



# Darkover K&D

26-28 November 1993  
Timonium, Maryland





# Darkover Grand Council XVI

## Convention Committee

Chair Alton  
 Registration  
 Technical Assistance  
 Art Show  
 Music Programming

Hucster's Room  
 Con Suite  
 Video Room  
 Costume Competition  
 Set-up  
 Program Book  
 Program Book Layout and Badge Design  
 Official Domain

Jaelle (Judy Gerjuoy)  
 Jerry Rorstrom-Lee  
 Carl Zwanzig  
 Laura Van Winkle  
 Jack Frost &  
 Jim Williams  
 Kathy Sands  
 Maria Stroffolino  
 Mark Owings  
 Marty Gear  
 Maile Kihara  
 Judy Gerjuoy & R. Mark Jones  
 R. Mark Jones  
 Alton

## Guests

**Guest of Honor**  
**Artist Guest of Honor**  
 Other Guests

**Elizabeth Moon**  
**Nancy Halpern**  
 Lisa Barnett  
 Marion Zimmer Bradley  
 Robert Esty  
 Susan Esty  
 Christy Golden  
 John Huff  
 Nancy Janda  
 Heather Rose Jones  
 Kiva  
 Katharine Kurtz  
 Cliff Laufer  
 Jacqueline Lichtenberg  
 Scott MacMillan  
 Sandra Morrese  
 Myfanwy  
 On the Mark  
 Peregrynne  
 Don Sakers  
 Hannah Shapero  
 Melissa Scott  
 Ed Sobansky  
 Kathy Sobansky  
 Robin Wood





## Weapons Policy

The only weapons allowed are knives, and then only if they are sheathed and peace-bonded. The only exception to this policy will be directly before, during and after the costume competition, for weapons used during the competition. Anyone caught violating this policy will be asked to leave the convention and will not have their membership refunded. ☺

## Childrens' Policy

The convention likes children. The author of this policy statement (Kathy Sands) likes them and has two of her own, which she has been bringing to conventions since they were infants. However, sometimes children's behaviors are not appropriate to the type of programming that is offered at conventions such as Darkover. If a child can not keep quiet during a performance, speech, panel, etc. the child *must* be removed. No, this does not mean an occasional squeak. One way to enjoy programming yourself and ensure your child the ability to move around (and thereby not disturb others) is to seat yourselves at the back of the hall, near an exit. Or you can situate yourself at the doorway, where you can observe your child in the hall.

To help children enjoy the convention, there will be several programming items on Saturday directed toward younger fen. This will consist of story telling and songs. This is *not* babysitting; we are not responsible for children left in the program room. They will not be stopped if they leave. ☺

## Pet Policy

The only pets permitted at the convention will be dogs and cats. They will not be permitted in the dealers' room or the art show. A seeing eye dog is not considered a pet and is not under this ban. ☺

## Art Show

(Conference Rooms 3 - 6)

Even if you have no interest in buying art, you are more than welcome to come and see the Art Show. It will be open Friday 4PM to 9PM, Saturday 10AM to 6PM, and Sunday 10AM to 12 Noon. Most, but not all, the art exhibited is for sale. There will be two auctions of all art with bids: Saturday night at 8:30 and Sunday at 1:00 PM.

To buy art, you must bid on it. A slip of paper will be attached to each piece of art, with either a minimum bid notice (the least amount the artist will accept for the piece) or N.F.S. (Not For Sale). To bid on a piece of art, you write your name and amount you are bidding on the slip of paper (bid sheet). Your bid must equal or exceed the minimum bid, and it also must exceed the last bid on the sheet by at least one dollar. All bids must be in even dollar amounts (for example: \$20.00, not \$19.32). Pieces that will go on to auction on Saturday night will be identified beforehand.

Remember, if you are not at the auction and someone outbids the price you have written on a bid sheet, they will get the piece of art.





We will accept cash and checks (with proper identification); and all art must be purchased through the convention. We must charge Maryland sales tax (5%) on all sales.

*Smoking, eating, drinking and photography are not permitted in the art show. ☺*

### Husksters' Room

The Husksters' rooms will be open Friday 4PM until 8:30PM, Saturday 10AM until 6PM, and Sunday 10AM until 4PM. They are located in the atrium and in the Main Banquet Hall rooms 1 & 2 (next to Main programming and across from the music programming room).

