally trained as a classic advertising artist, Peggy soon discovered "fantasy" and suddenly nothing would ever seem the same.

Peggy soon began sending art to conventions all over the country and indeed, the world. She had now become the darling of "fantasy art" and began calling people the likes of Teddy Harvia "friend."

Finally, Peggy was taken notice of by the Hugo nominating committee and was awarded a Hugo award for her fantasy art. For the 1998 World Con in San Antonio she was again nominated for a Hugo for Fan Art. Who says fairy tales can't come true—ask Peggy Ranson.

SHARON GREEN/AUTHOR GUEST

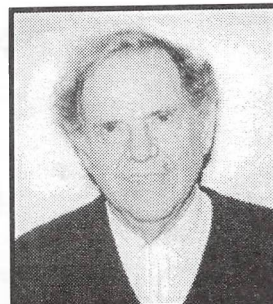
Sharon was born and raised in Brooklyn, NY and discovered science fiction at the age of 12. A voracious reader, she qualified for the school medal, but didn't get it because the librarian disapproved of science fiction. Later, she earned her B.A. at New York University in 1963, where she got rid of an unwanted admirer by convincing him she was from another planet.

Currently Sharon lives in Nashville with her cats and her Atari computer. A prolific writer, she is the author of over 2 dozen books. When she is not at her computer, she is engaging in one of her diverse hobbies; Tai Kwon Do (in which she has a purple belt), knitting, horseback riding, fencing, and archery. She is also the mother of 3 sons (Andy, Brian and Curtis).

Her latest series is called *The Blending*. Check your local book store for more of Sharon's books!

JACK (DR. "J") STOCKER/SCIENCE GUEST

Dr. Stocker is known to many in fandom—but there are probably many things not known about him. He is a retired Professor Emeritus of chemistry from the University of New Orleans, where he was among the few who opened up the University in the fall of 1958. He is still professionally active in the governance of the American Chemical Society, is involved internationally in Chemical Nomenclature and lectures on professional topics several times a year.



He has edited a book called "*Chemistry and Science Fiction*" for the American Chemical Society; among other chapters and a modest offering of full color science fiction magazine covers, it contains a particularly fine chapter by Connie Willis discussing her professional approach to writing science fiction, and an introduction by James Gunn inviting a reader response.

Dr. Stocker recalls those days in the depths of the depression when after attending junior high school classes he would haunt the nearby used magazine shop where he could buy used science fiction magazines (he favored *Thrilling Wonder Stories*) literally back to their beginnings for two cents each without covers, favored because the ones with covers cost more (three cents each!).

He was involved in some "fannish" activity before 1940, including issues of his neighborhood newspaper painstakingly hand-printed in 1934 which included a badly drawn cartoon strip, borrowed heavily from Buck Rogers, entitled "*Silly and Billy Go to Mars.*" Such activities entitled him to membership in First Fandom.

Dr. Stocker says his interest in science fiction—beyond the real pleasure it shares with many other genre in providing 10% of non-crud reading, is its unique ability to stretch one's mind and make it think in non-traditional ways and in non-orthodox categories. Over the years he has held a series of full-audience-participation panels at science fiction conventions, including particularly successful ones in the areas of "Science Fiction and Religion," and "Science Fiction and Sex/Gender." Be warned—he invites and welcomes dialogues but don't begin one with him unless you have good staying power!

Dr. Stocker has been a guest at a number of "cons" and has shared panel presentations with C.J. Cherryh, Anne McCaffrey, Mercedes Lackey, John Steakley, Kelly Freas, Gregory Benford, Walter Jon Williams, and many others.

He prefers hard science fiction but reads fantasy with pleasure and recognizes the very fine line between them. He even approves of and enjoys BEMS (and if you don't know what that is—just ask him!).

He helped organize his University's science fiction and fantasy club, the SOB² - translated initially to "Sons of the Big Bang" which was tactfully morphed into "Survivors of the Big Bang" to recognize gender equality. He has been its faculty sponsor since its inauguration.

Perhaps his most cherished science fiction event was the program he organized for LSU in Baton Rouge back in the mid-sixties as the kick-off program of a weekly, several months program considering the future. (example—Buckminster Fuller lecturing on possible architectural developments). His arrangements involved a telephone hook-up between Isaac Asimov, John Campbell, Fred Pohl and Poul Anderson from their homes to an auditorium stage where he moderated their collective discussion for approximately an hour before an audience of perhaps 300 people.

So—this weekend, try to take some time to talk to "Dr. J" - he will most likely be at his tables in the dealers room. He loves to talk to people—and has some really interesting stories to tell!

"ExotiCon is a new breed; the anti-convention."

Randy Richards, *Greyhawk Grimoire* fanzine

"Exoticon sounds great, bud."

Scream queens and plastic lingerie... my kinda scene."

Joe Bob Briggs

"No goddamn way am I going to miss this."

Paul T. Riddell, *Sci-Fi Universe*

exoticon

episode 2: the fandom menace

confirmed (among others): TOM SAVINI (Makeup/FX Legend: *Friday The 13th I and IV, Dawn Of The Dead, Day Of The Dead, Creepshow, Tales From The Darkside* Director: *Night Of The Living Dead* (1990), *Tales From The Darkside* Actor: "Sex Machine," *From Dusk Till Dawn*; "Blade", *Dawn Of The Dead*; *Creepshow*; *Creepshow II*; *Knightriders*)

JAMES HONG ("David Lo-Pan", *Big Trouble In Little China*; "Chew", *Blade Runner*; "Che'tsai", *Tank Girl*; *Kung Fu* (TV); *Colossus: The Forbin Project*; *Airplane!*; *Mulan*)

SPIDER AND JEANNE ROBINSON ("User Friendly", the *Stardance* series, the *Callahan's Place* series, the *Deathkiller* series)

PAUL T. RIDDELL "The Hunter S. Thompson of Science Fiction" ("Squashed Armadillocon", *Tangent*, *Proud Flesh*, *sci-fi universe*, *SF eye*, *Skeptical Enquirer*)

MANDY LEIGH, DEBBIE DUTCH, ADRIENNE CRONIN The ExotiCon Scream Queens ("Tromaville Cafe," "Bloodscent," "Lights...Camera...Action...DEATH!" *Celebrity Sleuth Magazine*, *Scream Queen Magazine*, *Draculina Magazine*, *Femme Fatale Magazine*)

CARL LUNDGREN Artist Guest Of Honor

ANDY J. FOREST Blues Musician / Author, "Letter From Hell"... more guests TBA

featuring: GAMING TOURNAMENTS magic: the gathering, warhammer 40K, vampire: the masquerade, legend of the five rings, vampire: eternal struggle, rage: the apocalypse star wars: ccg and rpg, more **EVENTS** SLAVE AUCTION featuring the goddesses of CON-TOUR magazine, the PIMP OF THE YEAR costume contest. LIVE ROCKY HORROR with all original scenes. DROP TILL YOU DANCE (with digital joshua light show) from DJ Lewis D'aubin (C.O.G.), THE WAY OF THE RUSS: THE RETURN, and the PARTY FLOOR (3rd) **VIDEO** babylon 504, monster island (godzilla), new orleans worst film festival, krewe of the enterprise, world wide ass-whipping (wrestling) **THE RETRO ROOM** a trip back in time to the 80's featuring C64's, atari, eighties music and film **24-HOUR HOSPITALITY SUITE AND GAMING • FREE FRENCH QUARTER SHUTTLE**

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Marketing & Development would like to thank our sponsors:

The Maison Dupuy Hotel, ABC 26 (A Tribune Broadcasting Company), Clancy's, Bizou's, Christino's, Andrea's, Storyville District, Dornignac's, and Maurices French Market;

The programming department wishes to thank Guy Lillian for his great help with DSC programming.

The gaming department would like to thank Lon Atkins for his invaluable help with the rules for the Hearts tournament; Sidney Kuhn, Liz Williams, Richard Wilson, Clay LeBrun, and all the gamemasters who put in all those hours to make our game room what it is!

The DSC Committee would like to thank Danny Frolich for all of his hard work and his wonderful art! He's always there when he is needed and we appreciate him more than we can say.



About the Southern Fandom Confederation

The Southern Fandom Confederation exists to promote interaction and cooperation between and among all the fans of science fiction and/or fantasy in the area formerly known as the Confederacy. We are proud of our Southern heritage, and we have no political, racial, or other agenda. Our only purpose is to promote camaraderie between science fiction/fantasy fans in the South. We even accept Yankees as "Southern Sympathizers" (grin). For more information on the Southern Fandom Confederation, come to the SFC Business Meeting, Sunday morning at 10:00 am. Check your programming schedule for location.

DEEPSOUTHCON 37/CRESCENT CITY CON 14

DeepSouthCon BYLAWS

Section 1. Paragraph 1. The DeepSouthCon is an unincorporated literary society whose functions are to choose the locations and committees of the annual DeepSouth Science Fiction Convention (hereinafter referred to as the DSC); to attend the DSC; and to perform such other activities as may be necessary or incidental to these purposes.

Section 1. Paragraph 2. The membership of DSC shall consist of (A) anyone paying the membership fee established by the current DSC committee, or (B) anyone upon whom the current DSC committee confers a complimentary membership. Only members attending the DSC will have voting privileges and each person shall have one vote. Absentee and proxy votes are not allowed. An optional class of non-voting supporting membership may be established by the current DSC committee for persons who wish to receive DSC publications but cannot attend the convention and participate in the business meeting.

