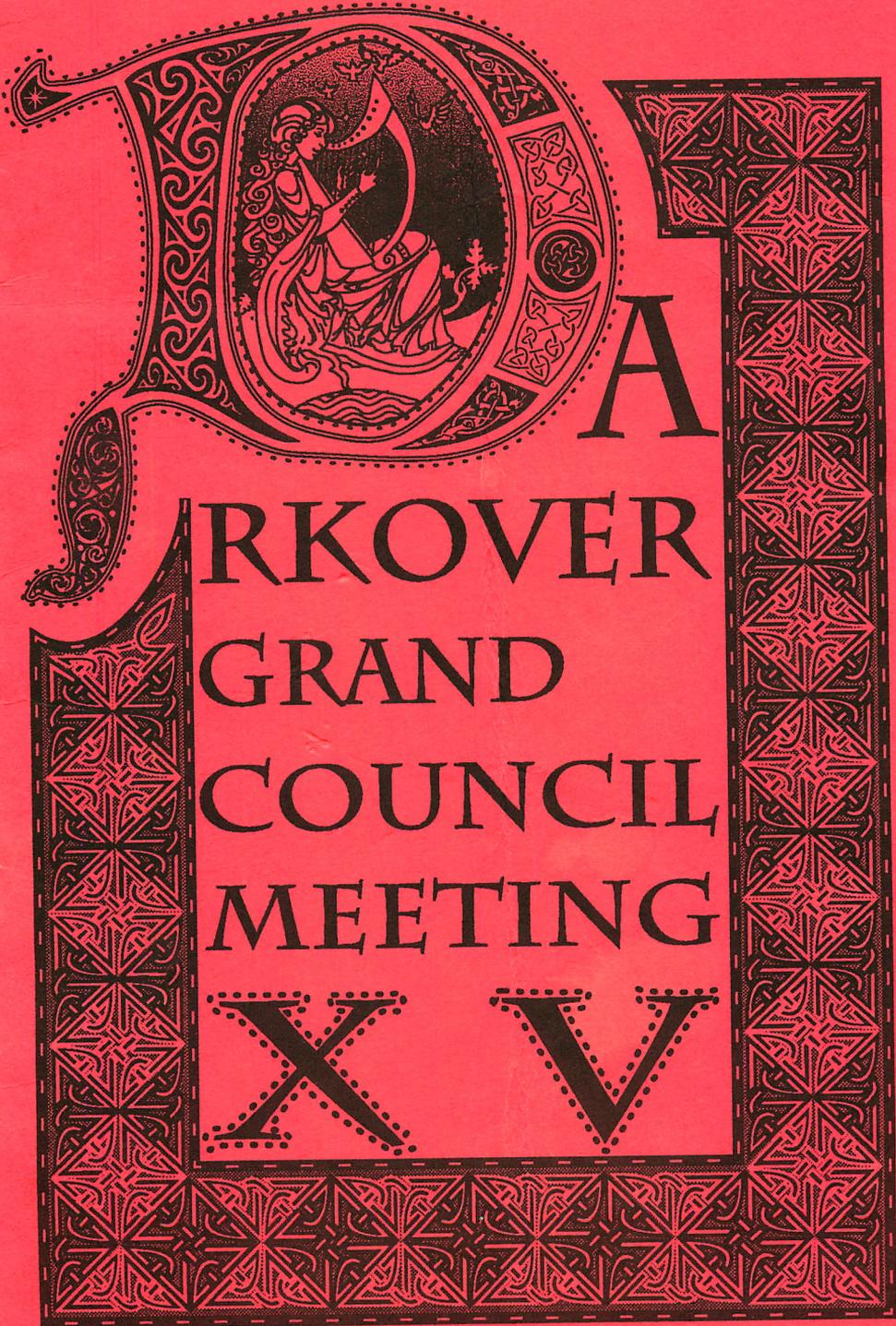


November 27-29, 1992
in Timonium, Maryland
Armidia Council presents



A
RKOVER
GRAND
COUNCIL
MEETING
X V

This year's program book is dedicated to the far-too-many people who have died of AIDS, and especially in memory of Kelson, C.K. Lee, and Bill Robie. May these be the last!