Smoking, eating, drinking (except for dealers at their own tables in regard to eating and drinking) is not permitted in the dealers' room. ☺

### Con Suite (Room 308)

The con suite, located in rooms 306, 308 and 310, will be open from Friday at 6PM until the wee hours of Sunday night/Monday morning, when we finally shut down the dead banshee party. Except for cleaning, it will be open continuously. Hot water and things to put into it (coffee, tea, hot chocolate, etc.) will always be available. Sodas and munchies will be available during the evenings. The con suite is a place to relax, hangout, and talk to people. It is *not* a place to crash. There will be one room set aside for smoking; the rest of the con suite will be no smoking. ☺

### Video Room (Meeting Room 2)

The video room will be open Friday 8PM until whenever, Saturday 2PM until whenever, and Sunday 10AM until 2PM. A schedule of videos will be posted outside the room. ☺

### Music Room (Conference Rooms 1 & 2)

This room will have various performers making music during the convention, and can be used for filming at night. See the pocket program for details. ☺

### Workshop Room (Meeting Room 1)

This room will have feature dance instruction for those who wish to learn dances for the Regency Ball. It will also feature assorted other classes. See the pocket program for more details. ☺





# MARION ZIMMER BRADLEY'S DARKOVER

MARION ZIMMER BRADLEY



**R**eturn to Darkover, planet of the Bloody Sun, with this collection written solely by the originator of this exotic world, Marion Zimmer Bradley, and including two entirely new stories never before in print.

From the Founding, to the Ages of Chaos, to the era of The Hundred Kingdoms, to the time of Recontact, travel through the history of Darkover with the writer whose work has inspired so many others to enter her world. Fight alongside the Free Amazons, master the powers of *laran* with those who work the matrix crystals within their secluded Towers, feel the magic pull of the Ghost Wind, explore the mysteries of this long-lost colony with those who come from beyond the stars, and experience all the wonder of Marion Zimmer Bradley's Darkover.

• Cover art by David A. Cherry

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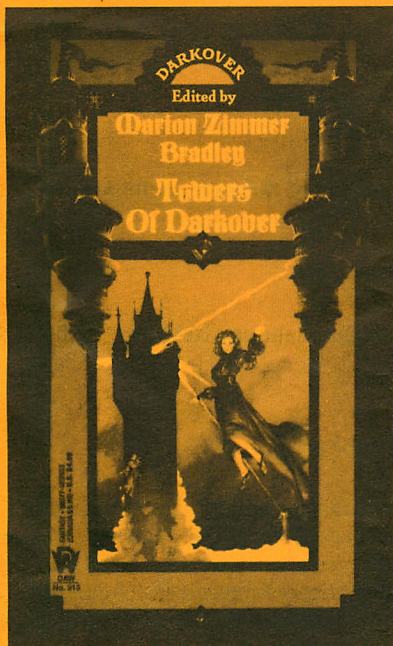
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# TOWERS OF DARKOVER

EDITED BY  
MARION ZIMMER BRADLEY



**R**eturn to the magnificent world of the Bloody Sun in this exciting new, all-original anthology that explores one of the most fascinating facets of Darkover society—the Towers. In these citadels, those gifted with *laran*—mind talents which enable them to communicate telepathically, to rule the elements, to control birds and beasts with their thoughts—join together to work the *laran* matrices, sometimes for the good of all, sometimes in a struggle over power beyond any ordinary mortal's imagining.... It is in these magically shielded strongholds that the mightiest of Darkover's telepaths are trained to master their mind talents—powers which, if uncontrolled, can cause catastrophe and death for themselves and their entire world....

From an apparently *laran*-less youth who discovers that his wild talent just doesn't function on Darkover...to a "wash-erwoman" who "cleans up" people...to a murderer from whom no one in the Overworld is safe...here are twenty spell-binding stories of power and wonder.

• Cover art by Richard Hescox

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### Reading Room (Room 130)

This room will feature readings by various authors, as well as some alternate programming. See the pocket program for details. It can also be used for gaming at night, on a first come, first served basis. ☺

### Alternate Programming (Plaza Room)

This room will feature workshops, discussion groups, and the like, as well as group singing in the evening. See pocket program for details. ☺

### Esoteric Programming (Meeting Room 3)

This room will feature esoteric programming from a number of different disciplines. ☺

### Swimming Pool

The swimming pool will be open Friday 10AM to midnight, Saturday 10AM to 1AM and Sunday 10AM until 10PM. Swim suits *are* required. ☺