Section 1. Paragraph 3. No part of DSC's net earnings shall be paid to its members, officers, or other private persons except in furtherance of the DSC's purposes. The DSC shall not attempt to influence legislation or any political campaign for public office. Should the DSC dissolve, its assets shall be distributed by the current DSC committee or the appropriate court having jurisdiction exclusively for charitable purposes.

Section 2. Paragraph 1. The voting membership of DSC shall choose the location and committee of DSC shall choose the location and committee of the DSC to be held in the calendar year two years after the current DSC. Voting shall be by ballot cast at the current DSC. Counting of all votes shall be the responsibility of the DSC committee, using the preferential ballot system as it is used in site selection voting for the World Science Fiction Convention.

Section 2. Paragraph 2. A committee shall be listed on the ballot if it submits to the current DSC, by 6:00 PM on Friday of the current DSC, the following: a list of committee officers, a contract or letter of agreement with a facility adequate to hold the DSC, and a statement that the committee agrees to abide by these rules. A committee may bid any site in the states of Virginia, Kentucky, Tennessee, Arkansas, Texas, and all states both south and east of any of these.

Section 3. Paragraph 1. Any proposal to amend this constitution shall require two-thirds of all the votes cast on the question at the DSC meeting held at two successive DSC's.

Section 3. Paragraph 2. DSC meetings shall be held at advertised times at each DSC. The current DSC committee shall provide the Presiding officer for each meeting. Meetings shall be conducted in accordance with *Robert's Rules of Order*, Newly Revised, and any Standing rules the meeting shall adopt.

Section 3. Paragraph 3. The DSC constitution shall be published in the program book of each DSC. Any amendments eligible for ratification at the DSC shall also be published in the program book.

There were no Amendments proposed at the 1997 DeepSouthCon and none have been submitted as of the closing date of this Program Book.

DEEPSOUTHCON 37/CRESCENT CITY CON 14

Southern Fandom Confederation Bylaws

SECTION 1 (a) The Southern Fandom Confederation is a non-profit organization of, by, and for science fiction and fantasy fans residing in the states of the Confederacy (Alabama, Arkansas, Florida, Georgia, Kentucky, Louisiana, Mississippi, North Carolina, South Carolina, Tennessee, Texas, Virginia), existing for the purpose of promoting fan and professional activity within that area. (b) The President shall have the discretion to name as "Southern Sympathizers" persons or groups outside the South for the purpose of membership and participation in the SFC.

SECTION 2. The SFC shall meet once a year, simultaneously and at the same place as the DeepSouthCon, hereafter DSC. This meeting shall be open to all dues-paid and dues-exempt SFC members, plus interested parties. Only dues-paid or -exempt members may speak or vote except through dispensation by the presiding officer. Each meeting shall consist of: (a) a review of the year's activity, (b) election of officers, and © suggestions from the membership for activities in the year ahead.

SECTION 3. The officers of the SFC shall consist of (a) President, (b) a Vice President, © Secretary-Treasurer, with duties as follows:

- a) The President shall run the annual SFC business meeting, present a summary of the year's activities, set SFC policy on matters of controversy, publish the official SFC bulletin on a quarterly basis, and represent the SFC at all fannish functions.
- b) The Vice President shall serve in the place of the President should the President be absent.
- c) The Secretary-Treasurer shall collect dues for the SFC and maintain an account at a convenient bank on which only the Secretary-Treasurer or the President may draw; the Secretary-Treasurer, in conjunction with other officers, shall maintain a file of all active Southern SF fans, amateur press alliances, fanzines, clubs and conventions. the Secretary-Treasurer is responsible for mailing the official bulletin at the cheapest possible rate. All SFC officers must be resident in the Confederacy. All are elected to one-year terms.

SECTION 4. Dues for the SFC are \$10.00 per year for an individual, with institutional dues being five times that amount, a year being defined as the period between successive DeepSouthCons. The following are dues-exempt: (a) winners of the Rebel and Phoenix Awards presented at the DSC, (b) individuals who have performed such service to the organization that the President feels that they merit exemption, (c) SFC officers during their term of service.

SECTION 5. The official SFC bulletin shall be published on a quarterly basis, though more often as finances permit. One issue shall appear in the month of January. Each issue shall publish as comprehensive a list as possible of active Southern sf clubs, apas, and fanzines. One issue each year shall publish a roster of dues-paid and -exempt SFC members. Other contents shall be left to the discretion of the President, but shall revolve around Southern fandom's history, present activity, and future plans.

Editorial policy: (a) The bulletin shall concern itself freely with controversial matters confronting Southern Fandom. All editorial opinions shall be signed by the author and shall not be considered reflective of the opinions of any officer of the SFC itself. (b) The bulletin shall maintain a neutral position between and among competing bids for DSC, or between and among Southern contenders for a Worldcon. (c) A letter column shall be printed in each issue containing a comprehensive spectrum of opinion on any matter before the SFC. (d) The SFC shall promote the candidacy of Southern fans and professional for nation honors such as the Hugo Award.

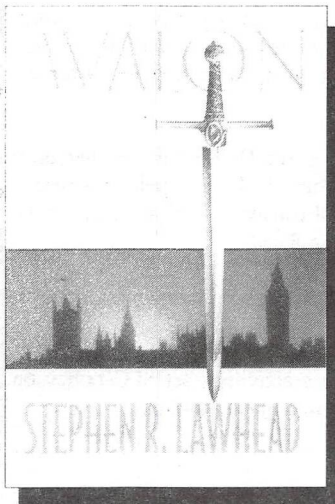
SECTION 6. This set of by-laws may be amended or replaced by the SFC members in attendance at the DSC meeting. Any amendment proposed in writing and signed by 20 or more SFC members must be brought before this meeting and voted upon. A majority of members at the meeting may cause an amendment to be brought to a vote. A 2/3 majority of members voting shall be sufficient to cause an amendment to pass.

SECTION 7. All previous by-laws, rules and constitutions of the SFC are henceforth null and void.



As amended at the SFC 1993 meeting. Published for the annual Southern Fandom Confederation Meeting to be held August 8th, 1999, DeepSouthCon 37/ Crescent City Con 14.

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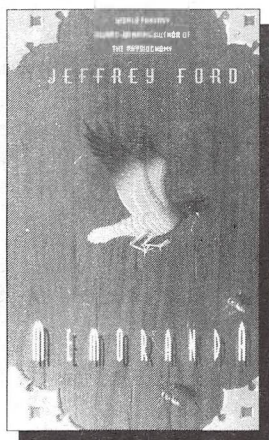
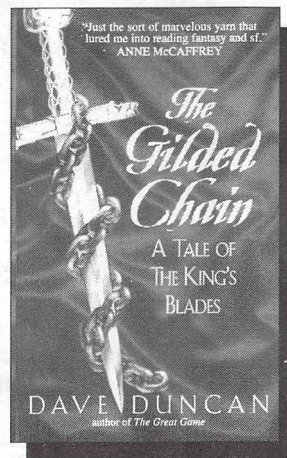
Present-day England is beleaguered from without and within. But now comes a champion from centuries of old: **King Arthur reborn.**

AVALON: THE RETURN OF KING ARTHUR
Stephen R. Lawhead

A magical ritual binds **the realm's finest swordsmen.**

But now one will be called to betray a king—to save a kingdom.

THE GILDED CHAIN: A TALE OF THE KING'S BLADES
Dave Duncan

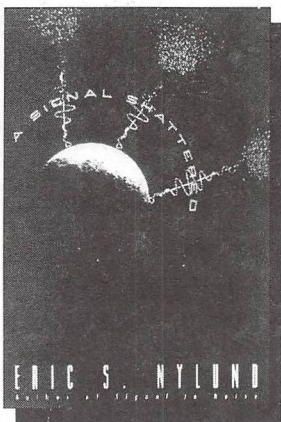
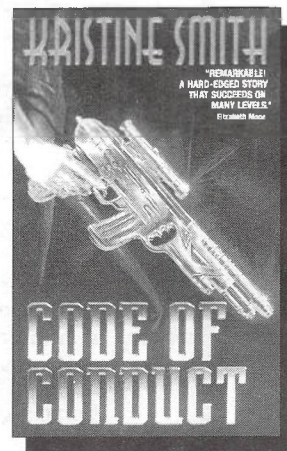


His stunning first novel *The Physiognomy* was a **World Fantasy Award winner.** Now the haunting saga of the Well-Built City continues.

MEMORANDA
Jeffrey Ford

Once she was a soldier and a liaison to aliens. Now she's in hiding. But soon she will be forced to confront the past — and the ravages of her own **cybernetic augmentation.**

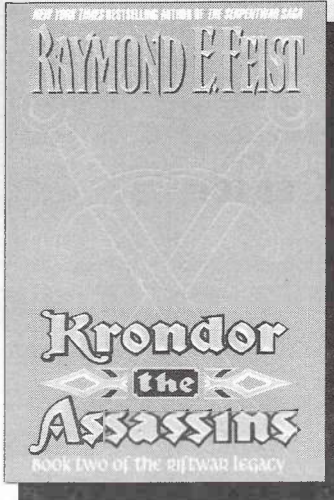
CODE OF CONDUCT
Kristine Smith



A treacherous alien has made Earth the **graveyard of billions.** But now the few survivors seek a strange new technology. With the power to avenge. And to destroy.