Cover art (c) 1992 Robin Wood

CONVENTION COMMITTEE

CHAIRALTON	Jaelle (Judy Gerjuoy)
PAXMAN TO ALTON	Cinhil MacAran (Gregg Palmer)
REGISTRATION	Jerry Rorstrom-Lee
TECHNICAL ASSISTANCE	Carl Zwanzig
ART SHOW	Rikk Jacobs
ART SHOW ASSISTANT	Laura Van Winkle
MUSIC PROGRAMMING	Jim Williams
HUCKSTERS ROOM	Kathy Sands
CON SUITE	Maria Stroffolino
VIDEO ROOM	Mark Owings
COSTUME COMPETITION	Marty Gear
SET-UP	Maile Kihara
PROGRAM BOOK	Carl Cipra
OFFICIAL DOMAIN	Alton

GUESTS

GUEST OF HONOR	Janet Kagan
ARTIST GUEST OF HONOR	Rillan MacDhai
OTHER GUESTS	Lisa Barnett Marion Zimmer Bradley Dean Clamons Julia Ecklar Robert Esty Susan Esty Carly Gewirz Christie Golden John Huff Ellen James Nancy Janda Kiva Katharine Kurtz Jacqueline Lichtenberg Myfanwy On the Mark Peregrynne Dr. Jane Robinson Don Sakers Hannah Shapero Melissa Scott Ed Sobansky Kathy Sobansky Robin Wood

WEAPONS POLICY

The only weapons allowed this year will be 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. We regret having to change our policy, but events of previous years force us to do this.

CHILDREN'S 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.



MUSIC ROOM (Conference Rooms 1 & 2)

This room will have various performers making music during the convention, and can be used for filking 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.

READING ROOM (Room 107)

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 ROOM (Meeting Room 2)

This room will present various workshops, panels, and discussion groups dealing with subject matter of an esoteric/occult/pagan nature. Many differing viewpoints will be presented.



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.

HUCKSTERS' ROOMS

The Hucksters' rooms will be open Friday 4PM until 8:30PM, Saturday 10AM until 6PM, and Sunday 10AM until 4PM. It will be in two locations this year: in the atrium, and in a room off the long corridor (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 408)

The con suite, located in Room 408, 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 3)

The video room will be open Friday 6PM until whenever, Saturday 4PM until whenever, and Sunday 10AM until 3PM. A schedule of videos will be posted outside the room.

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.

DARKOVER XVI REGISTRATION

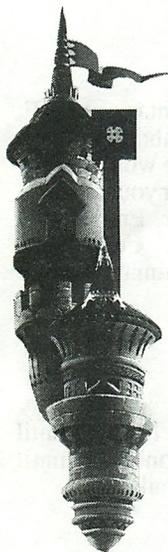
Memberships for Darkover XVI will be for sale on Sunday, 12 noon until 3PM, at the registration area. The cost will be \$20 on Sunday only, \$25 until November 1, 1993, and \$30 after that (if memberships are available).



DARKOVER

Marion Zimmer Bradley

The Ages of Darkover



*“Darkover
is the
essence,
the
quintessence,
my most
personal
and
best-loved
work.”*

Marion Zimmer Bradley

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Darkover, planet of wonder and mystery, world of strange intelligences, of brooding skies beneath a blood red sun, home to powers unknown on Earth. This is best-selling author Marion Zimmer Bradley's most magnificent creation.

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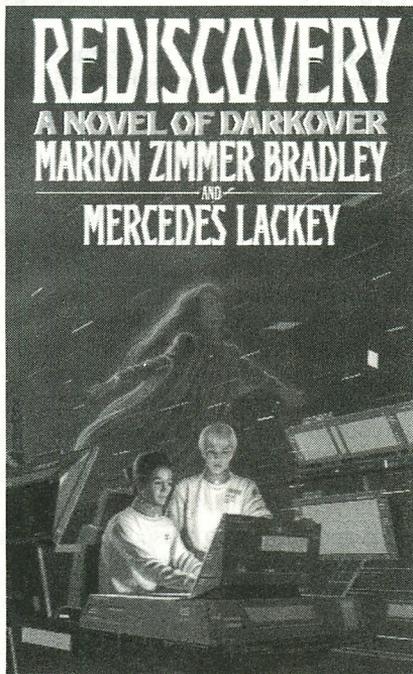
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A DARKOVER NOVEL

REDISCOVERY

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Now, with nearly 20 Darkover novels in print, Marion Zimmer Bradley has combined forces with Mercedes Lackey to write the story of the rediscovery of Darkover by a ship from her mother planet, Earth—the book Darkover fans have been clamoring for decades!