### Costume Competition

The categories for the costume competition are: General fantasy and SF; Darkover/Pern/Deryni; and historic. These categories are subdivided into Beginners and experienced. You are experienced if you have won at SF or historical costume competitions in the past; you have awards for your costuming, or you make your living (or a great deal of it) as a costumer. Entry forms for the competition will be available near registration desk. Contestants should be assemble in the alternate program room 45 minutes before competition starts (8:15). Younger fen will go first. ☺

### Dead Banshee Party

A dead Banshee party will be held in the Con Suite on Sunday evening until the wee hours of Monday morning. All are welcome to attend! ☺

### Darkover XVII Registration

Memberships for Darkover XVII will be for sale on Sunday, 12 noon until 3PM, at the registration area. The cost will be \$20 on Sunday only, \$25 until November 1, 1994, and \$30 after that (if memberships are available). ☺





## About DarkoverCon

Darkovercon is a volunteer convention put together by myself, my friends, and people who like this convention. It is not a profit maker, nor does it receive subsidies from any person or organization, such as Friends of Darkover. Darkover is a convention full of the type of things that I would want to go to, if I could attend the convention instead of being the ChairAlton.

Because Darkovercon receives no support from a club or a large group of people, the few volunteers that we do have get are terribly overworked. Therefore, if you would like to help, come see me, Jaelle, at registration (*if I'm not there, they'll know where to find me*) and volunteer. It doesn't necessarily have to be for work at the convention; we have lots of stuff that has to be done ahead of time, too. Does anyone want to do registration, the program book, security, children's programming, etc.? Frankly, I am doing too much for the convention and would love more help and support. The rest of the committee and I put together the convention out of love for the convention and what it stands for. So, stop by, volunteer, and/or give one of the noble volunteers a good word.

Remember, there are mundanes at the hotel; and they aren't used to fen, especially fen in funny clothes. If you think what you want to do might freak a mundane, *PLEASE* don't do it, OK? Remember, even mundanes have rights. ☺

### ☺ A note from the ChairAlton ☺

As I am sure everyone knows, AIDS kills hundreds of thousands of people every year. It is now one of the leading killers of men in the twenty-to-forty age range; and if the rate of deaths from AIDS keeps climbing as it has, it will soon be the number one killer. There is no reason for this to happen.

While I do not intend to use this forum to preach to people, I would like to remind everyone about safe sex. If anyone needs them, condoms will be available in the con suite. I would also like to mention some AIDS groups, if people would like to donate money and/or time. These are only a few of many good groups that work with AIDS:

Whitman Walker Clinic  
1407 S Street, NW  
Washington, DC 20009

NAMES Project  
2302 Market Street  
San Francisco, CA 94114

People with AIDS Coalition  
31 W. Market Street  
New York, NY 10010

There will be a memorial service Saturday night in the Alternate Programming room in memory of those who have died of AIDS. ☺







## Elizabeth Moon

About ten years ago I stopped reading fantasy by new authors - there was so much drek being published that I gave up trying to sift the wheat from the chaff. Then, one of my friends strong-armed me into reading *The Deed of Paksenarrion* (*Sheepfarmer's Daughter, Divided Allegiance & Oath of Gold*). It took only about one chapter and I was hooked. Since then I have read *Surrender None: The Legacy of Gird, Liar's Oath, Lunar Activity* (which is a collection of short stories) and *Hunting Party*. Each one of these has been well written and enjoyable.

I will confess that *The Deed of Paksenarrion* is my favorite. The best way to explain why is to tell the story of what happened when I got my friend Jerry to read them. Jerry is one of my closest friends. She is an SCA fighter who is six feet tall and not afraid of anything. When Ms. Moon agreed to be my guest of honor last year I convinced Jerry to buy and read *Sheepfarmer's Daughter*. She enjoyed that, and I lent her *Divided Allegiance*. She finished that at 3AM Saturday night/Sunday morning. She woke me at 9:30 Sunday morning (and almost died for that, but that's beside the point). She had to see what happened. Unfortunately, I honestly didn't know where my copy of *Oath of Gold* was. She called around, and after calling *seven* different bookstores she reached one that had it in stock.

The point I am trying to make is that Elizabeth Moon's characters are real. They are real people with all the faults and virtues that humans have. You care about them because they are real. I read a lot of fantasy, and this was the first time that I read about a woman fighter who was not a man with breasts, but a woman, with the good and bad that being a woman implies.

I am happier than I can say to have the great fortune to have Elizabeth Moon as our Guest of Honor this year.



This year's program book is dedicated to Lisa Barnett and Melissa Scott for all their encouragement and help. Getting to know people like them is what Darkover is all about. This is why I keep going on year after year, despite everything.

Cover art ©1993 Nancy Halpern