A SIGNAL SHATTERED
Eric S. Nylund

E O S

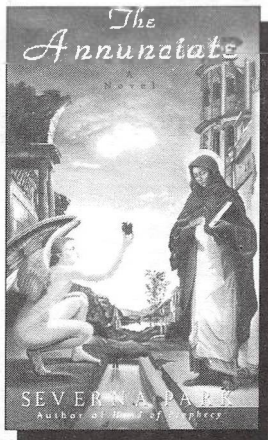
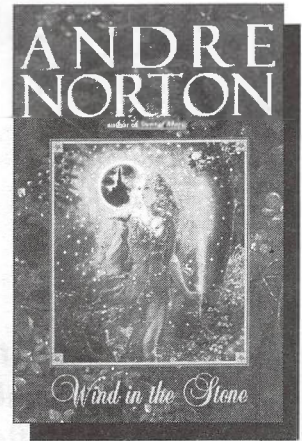


A rash of assassinations roils Kronador. Jimmy the Hand must use his **thieving skills** to ferret out the guilty — before his liege is destroyed and Kronador is laid to ruin.

KRONADOR THE ASSASSINS: BOOK TWO OF THE RIFTWAR LEGACY
Raymond E. Feist

She is magic. She can hear **the world's secret sounds.** And it will be her power that opposes her most powerful adversary: her own brother.

WIND IN THE STONE
Andre Norton

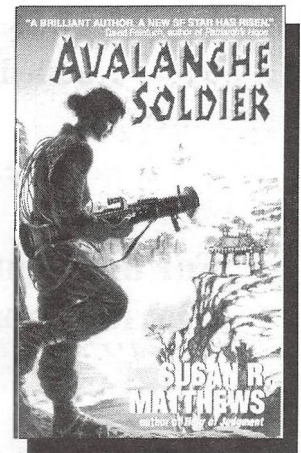


They will eliminate aggression and conflict. They will **fuse DNA** to create a new, nonviolent being. But what dark truths roil beneath the surface of a kinder, gentler human?

THE ANNUNCIATE
Severna Park

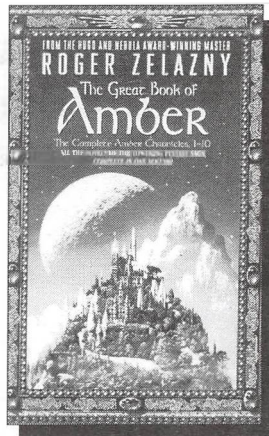
Their religion teaches that **life is a dream** from which the Messiah will awaken them. But what if the Propheted One is found in a rival cult — just who is the heretic?

AVALANCHE SOLDIER
Susan R. Matthews



All this and more.

AVON EOS TITLES ON SALE IN SEPTEMBER: **AVOLON: THE RETURN OF KING ARTHUR** (hardcover), by Stephen R. Lowhead, \$25.00 / \$37.00 (Can.); **A SIGNAL SHATTERED** (hc) by Eric S. Nyland, \$23.00 / \$34.00; **THE GILDED CHAIN: A TALE OF THE KING'S BLADES** by Dave Duncan, \$6.99 / \$8.99; **THE DAUGHTERS OF BAST: THE HIDDEN LAND** by Sarah Isidore, \$6.50 / \$8.50; and **IRIS** by William Barton and Michael Capobianco, \$6.99 / \$8.99. ON SALE IN OCTOBER: **LORD OF THE FIRE LANDS: A TALE OF THE KING'S BLADES** (hc) by Dave Duncan, \$23.00 / \$32.00; **MEMORANDA** (trade paperback) by Jeffrey Ford, \$12.00 / \$18.00; **KRONADOR THE BETRAYAL: BOOK ONE OF THE RIFTWAR LEGACY** by Raymond E. Feist, \$6.99 / \$8.99; **A SECRET HISTORY: THE BOOK OF ASH #1** by Mary Gentle, \$6.99 / NCR; **DEEPRIVE** by Alexander Jablakov, \$5.99 / \$7.99; and **LORD OF THE FANTASTIC: STORIES IN HONOR OF ROGER ZELAZNY**, edited by Martin H. Greenberg, \$6.99 / \$8.99. ON SALE IN NOVEMBER: **KRONADOR THE ASSASSINS: BOOK TWO OF THE RIFTWAR LEGACY** (hc) by Raymond E. Feist, \$25.00 / \$37.00; **WIND IN THE STONE** (hc) by Andre Norton, \$23.00 / \$34.00; **THE ANNUNCIATE** (hc) by Severna Park, \$23.00 / \$34.00; **THE HALLOWED ISLE BOOK THREE: THE BOOK OF THE CAULDRON** (tp) by Diana L. Paxson, \$10.00 / \$14.50; **MISSION CHILD** by Maureen F. McHugh, \$6.99 / \$8.99; **CODE OF CONDUCT** by Kristine Smith, \$5.99 / \$7.99; and **THE GARDEN OF THE STONE** by Victoria Strauss, \$6.99 / \$8.99. ON SALE IN DECEMBER: **THE GREAT BOOK OF AMBER: THE COMPLETE AMBER CHRONICLES 1-10** (tp) by Roger Zelazny, \$20.00 / \$29.00; **AVALANCHE SOLDIER** by Susan R. Matthews, \$6.50 / \$8.50; **THE WILD HUNT: CHILD OF FIRE** by Jacelin Foxe; and **LEGENDS WALKING: A NOVEL OF THE ATHANOR** by Jane Lindskold, \$6.99 / \$8.99.



All ten Amber novels in one volume. Nearly 1300 pages of **Zelazny at his best.** The one true world. The one great book.

THE GREAT BOOK OF AMBER: THE COMPLETE AMBER CHRONICLES, 1-10
Roger Zelazny

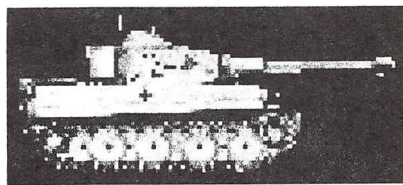
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HubCon VII

Saturday, August 21, 1999

9am - Midnight

**Hattiesburg Lake Terrace Convention Center
Hattiesburg, MS**



Miniature Gaming, Role-Playing and much more. Look for official Tournaments and prizes for most games. Events will include: World War II, American Civil War, Aerial Combat from WWII, Warhammer 40k, Warhammer Fantasy, StarFleet Battles, Miniatures and Models contests. More Games, more Contests, and more Prizes will be added.

Dealer's area will be open from 9am - until.

**For more information contact Tim Broome at (601) 583-4321 or
David Grantham (601) 266-4414 (Day), (601) 545-3107(Night),
Email: benrix@netdoor.com**

**Checkout the Hattiesburg Kriegspieler WebPage at:
<http://www2.netdoor.com/~benrix/kriegspieler.htm>
*Look for the HubCon VII WebPage coming soon!***



DEEPSOUTHCON 37/CRESCENT CITY CON 14

The Dave Bailey Memorial Model Contest

Deep South Con 37 / Crescent City Con 14 is pleased to announce the first annual Dave Bailey Memorial Model contest. This year the contest will be held in the art show. One of the award categories will be a "Fan's Choice" award so stop by, take a look, and vote for your favorite model!

Rules

We will be accepting models in four categories: Figures, Vehicles, Weapons, and Juniors. (No miniatures will be accepted)

Three awards will be given out for each category by the judges: 1st place, 2nd place, and 3rd place.

A "Fans Choice" award will be given to one model overall for the contest. This award will be given by a vote of the fans.

Judging will take place throughout the day on Saturday and awards presented Sunday.

SPECIAL SCREENING!

SPAGHETTI

Daniel Grayhem is tormented by horrific dreams. Unwilling to believe that paranormal forces are at work around him, Daniel has become resigned to a lifestyle of reclusion, desperately trying to overcome his fear of these terrible visions.

His hopes of serenity are soon dashed by two rival cowboy spirits from the past. Both of these rotten characters are bent on destroying one another, and each demand that Daniel help them in plotting their revenge. Still convinced of the vivid nature of his imagination, Daniel attempts to shrug the encounters off. However, these walking dead men are relentless in their efforts to pursue his 'gifts' and begin to disrupt his life by persistently haunting him.

Forced to question his beliefs, Daniel must now decide on what to do concerning these two twisted souls and their threat of a lifetime's misery. Will he choose to help them realize their evil scheme?

Inspired by the western film genre of the same nickname, "SPAGHETTI" is the first independent release from Grymm Productions and conceptual artist/videographer Ryan J. Brown. Featuring a speculative storyline, interesting characters, subtle yet effective special FX work, intricate sound design and passionate music — all combined with a dash of experimentalism, "SPAGHETTI" is an entertaining short story video for those of you who are fantasy/horror/western buffs. Pick one genre or all three! Enjoy!

Grymm Productions
Presents

R.J. Brown Chris Poole Trevor Lewis Derek Flohr
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DEEPSOUTHCON 37/CRESCENT CITY CON 14

COSTUME CONTEST RULES

If you've been active in the local Science Fiction Community, over the last 10 years, the odds are pretty good that you've heard of Phantasia Productions. Their first outing coincided with the first NOSF3, and they've been doing Costume Contests, for local conventions, ever since. Two years ago though, the Staff of Phantasia Productions retired, to pursue other interests.

Now, because you asked for it, they're returning. Even though some of the people may have changed, the rules that we use, for our contests, haven't.

1: All contestants MUST pre-register, for the contest, before 5:00 pm on Saturday. Contest Registration will be located across from Main Registration, and there will be someone there, from Noon until 6 pm, on Friday, and from 10 am until 5 pm on Saturday.

2. Nudity is NOT a costume. Even Gorean slave-girls, and barbarian warriors, wear something. Keep in mind, when arriving at the contest, that you're in a hotel.

3: All weapons that are to be used, in the contest MUST be cleared by the Contest Coordinator BEFORE the contest. The last thing that we need is an unexpected Bet-leth showing up.

4: Single entrants will have one minute to present their costumes to the judges. Groups will be allowed two minutes. There will be NO open microphone, so this is not a place for monologues, or skits.