Leonie Hastur, headstrong daughter of the Hastur Clan, most powerful of the telepathic families who rule Darkover, is being escorted by her twin brother Lorill to Dalreuth Tower for training in the use of her psychic powers. Although this is the event she has long dreamed of—for her *laran* is so strong that she has been able to use it without benefit of training or the need of a matrix crystal—and she yearns for the power which will come to her if she succeeds in becoming a Keeper, she is plagued by a terrifying premonition that haunts her day and night—the inescapable feeling that *something* is about to happen—something monumental and dangerous which will descend on her world and change it utterly. And all she knows for certain is that this *something* will be coming from one of Darkover's four moons.

• Jacket art by Romas

0-88677-561-2/ORIGINAL HARDCOVER
\$18.00 (\$22.99 in Canada)

DAW  FANTASY



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 Chair Alton.

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, 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.



ON JANET KAGAN

About a year and half ago, I was talking to one of my closest friends about SF. He asked me if I had read *Hellspark* by Janet Kagan. When I answered in the negative, he lent me his copy. This changed both of our lives. Mine, because I discovered a new author; his because *Hellspark* is out of print, and I am refusing to return his copy until I can somehow acquire one of my own. After all, without a copy of my own, how can I reread it every six months? (OK - if he really wants it back, I'll return it - I'm not quite THAT obnoxious.) [Not if I swipe it again! --The Proofreader]

Hellspark is a marvelous book that deals with the concept of what is a "human"; or to put it another way, what defines a creature as sentient. It shows a number of different cultures and shows the problems of many cultures, with markedly different lifestyles, interacting. (Look, Mommy, look! That lady is showing her bare feet!! Hush, child, no obscenities in front of your grandmother.) That is not a quote from the book, but it almost could be. I urge everyone to try to get a copy. Go to your library, go to your favorite book search, do whatever you can---it is definitely worth reading.

Then, this summer I picked up *Mirabile*, which is a collection of short stories that originally appeared in *Isaac Asimov's Science Fiction Magazine*. That's when I learned Janet Kagan was not just a one-book author. It deals with a colony world that has different problems with their ecology. They have a number of earth imports that are carrying in their DNA the code for other forms. (e.g. A carrot could produce roses. Or a cow could give birth to a horse. Worse, a dafodill could sprout bumblebees. Or, well, much nastier things could happen, especially if the two species combine.) Mama Jason is the lead character and is one of the most interesting characters that I have ever read about. Who else would accept a Kangaroo Rex as a courting gift?

Having read these books, I really wanted to have Janet Kagan as a guest at Darkover, but I was afraid to write to her. Since she was not an author I knew, I was afraid if I wrote and asked, she might bite me. So, I put the idea out of my mind, with many regrets. Then, I was talking to Lisa Waters, who suggested that I ask her to be our guest. And, with much trembling, I wrote her.

She didn't bother writing back, she called. And, I must say, of all the Guests of Honor I have dealt with for Darkover, whom I didn't know before inviting them, she has been both the most gracious and the funniest. (For instance, I wrote her asking if there was anything special I could get for her husband at the convention. She replied that she could answer that one, but she didn't know me well enough; but to quote Tom Lehrer, "when correctly viewed, anything was lewd.") It didn't hurt that I had just that day finished reading her short story in *Unicorns! II*, which deals with a unicorn on the set of a porn film. Read it, it works.

Anyway, this year I am overjoyed to present Janet Kagan the great writer as well as Janet Kagan the neat person.