5: Prizes will be awarded for Best of Show, 2nd, and 3rd Place. The costumes will be judged on the basis of originality, construction, and stage presentation.

One change this year, is that we will not be having musical accompaniment for the contest. Also, we will allow costumes that have been awarded Hall Prizes, to be entered in the Contest.



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DEEPSOUTHCON 37/CRESCENT CITY CON 14

CCC ... MEET THE DSC

by Guy H. Lillian III

I wish to address those among you who are specifically attending Crescent City Con '99. You're half-wrong. This convention is also the 37th *DSC*.

DSC stands for DeepSouthCon, and the fact that this years CCC also carries those three initials is quite a coup for New Orleans and the CCC crowd. For DSC is the South's longest-running regional convention -- the *basic* Southern convention -- and one of its most astonishing ongoing stories. The folks who attend DeepSouthCon year after year -- and this is DSC's 37th annual outing -- know its history and its traditions, its rituals and its honors. But for those of you who don't, here's a rundown ... on DeepSouthCon, on its awards -- the Rebel, Phoenix, Hearts Championship, and Rubble -- and on the four previous times the convention has visited New Orleans. *By the time you've read it, the weekend will make sense. I guar-on-tee.*

DSC began inauspiciously, to say the least. Two short years before it occurred, in 1963, Huntsville, Alabama fan Al Andrews had created the Southern Fandom Group, an extremely loose organization designed to put science fiction nuts from the Confederate state in touch with one another. The SFG was very short-lived and had only one success, the amateur press association known as the Southern Fandom Press Alliance, or SFPA, which survives to this day.

Anyway, the far-flung fans who contributed amateur magazines to SFPA felt a natural urge to meet in person as well as in print. One of their number, Dave Hulan, announced a get-together at his house in Huntsville, and on a date long forgotten, five hardy lads with stars in their eyes and the future in their souls gathered in his garage to read old pulps, wag their chins, and found the DeepSouthCon. (Dave gave the event a wholly different name, the MidSouthCon, but history passed that title to another convention entirely.)

In 1964 Larry Montgomery, another of the founding fathers, hosted a similar event in Anniston, Alabama. This time the event was called the DeepSouthCon and six fans showed up -- among them Bill Gibson, who much later went on to found cyberpunk and win Hugo and Nebula Awards for *Neuromancer*. Lee Jacobs, a genuine Big Name Fan from *gasp* California, was also there, and the attendees -- Andrews, Rick Norwood and Dick Ambrose were the other three -- marked the event by creating a fanzine. That was the program, in its entirety, but the con-starved Southerners loved every bit of it.

Montgomery put on DSC III the next year, in Birmingham -- as a matter of fact, over the very August 6-8 weekend we gather at 34 years later. This was probably the true beginning of the convention we know now. The Rebel Award, to be described later, was introduced (Al Andrews won it). Hearts was played and played and played. Of the 19 guys in attendance, four attended last year's DSC in Birmingham (Hank Reinhardt, Jerry Page, Larry Montgomery and Ned Brooks); Southern fandom, and DeepSouthCon in particular, proved itself to be most addictive (I don't think Jerry or Ned has missed a DSC since).

That brings us up to 1965. In '66 Lon Atkins hosted the convention, again in Huntsville, and a second Rebel was presented, to Dave Hulan. In '67 the convention left Alabama for the first time, when Page hosted 25 trufans in Atlanta. And in '68 ... well, in 1968, the DeepSouthCon came to New Orleans.

The first DSC in New Orleans was a record-breaking event. According to the record books 72 fans attended. The convention featured a hucksters' room (Dennis Dolbear says he spent the entire convention there) and, for the first time, a Guest of Honor -- our own Daniel F. Galouye. In 1988, for the New Orleans worldcon souvenir book, Don Walsh wrote a splendid memorial to Dan Galouye, who had been a newspaperman before rocking the s.f. world with *Dark Universe*. Read it if you get the chance ... and see the recent movie, *The 13th Floor*, based on one of Dan's novels. He was as ever a fine and gracious presence and a truly wonderful guy.

DSC headed to Knoxville for a year after that -- the 35 attendees will never forget the red dye bomb in the hotel swimming pool -- and in 1970, back to Atlanta, where chairman Glen Brock initiated another DSC innovation. This was the Phoenix Award, also to be explained in time. That initial honor went to Richard C. Meredith. Agacon '70, the 8th DSC, broke new ground for the convention in another way: 130 people joined. Three figures at last! The 9th con came here again.

The second DSC in New Orleans, in 1971, brought in Guests of Honor from California -- Poul Anderson and fan Fred Patten (Fred was our first *Fan* Guest of Honor). Both were, and are, witty and sophisticated gents and delighted the 105 con-goers, but the highlight of the convention was the duel, in full armor, between Hank Reinhardt and Craig Shukas. Those of you uneducated in the ways of the Society for Creative Anachronism might not appreciate the clanging and the banging as the champions' rattan swords clanged and banged against their opponent's home-made helmets, but it's said that calls came in from St. Louis Cemetery complaining about the noise.

DSC 10 was held in Atlanta, and the most important event in the history of the convention took place. *I* began attending. Since that '72 event, I've missed but one.

Then in '73 ...

and in '74 ...

(continued....)

DEEPSOUTHCON 37/CRESCENT CITY CON 14

CCC ... MEET THE DSC (continued)

and especially in '75 ...

I'd better cool it. I could go on like this for hundreds of pages. If you want to read a capsule review of every DSC through '96, pick up Toni Weisskopf's epic opus **The 1997 Southern Fandom Confederation Handbook**. It has detailed info not only on DeepSouthCon but on almost every other ongoing fannish convention in the South, as well as club and zine data no Southern fan should be without. But before I leave my memories, I'd better hit go back to '73 ...

The third DSC in New Orleans. Held at the downtown Monteleone Hotel, under the chairmanship of John Guidry and Don Markstein, DSC '73 was a warm and wondrous event. Great movies were shown and a truly great man -- photographer Clarence Laughlin -- showed slides of his epic fantasy collection accompanied by a rousing speech. He also interrupted Guest of Honor Joe Green's keynote address, causing poor Guidry to roll his eyes and pray for a meteorite strike. John gave the Phoenix Award -- in absentia, alas -- to Thomas Burnett Swann, the only award that titan won in his lifetime.

I must tarry also at 1975, the first of three Louisville, Kentucky DSCs; not only was it a relatively gigantic event (545 attendees!) rich with terrific times (we rode a riverboat up and down the Ohio, and Cocteau's **Beauty and the Beast** was shown), the convention shared the hotel with Muhammad Ali and his entourage. Ali paid no attention to the science fiction stuff but he was congenial lobby company, and it was an honor to set eyes on him. For many reasons, many simply personal, '75 will always rank with me at the apex of DSCs.

The fourth DSC in New Orleans was also, until this one, the last, and it was 20 years ago in 1979. How many of y'all weren't even fingerlings then! Justin Winston was chairman, the Cosmic Ray Lafferty was Guest of Honor, the magnificent English author John Brunner was a special guest, Dennis Dolbear hosted a toga party (a la **Animal House**) ... It was a grand occasion, even if our hotel, the elegant Le Pavillon downtown, was too small for our events. The souvenir book I put together in honor of our Guest of Honor, **At the Sleepy Sailor**, is actually considered a collector's item now.

As I say, until now that's been it for DSCs in New Orleans. Oh, we've had other conventions, lots of other conventions. The Sons of the Sand, led by John Guidry and Justin Winston, brought the world science fiction convention here in 1988. Jim Mule had his Vulcons. Tom Hanlon had his N.O.S.F.F.s and several other prizes. And Robert Neagle and Company have had Crescent City Con, apparently the last survivor in what was a grand history of continuing conventions. But DeepSouthCon has kept away from our shores.

It's gone to Atlanta and Knoxville and Birmingham and Huntsville, city of its birth. It's been to Nashville and Memphis and Suwanee, Georgia, the training camp for the Atlanta Falcons (imagine a putting green 100 yards long). It's been in recent years to Jekyll Island, Georgia, where it will return in 2000 -- imagine walking gorgeous beaches by the mighty Atlantic, watching the dolphins dance and the con-goers carve sand sculptures! But it hasn't been *here*.

Why is that? Different traditions ... different interests ... maybe even different generations. NOLA fans nowadays are into media, not oneshot fanzines ... and role-playing games, not Hearts. DSC, as I think you can tell from above, is a convention based in traditions and old friendships, stretching back across decades. That sort of history can present an impermeable facade.

But it's not!

The Traditions of DSC will be apparent during the several items so labeled on the program. Come and learn. Will Hank Reinhardt lecture or demonstrate the beauty of medieval swordplay? Fan Guest of Honor Toni Weisskopf is bound to call forth the secrets of the art of the oneshot fanzine. Will Long Island's favorite son George Wells -- who's been attending DSCs as long as I have -- warp our minds with his annual reading to determine the World's Worst S.F. Novel? Come and listen, stay and vote!

Hearts is the DSC's traditional game, and the Hearts tourney at CCC/DSC will be a righteous contest indeed. Sign up for the Saturday afternoon competition. Who knows -- you may even win -- and join such immortal masters of the game as Hank Reinhardt, Lon Atkins, Janet Davis and *me* in the pantheon of champions!

The Awards traditionally given out at DSC will be presented during the break in the masquerade on Saturday night. You've seen me speak of the Rebel -- it's given by the convention committee to those who have done great and dedicated service to Southern fandom (a listing follows). Likewise the Phoenix, which is bestowed on a professional writer, artist or editor who has brought glory and honor to the Confederacy.

Then there is the *Rubble Award* -- bestowed by Kentuckian Gary Robe on the individual who has done the most not for, but to Southern fandom. Whether or not it's properly considered an honor depends on one's mood. I'm not sure we should list these winners ... and I speak as the *first* one!

But why believe me? Hey there, young lady, in your Dracula cape and cute vampire teeth ... Wanna learn all about the ancient traditions of Southern fandom? Just look for one of us old farts flapping our traps at the bar. Be glad to tell you all we know.

DEEPSOUTHCON 37/CRESCENT CITY CON 14

PAST DSC AWARD WINNERS

DSC 3 '65	Al Andrews (Rebel)	
DSC 4 '66	Dave Hulan (Rebel)	
DSC 8 '70	Irvin Koch (Rebel)	Richard C. Meredith (Phoenix)
DSC 9 '71	Janie Lamb (Rebel)	R.A. Lafferty (Phoenix)
DSC 10 '72	none	
DSC 11 '73	Hank Reinhardt (Rebel)	Thomas Burnett Swann (Phoenix)
DSC 12 '74	Ken Moore (Rebel)	George Alec Effinger (Phoenix)
DSC 13 '75	Meade Frierson (Rebel)	Andre Norton (Phoenix)
DSC 14 '76	Ned Brooks (Rebel)	Manly Wade Wellman & Gahan Wilson (Phoenix)
DSC 15 '77	Cliff & Susan Biggers (Rebel)	Michael Bishop (Phoenix)
DSC 16 '78	Don Markstein (Rebel)	Karl Edward Wagner (Phoenix)
DSC 17 '79	Cliff Amos (Rebel)	Jo Clayton (Phoenix)
DSC 18 '80	Jerry Page (Rebel)	Piers Anthony (Phoenix)
DSC 19 '81	Dick & Nicki Lynch (Rebel)	Mary Elizabeth Counselman (Phoenix)
DSC 20 '82	Lon Atkins (Rebel)	Kelly Freas (Phoenix)
DSC 21 '83	John Guidry & Lynn Hickman (Rebels)	Doug Chaffee & Joe Haldeman (Phoenix)
DSC 22 '84	Guy H. Lillian III (Rebel)	Dave Drake (Phoenix)
DSC 23 '85	Larry & P.L. Montgomery (Rebel)	Sharon Webb (Phoenix)
DSC 24 '86	John A.R. Hollis (Rebel)	Andrew J. Offutt (Phoenix)
DSC 25 '87	Lee Hoffman & Penny Frierson (Rebels)	Orson Scott Card & Hugh B. Cave (Phoenix)
DSC 26 '88	Sue Phillips & Mike Weber (Rebels)	Gerald W. Page (Phoenix)
DSC 27 '89	Steven Carlberg & Maurine Dorris (Rebels)	Robert Adams (Phoenix)
DSC 28 '90	Charlotte Proctor (Rebel)	Wilson "Bob" Tucker (Phoenix)
DSC 29 '91	Samanda Jeude (Rebel)	Charles Grant (Phoenix)
DSC 30 '92	Steve & Sue Francis (Rebels)	Brads Linaweaver & Strickland (Phoenix)
DSC 31 '93	G. Patrick Molloy (Rebel)	Terry Bisson (Phoenix)
DSC 32 '94	Don Cook & Bob Shaw (Rebels)	Toni Weisskopf (Phoenix)
DSC 33 '95	J.R. "Mad Dog" Madden (Rebel)	Darrell Richardson (Phoenix)
DSC 34 '96	Gary & Corlis Robe (Rebels)	Jack Haldeman II (Phoenix)
DSC 35 '97	Teddy Harvia (Rebel)	James Hogan (Phoenix)
DSC 36 '98	Tom Feller (Rebel)	Dave Weber (Phoenix)
DSC 37 '99	??? (Rebel)	??? (Phoenix). Could be anyone ...

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DEEPSOUTHCON 37/CRESCENT CITY CON 14

1999's CHARITY—AUTISM SOCIETY OF AMERICA (ASA)

ASA was founded in 1965 by a small group of parents. For more than 30 years, the Society has been the leading source of information and referral on autism and the largest collective voice representing the autism community. Today, more than 24,000 members are connected through a volunteer network of over 225 chapters in 46 states.

ASA is dedicated to increasing public awareness about autism and the day-to-day issues faced by individuals with autism, their families and the professionals with whom they interact. The Society and its chapters share common goals of providing information and education, supporting research and advocating for programs and services for the autism population.

In addition to our volunteer Board of Directors, composed primarily of parents of individuals with autism, ASA has a *Panel of Professional Advisors*, comprised of nationally known and respected professionals—many of the “top names” in the field of autism—who provide expertise and guidance to the Society on a volunteer basis.

WHAT IS AUTISM?

Autism is a developmental disability that typically appears during the first three years of life. The result of a neurological disorder that affects the functioning of the brain, autism and its associated behaviors occur in approximately 15 of every 10,000 individuals.

Autism is four times more prevalent in boys than girls and knows no racial, ethnic, or social boundaries. Family income, life-style, or educational levels do not affect the chance of autism's occurrence.

Autism interferes with the normal development of the brain in the areas that control verbal and nonverbal communication, social interaction, and sensory development. Children or adults with autism may exhibit repeated body movements, such as hand flapping and rocking, show unusual responses to people or attachments to objects, and resist changes in routine. In some cases, aggressive and/or self-injurious behavior may be present.

Autism is often referred to as a spectrum disorder, meaning the symptoms and characteristics of autism can present themselves in a wide variety of combinations, from mild to severe. Although autism is defined by a certain set of behaviors, children and adults can exhibit any combination of the behaviors in any degree of severity. Two children, both with a diagnosis of autism, can act very differently from one another.

Several older theories about the cause of autism have been proven false. Autism is not a mental illness. Children with autism are not unruly kids with behavior problems. Autism is not caused by bad parents who gave their child too little attention. Most importantly, no known factors in the psychological environment of a child have been shown to cause autism.

It is conservatively estimated that close to 400,000 people in the U.S. today have some form of autism. Its prevalence rate now places it as the third most common developmental disability—more common than Down's Syndrome.

Yet the majority of the public, including many professionals in the medical, educational, and vocational fields, are still unaware of how autism affects people and how to effectively work with individuals with autism.

Please be sure to attend the charity auction on Saturday from 3:00 pm to 6:00 pm and help out this worthy cause by buying something! There will be lots of great items to bid on and take home with you!

LORDS OF THE PSYCHON TRIVIA TRIAL

FRIDAY 8:00 TO 10:00 16th FLOOR PANEL ROOM 2

BE THERE OR BE SQUARED!

* PSYCH-OUT THOSE DAMN INFOBITS OF CLASSIC SCI-FI MOVIES, TV, AND AUTHORS THAT STICK BETWEEN THE WRINKLES!

*PRIZES AWARDED!

*WACKY VIDEO QUIZZES!

*A FUN AND “ENLIGHTENING” TIME GUARANTEED FOR ALL!

DEEPSOUTHCON 37/CRESCENT CITY CON 14

Welcome to Tara (DSC/CCC Hospitality Suite)

As God is your witness you'll never go hungry again(at least not this weekend)!

Open from noon on Friday August 6th and we won't close until 4 PM Sunday.

We have several special treats this year:

ExotiCon is going to sponsor Retro Saturday morning - Come in and watch old cartoons and have some cereal;

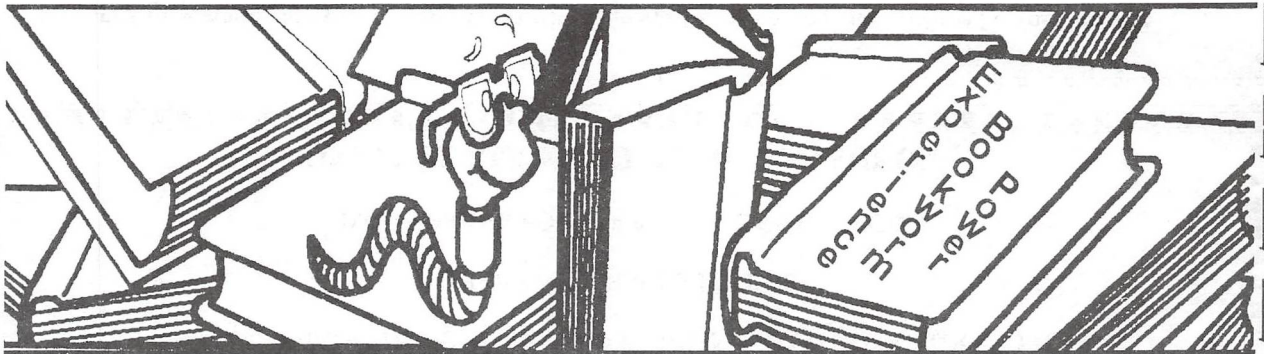
The Porno Patrol is sponsoring Sunday morning Bagel Breakfast;

The K.U.D.Z.U. is gonna party like it's 1999 - Bring your Dashiki if you have one;

Babylon 504 is planning on taking you to the final frontier for a couple of hours.

We are also pleased to announce the first International Cookie Conspiracy for Southern Fandom. Bring a batch of cookie, brownies, or other treat and receive a sticker showing you gave (Please specify if nuts are included). Donors will also be eligible for a special prize to be given away at the end of the con.

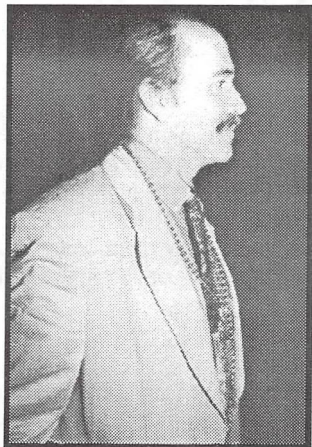
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DEEPSOUTHCON 37/CRESCENT CITY CON 14



**GEORGE ALEC EFFINGER
TOASTMASTER**

The ambassador of New Orleans to science fiction fandom, George has been active in fandom for many years. George has been attending cons internationally, promoting his Hugo—and Nebula-winning literature as well as this city in a classic unassuming manner.

George attended both Yale and New York Universities, but his science fiction career began at the Clarion Science Fiction Writers' Workshop in 1970. Three of his stories were published in the Workshop's first anthology and he became well known as a contributor to magazines and anthologies. His first novel, *What Entrophy Means To Me* was nominated for a Nebula Award. In the same year, he was nominated for the John W. Campbell Award. In 1989 his short story, *Schrodinger's Kitten* took both the Hugo and Nebula Awards.

George has written for Marvel Comics and for the Infocom *Zork* games, but he is probably best known for the Budayeen novels, *When Gravity Fails*, *A Fire in the Sun*, and *The Exile Kiss*, which are a series of crime novels set in an Arab city centuries in the future. George based the city on New Orleans.

George is also well known for his Maureen Birnbaum stories, whose title character is a clueless young woman who travels through time and space and has adventures with her best friend, Betsy Spiegelman stays home and has a life. Maureen meets such people as Robin Hood, John Carter of Mars, and Milo Morai, but never finds her way back to her true love, a hunky swordsman from Mars.

Although there hasn't been a new Effinger novel since *The Exile Kiss*, he's published numerous short stories and is now helping to develop a science fiction role-playing game for White Wolf Publishers.



**BARBARA HAMBLY
SPECIAL AUTHOR GUEST**

Barbara Hambly was born in the Naval Hospital of San Diego. From her earliest years, she was drawn to fantasy and science fiction, finding it more interesting than reality in the modest California town where she grew up. Reading it, watching it on tv, or telling it as stories to her brother and sister, she always knew what she wanted to do when she grew up. Unfortunately, everyone told her that being a writer was difficult to break into and did not pay.

She attended the University of California in Riverside and spent one year at the University of Bordeaux in France. After obtaining a Master's degree in medieval history, she held a variety of jobs: model, clerk, high school teacher, karate instructor (she holds a black belt in Shotokan Karate), technical writer, and others— mostly in quest of a job that would leave her enough time to write. During those years, she continued to write and, in 1982, was finally published by Ballantine/Del Rey.

She discovered that the people who had been telling her all those years not to be a writer were wrong.

Barbara is of the Sedentary or Dirty-Bathrobe School of Writers, and, to the surprise of many writers of her acquaintance, actually enjoys writing. Her works have included sword-and-sorcery fantasy (many of which have been nominated for Nebula Awards), historical whodunits, novels and novelizations from television and movies (including *Beauty* and the Beast, *Star Trek*, and *Star Wars*), and vampire novels. At one time, she even wrote scripts for cartoon shows.

Her other interests include dancing, painting, historical and fantasy costuming, and occasional carpentry.

DEEPSOUTHCON 37/CRESCENT CITY CON 14

Tournament & Open Gaming

GENERAL GAMING INFO

Your game room director is Frank Schiavo and his assistant is Bill Toperek. Gaming/tournament sign-up is downstairs near registration. Both open and tournament gaming are upstairs on the 16th floor in Chateau A and B and Panel Room 3. Tournament sign-up times are noon until 6 pm Friday, 9 am until 5 pm Saturday and 10 am until 1 pm Sunday. Prize winners will be issued tickets by the events moderator which can be redeemed for prizes from the Game Room Staff ONLY [Moon Money]. Friday and Saturday award winners will be posted and their prizes distributed at 6 pm on the day of the tournament at the game room central table on the 16th floor in Chateau B. Events that take place after 6 pm are awarded their prizes on the next day. Sunday's prize winners will receive their prizes at the same location at 3 pm on Sunday.

GAME ROOM ETIQUETTE

Please be on time for your game sessions. This goes for players and GMs/hosts/sponsors. It is extremely important that you bring all the necessary materials you need to play a specific tournament. Also, please try to keep your noise levels down in your gaming area. Smoking is not permitted in any gaming area. If you bring your meals or snacks with you, please use the provided trash receptacles when you're done. The sale of cards or games is restricted to the DEALERS ROOM ONLY-- No exceptions.

GAME ROOM EVENTS AND TOURNAMENTS

Below is a list of game events and tournaments that were available at press time. All are free unless otherwise noted. There will be a short write up on the event, the event's location [if different from the gaming area] how many rounds [if more than one], a time when the event should begin and if available, a GM's/Hosts name available at the gaming registration table near the dealer's room, and listed outside the gaming area. CCG's will list rules or deck limitations [if any]. More events will be added at the convention itself.

RPG EVENTS:

GURPS Fantasy Russia/Spec-Ops
GURPS Operation Restore Hope
Guests of Demeter/The Babylon Project RPG
"Save the Duke?"/GURPS Traveller
"All Star Feature"/GURPS Cihulhu-Punk
"Suel Imperium: Age of Glory"/AD&D-- Greyhawk
"Legacy of the Suel: Slerotin's Tunnel"/AD&D-- Greyhawk
"Dark Magic In New Orleans"/AD&D--Ravenloft, Masque of the Red Death
A World of Darkness/WOD-White Wolf
To the Rescue/The Babylon Project
Wake Up/Morrow Project/Post WWII.
Iron Claw/Iron Claw RPG
GURPS: Black Ops
Deadlands
GURPS: Spec Ops (Pending Release)
Legend of the 5 Rings

MINIATURES:

Gothic Space Battles Demo/Games Workshop's Gothic Space Battles
Star Grunt2/Geo Hex's StarGrunt2
Red Shirt Smash/ICE's Silent Death
Battle Royal/Warhammer 40K
Car Wars
Tank Command

SPECIAL EVENTS:

Pirate Lego Wars Host: Steve Jackson
Time/Day: Saturday 11 am Location: Concourse above Registration
Plastic building toys on a dead man's chest? These are the toys you loved as children involved in strategic mayhem on the high seas. When we asked Mr. Jackson for more information, he smiled wickedly, said the words "Skeleton Island . . ." and laughed maniacally. Be afraid matey, be VERY afraid...

Name: Star Wars: Episode One--The Pod Race Host: Richard Wilson
Time/Day: Saturday 2 pm Location: Game Room

Relive the excitement of the now classic Pod Race from SW1:TPM, but this time with you in the drivers seat. Take command of your own pod and race to the finish [yours if you're not careful] come experience this grand miniatures event Pod in the lead, or last man standing, wins. You will need the force for this one.

BOARD AND STRATEGIC GAMES:

Axis & Allies
Talisman
Star Fleet Battles
Star Wars Trivia
Star Wars Monopoly/Trivia
Hearts Tournament
Nuclear War

All Night Risk

COLLECTABLE CARD GAMES:

Highlander :CCG
Star Trek: The Next Generation--CCG
Magic: the Gathering--CCG
Legend of the 5 Rings
Star Wars--CCG
Babylon 5
Poke'man

LIVE ACTION ROLE PLAYING:

Anime Blender
Star Wars

DEEPSOUTHCON 37/CRESCENT CITY CON 14

The DeepSouthCon Con "Hearts Championship of the Universe"

We are proud to host this event this year in our gaming areas and invite all to attend. There will be a prize for the winner. The times for the event are:

Saturday preliminaries: 11am until 1pm--Game Room

Finals: 2pm until 6pm--Panel Room 3

Rules for the Hearts Championship of the Universe Tournament are:

Seating: Seating is determined by cutting cards. High card becomes the first dealer. Second high sits to the left of the first dealer, etc. Ties are resolved by cutting again.

Deck: Standard 52 card deck

Rank of Cards: Standard ranking with ace high.

Number of Players: 4

Object of the Game: To have the lowest score when someone reaches or goes over 100 points.

The Deal: Standard dealing, 13 cards to each player.

The Pass: After examining their cards, each player chooses 3 cards from their hand to pass to another player.

After they have removed these cards from their hand and placed them face down on the table, they may add the cards that were passed to them to their hand. The first hand, the cards are passed to the player on the left. The second hand, they are passed to the player on the right. The third hand they are passed to the player across the table (second to the left). The fourth hand, no cards are passed. This cycle then repeats until the end of the game.

The Lead: The player sitting to the left of the dealer leads to the first trick.

The Play: Play is standard trick-taking without trumps. Players may not lead hearts until a heart or the Queen of Spades has been played on a trick or hearts is the only suit left in the hand of the player leading. The hand consists of thirteen tricks.

Special Note: If hearts have not been broken and the player on the lead holds nothing but Hearts and the Queen of Spades, the Spade must be led.

Scoring: A player scores 1 point for each card in the hearts suit that he caught during play. The player who captured the queen of spades receives an additional 13 points. If a player captures all

26 points (which is called "shooting the moon"), that player may choose to have his score reduced by 26 points, or may choose to have all other players' scores increased by 26 points.

Game continues until one or more players have reached or exceeded 100 points at the conclusion of a hand. The person with the lowest score is then the winner.

The Tournament: The field is divided into tables of four, selected at random. The two low scores from each table advance. If, when a player goes out, there are not uniquely two low scores, additional hands are played until there this is situation is resolved.

Note that the number of tables can produce a long tournament or a lop-sided (other than four) final qualifiers.

This is usually fixed in the first round by adjusting the number of players who advance (i.e., changing from two to one or three for the first round or two only). Simple arithmetic can be used to forecast.

The final table constitutes the Championship Round. Low score is Hearts Champion of the Universe. If there is a tie for low score when a player reaches or goes over 100 points, additional hands are played until there is a clear winner.

Chattacon XXV

January 14-16, 2000

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Chattanooga, Tennessee

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Guest of Honor

Melissa Scott

Artist Guest

Nicholas Jainschigg

Special Guest

Michael Stackpole

Bruce Sterling

Toastmaster

Charles Grant

Regional Artist Guest

Kenneth Waters

Fan Guest

It Could Be YOU!*

Chattacon's Fan Guest of Honor is chosen at random from those who preregister for the convention. If you win, you will be given perks and privileges like other guests and will be honored at opening ceremonies. You will be asked to give a speech (short one) and do a programming item. If you wish to be considered as FGoH, just let us know on your registration.

Come enjoy some truly Southern hospitality at one of the largest SF and Fantasy conventions in the country. Each year, thousands of people flock from thousands of miles away to join us for a weekend to renew old friendships and to start new ones.

Chattacon is at the Downtown Clarion Hotel, Chattanooga. Hotel rates will be \$68 per night flat rate. The hotel sold out by November last year, so get your reservations in early. Call to make reservations at (423) 756-5150. Mention that you are with Chattacon or you will be turned away.

Prices will be \$25 until November 30, 1999, \$35 until December 31, 1999 and \$40 at the door. Registrations received after January 7, 2000 will not be processed. *Please mail early!* Make your checks payable to Chattacon 25. Your cancelled check will serve as your receipt. If receipt desired, please include SASE. Please include your name, desired badge name, address and date of birth. Also let us know if you want to be considered as FGoH. **Returned checks will be charged a \$15 service charge.** Please have appropriate legal identification available.

Registrations cannot be refunded but can be transferred. You can transfer your registration by either sending a letter to us before January 1, 2000 or having it presented at the convention. Please note that we do not refund because of weather. We take our chances, you take yours.

Additional information may be obtained by contacting Mike Dillson or Zanny Leach at (770) 578-8461. No collect calls please! You can also contact us via email via internet at chattacon.info@mindspring.com or on our WWW page at www.chattacon.org. Mail these forms to:

Chattacon 25 Registration
P.O. Box 23908
Chattanooga, Tennessee 37422-3908

Living La VIDEO☆LOCO☆!

FRIDAY (All times approximate--come early!)

12:00 THE QUIET EARTH In honor of the new dystopian master, New Zealand's Andrew Niccol, we proudly present the FMNZSMFF (First Millennial New Zealand Sci-Fi Film Fest) It asks WHAT IF the last three people on Earth were a man, a woman and a Maori?

1:30 THE NAVIGATOR: A MEDIAEVAL ODYSSEY New Zealander Dark Age sci-fi in which men fleeing the Black Death in England tunnel their way to a big surprise. A strange but haunting film by Vincent Ward (WHAT DREAMS MAY COME).

3:00 THE DAY OF THE TRIFFIDS (BBC) The definitive, but rarely seen, 1981 television version of the classic John Wyndham novel.

5:30 ELECTRONIC LABYRINTH: THX 1138 4EB In honor of the return of another sci-fi master, we present the LMOTWGLMFF (Last Millennial Off-The-Wall George Lucas Mini-Film Fest). This rare student film at USC got him discovered by Francis Ford Coppola...

5:45 THX-1138 The classic dystopia that resulted. Yes, it's the same George Lucas long before his mind became fuzzied with Ewoks, Gungans and Spielrot. Starring Robert Duvall in the title role.

7:30 - 10:00 break time for trivia quiz

10:00 NIGHTMARE AT 20,000 FEET / NIGHTMARE AT 5 1/2 FEET Classic TWILIGHT ZONE starring William Shatner and Ed Kemmer of Space Patrol fame and its Simpsons parody.

10:30 TO SERVE MAN / HUNGRY ARE THE DAMNED Classic TWILIGHT ZONE along with its classic Simpsons parody.

11:00 ALIENS (DIRECTOR'S CUT) Perhaps the best ever SF film with 20 minutes of important additional footage! Must see E.T.!

1:30am DEAD ALIVE From our New Zealand film fest, the goriest and funniest zombie film ever. Directed by Peter Jackson (THE FRIGHTENERS and the forthcoming LORD OF THE RINGS trilogy).

3:00am to sleepytime MARDI GRAS VIDEOS (Rated R -- NO ONE UNDER 18) For those of you who don't get down to Bourbon Street during Mardi Gras...Hilarious interviews. FREE BEADS!

SATURDAY (Times approximate--come early!)

10:00 QUATERMASS AND THE PIT (BBC) FLASH! We have just discovered an important note from space. Those devilish Martians want to throw a hop for all the Human Race! Rare original 1957 TV version of the superb British sci-fi movie FIVE MILLION YEARS TO EARTH. Apparently inspired Dr. Who's "The Daemons."

1:00 CREATION OF THE HUMANOIDS Talky, but extremely cool little film about our plastic brethren taking over. Allegedly Andy Warhol's favorite film. "Stars" include Dudley Manlove of PLAN 9.

2:30 FUTURAMA AND FABULOUSLY FUNNY FANTASTIC ANIMATION FESTIVAL (FAFFFAF) The funniest sci-fi toons ever, including DUCK DODGERS IN THE 24TH 1/2 CENTURY! etc.

4:00 MYSTERY OF THE LEAPING FISH Bizarre 1916 Tod Browning parody of Sherlock Holmes, starring Douglas Fairbanks as "Coke Ennyday" a "scientific detective" who uses a 97% solution!

4:15 SUPERTHUNDERSTINGCAR Anyone who saw the "Supermarionation" TV shows of the 1960s (FIREBALL XL-5/SUPERCAR/STINGRAY/THUNDERBIRDS) will fall down laughing at this dead-on parody by Peter Cook and Dudley Moore.

4:30 THE TWONKY THE TRUMAN SHOW is the latest heir to this rare original 1953 indictment of the "one-eye monster." The TV is the E.T. in this little gem based on a Henry Kuttner story and made by radio master Arch Oboler. Starring the incomparable Hans Conreid.

5:45 GATTACA Ethan Hawke and Uma Thurman in the conclusion of FMNZSFFF, an indictment of genetic engineering predating the headline news. Written by Andrew Niccol (THE TRUMAN SHOW).

7:30 HARDWARE WARS (original version) Continuing our LMOTWGLMFF, "WHAT IF all the space ships and weapons in STAR WARS were replaced by household appliances?"

7:45 THE MAKING OF STAR WARS AS TOLD BY C-3PO AND R2D2 The rare original documentary from 1977. Lots of outtakes!

8:30 FROM STAR WARS TO STAR WARS: THE STORY OF INDUSTRIAL LIGHT AND MAGIC In case you missed it, the latest George Lucas documentary with Samuel L. Jackson hosting.

9:15 DARK CITY Sci-fi-murder-mystery-film-noir-classic. The last 15 minutes are out of this world! Roger Ebert's "best film of 1998."

11:00 J-MEN FOREVER. Foreshadowing MST3000, the wackos from Firesign Theater took hokey 30s and '40s serials and put this together this hilarious film 'about Lightnin' Bug, the evil ruler of the Moon, taking over the Earth with Sex, Drugs and Rock 'n' Roll!

12:30 til? SURPRISE VIDEO! Then VIDEO LOCO is taking requests from the films above until we all fall down!

OUR SOAP BOX (Gambit Weekly, June 8, 1999)

SO TELL US HOW YOU REALLY FEEL II

To the Editor:

Re: Rick Barton's review of *The Phantom Menace*. Doesn't this guy have something better to do? Generally, I enjoy his reviews, but when it comes to science fiction, the man has no clue. Agreed, *Star Wars: Episode I* is a flawed film, and Barton put his finger on the main problem when he skewered the little boy. Admittedly, the film is too childish, but no more so than diddling with the names of the characters to make lame jokes.

Barton totally missed the point. Characterization in sf is almost always secondary to the vision (the main "character" in 2001 was a computer). Ironically, bombastic critics have long stated that foreign "films" are better than American "movies" because film is a visual medium. Barton mentions nothing about the incredible fantastic vistas that Lucas has created or the grandeur of his vision. I am no fan of Jar Jar Binks, but the mere fact that totally animated characters (in fact, thousands of them) were seamlessly integrated into the film as visual reality was a landmark. These epic visions alone were far more impressive than the overwrought antics of Leia, Luke, Han and Darth in the last two *Star Wars* films. As Roger Ebert suggests, the film presages the next millennium, in which anything that can be imagined can be seen on film.

A year ago, Barton was telling us something to the effect that if the youth of America liked *Dark City*, then God help us. Not many people saw *Dark City*, but it has since become recognized by many as a masterpiece of film noir fantasy. Recently, Barton stated that the big screen sitcom *EDtv* was "smarter" than the brilliantly funny and touching dystopia *The Truman Show*. No one is producing better social commentary these days than Andrew Niccol, the New Zealand writer behind *Truman* and *Gattaca*. Barton insinuated that the makers of *The Matrix* were on crack cocaine. Does there seem to be a line here? Barton's "What's this picture about, anyway?" is obviously a cry for help. I suggest that he stick to films that he can comprehend.

Rick Coleman

Vote Huntsville for DSC 39 in 2001

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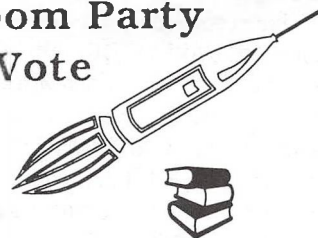
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VIDEO ROOM SCHEDULE

FRIDAY 9908.06

12.00 JOURNEY TO BABEL
12.51 I MUDD
14.00 SHORE LEAVE
14.51 ASSIGNMENT EARTH
16.00 ALL OUR YESTERDAYS *
16.51 THEN MANAGERIE, PARTS 1 + 2
19.00 THE ENTERPRISE INCIDENT
19.51 SPACESEED
21.00 THE UMTIMATE COMPUTER
21.51 A PIECE OF THE ACTION
23.00 BALANCE OF TERROR
23.51 AMOK TIME

SATURDAY 9908.07

1.00 THE DOOMSDAY MACHINE
1.51 MIRROR, MIRROR
3.00 CITY ON THE EDGE OF FOREVER*
3.51 THE TROUBLE WITH TRIBBLES
5.00 REQUESTS
8.00 THE MAN TRAP*
8.51 FOR THE WORLD IS HOLLOW AND I HAVE TOUCHED THE SKY*
10.00 THE EMPATH*
10.51 THE GALILEO SEVEN*
12.00 STAR TREK: THE MOTION PICTURE
14.30 STAR TREK VI: THE UNDISCOVERED COUNTRY (widescreen)
16.30 ENCOUNTER AT FARPOINT*
18.00 THE BEST OF BOTH WORLDS, PARTS 1 + 2
19.30 STAR TREK: FIRST CONTACT (widescreen)
21.30 SCORPION, PARTS 1 + 2
23.00 DARK FRONTIER, PARTS 1 + 2
24.30 ROOOOOOOM PARTY (ANIMATED EPISODES)

SUNDAY 9908.08

8.00 PENUMBRA
8.45 UMBRA
9.30 ECLIPSE
10.15 THE CHANGING FACE OF EVIL
11.05 WHEN IT RAINS...
11.50 TACKING INTO THE WIND
12.35 NIGHT TREMORS
13.20 THE DOGS OF WAR
14.30 WHAT YOU LEAVE BEHIND
16.10 EQUINOX (Voyager season finale)
17.00 STAR TREK: INSURRECTION
19.00 ROOM CLOSES

* DeForest Kelly Memorial Episode

New Orleans Worst Film Festival salutes Mystery Science Theater 3000

Friday

4-6 Teenage Caveman
6-8 Ring of Terror
8-10 Daddy-O
10-12 Wild Rebels
12-2 Girlstown w/ Mamie Van Doren and *the late*
velvet fog Mel Torme'
2-4 Special presentation of Manos: the hands of fate

Saturday

10-12 Earth vs the Spider
12-2 Deadly Mantis
2- 4 Gamera
4-6 Gamera vs Barugon
6-8 Gamera vs Gaos
8-10 Gamera vs Zigma
10-12 MST3K party block: some shorts, some
specials and some poopie
12-2 MST3K: The movie
2-4 Special request of fans

Stop by the NOWFF room to buy raffle tickets
for gamera toys, model kits and *for those 21
and older* a basket of K&B booze. Come by the
room Saturday night for our room party.



DEEPSOUTHCON 37/CRESCENT CITY CON 14

BABYLON 504 INFO & VIDEO SCHEDULE

Babylon 504 was founded in New Orleans in April of 1996 by a group of friends who were rather more interested in Babylon 5 than is healthy. They included Gus and Monica Michel, whose home was the club's first home. Steve and Francis Faber, my partner in creating the infamous teddy bears, Jude Oliver, our first "Minister of Propaganda", Rebecca Smith, chief instigator and the club's first "Commander", Walter Correll, her long suffering husband and bearer of "the hair" and others who would probably prefer that their names not appear here, having gone on to more respectable pursuits. The reason for our choice of name is obvious, I suppose. We came quite close to being named "A Bunch of Obsessed Half-wits Who Obviously Have Nothing Better to Do" as it was more accurately descriptive, but it didn't form a cute acronym. "The Close, Personal Friends of JMS" (with apologies to Weird Al) was seen as being too presumptuous. Since our first major foray into convention activities at the last NOSF3 in 1996 we have hosted numerous video rooms, room parties, panels and trivia contests at several Coastcons and Crescent City Cons, at Krewecon and at Exoticon, where our room was the venue for the Gulf Coast premier of Babylon Park. We have won several room party contests and even throw parties occasionally when there's not a con going on. Our most popular fund raiser, the teddy bear raffle, has resulted in our handiwork resting in the homes of fans and pros alike, including Paul T. Riddell, owner of Alfred Bearster, and Peter David, whose stuffed animal collection is now ruled by Emperor Centeddie. This year's bear at DeepSouthCon is the Techno-bear. (tickets available in the B5 video room) Our monthly "business" meetings are held on first Tuesdays with social get-togethers generally on third Saturdays. Past socials have taken the form of B5 gaming, playing Lazertag, attending movies en masse or just having a little party. Our next meeting will be on Tuesday, September 7th at the home of Eddie Cross, 3409 Park Blvd in Chalmette, starting at 7:30 pm. For directions one may call Eddie at 271-7957. All are welcome. Our Commander is Eric Benson and the Minister of Propaganda, Gus Michel.

Friday

Objects in Motion
Objects at Rest
Sleeping in Light
River of Souls
A Call to Arms
Frightspace
War Zone
The Long Road
The Well of Forever
Path of Sorrows
Patterns of the Soul
Ruling From the Tomb
Room Closes

Saturday

The Rules of the Game
Appearances and Other Deceits
Racing the Night
Frightspace
Sleeping in Light
A Call to Arms
War Zone
The Long Road
The Well of Forever
Path of Sorrows
Patterns of the Soul
Ruling From the Tomb
The Rules of the Game
Appearances and Other Deceits
Racing the Night
Frightspace

Room Party - until the last weary revellers drift off to sleep. Usually some time around dawn or shortly thereafter.

Sunday

Thirdspace
Frightspace

Babylon Park will be shown on request throughout the weekend and to fill in gaps in the schedule should we run ahead.

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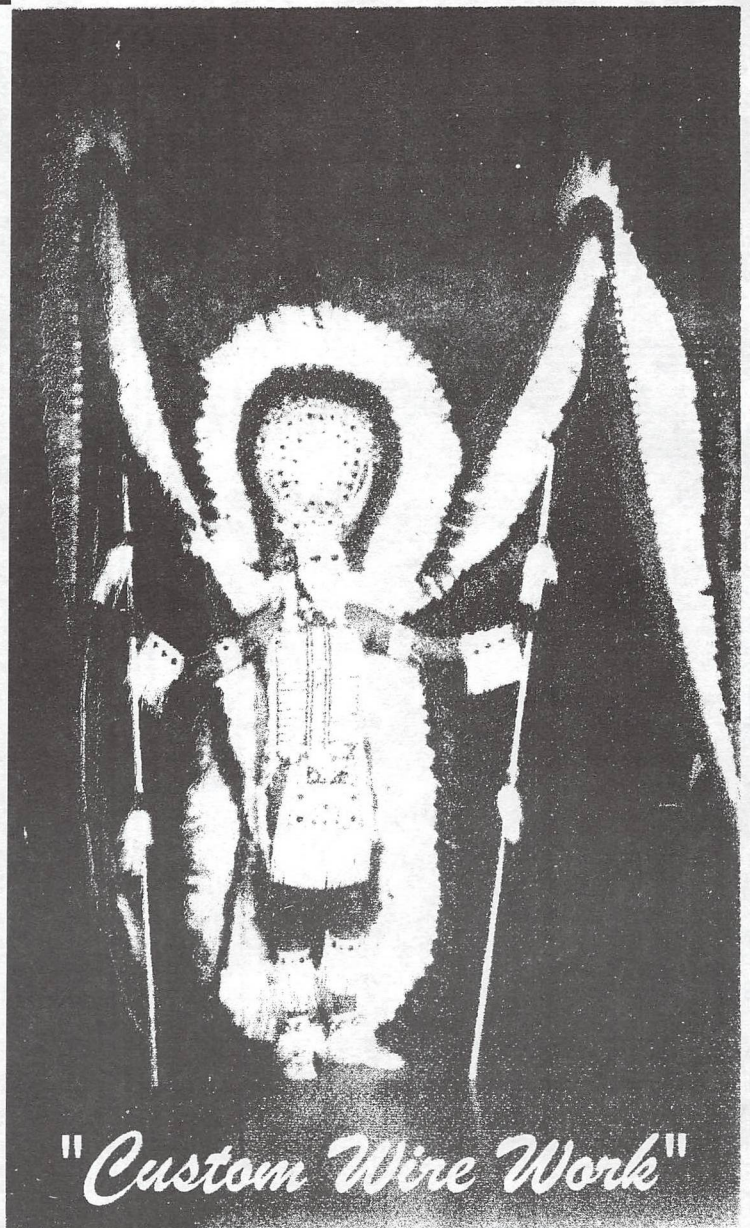


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Dress Code Strictly Enforced. You must be attired in at least one of the styles listed below in order to be allowed into the dance

For those coming in Lingerie, it is required that you wear a robe or a coat when traveling to and from the Dance.

B.

Black Tie....Formal & Evening Wear (suit & tie accepted)

L.

LINGERIE....ANY TYPE OF LINGERIE, BEDWEAR, OR FETISH WEAR

T.

TOGA....FORMAL TOGA... ONLY UNDERWEAR ALLOWED UNDER THE TOGA (A SHEET THROWN OVER YOUR CLOTHES DOES NOT COUNT)

No Cameras allowed. Only Official Porno Patrol Photographer allowed to take pictures. These will be in front of a backdrop only and only with the consent of the parties to be photographed.

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