RIKK JACOBS

Rikk Jacobs, who has run every Darkover art show every year since Darkover 3, has decided, to my great regret, that this year is his last year running it. He has mundane and other responsibilities that may make it difficult to do next year, and he doesn't want to quit half way through the year. While I am very sorry to see him leave us, I feel that he is doing the right thing, and I admire him for his forethought.

I want to take this opportunity to thank him for all the hard work he has done, year after year for Darkover. Without him, I don't know what I would have done.

He has never caused me the least bit of trouble; he has always done his part efficiently, courteously, and well. There are not words enough to thank him for all he has done for Darkover.

I am sure that the person who will run next year's art show will do a good job and be fun to work with. But, still and all, she or he won't be Rikk.

Thank you, Rikk; we will miss you.





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

We are hoping to have an auction next year to raise money for AIDS research. If anyone is interested in working on the auction, please talk to me at the "Talk to the ChairAlton" programming on Sunday. If you must leave before then, see me whenever you can.



OTES

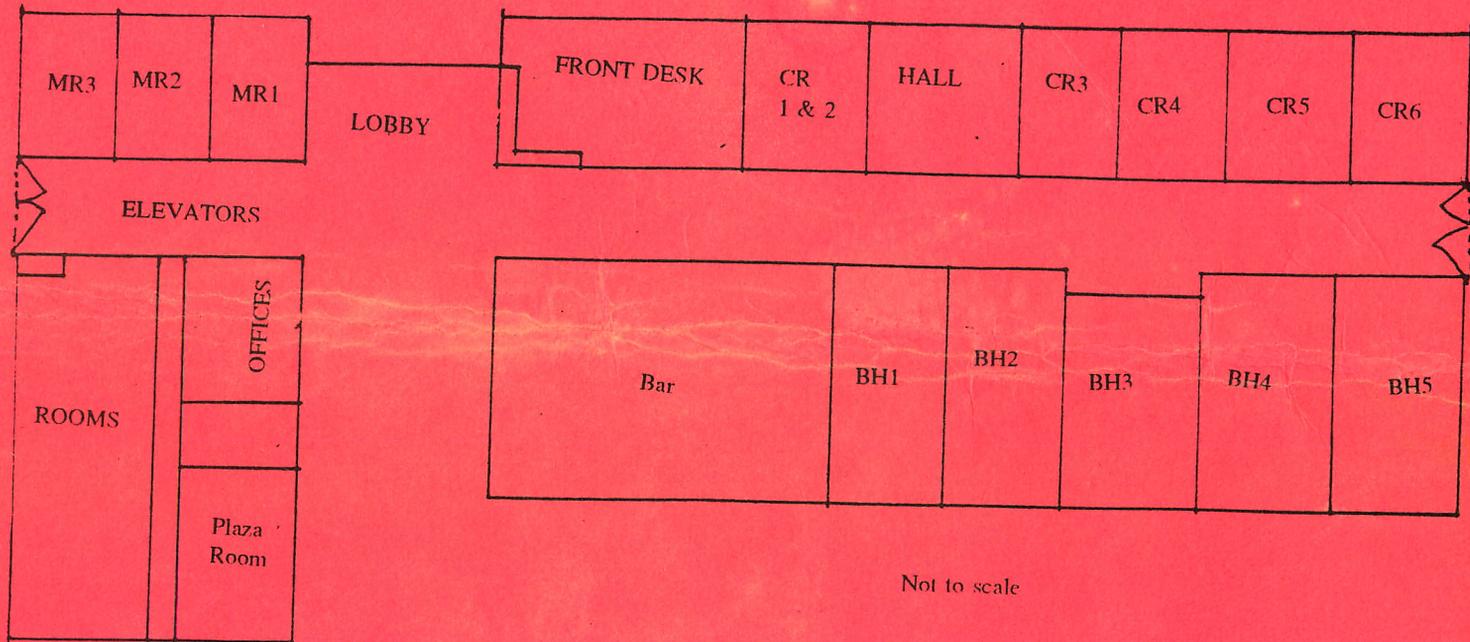


We are looking to have an individual who is interested in working on a project that is related to the AIDS research program. If you are interested in working on this project, please contact me at the address below. If you must leave a message, please call me at the address below. If you must leave a message, please call me at the address below.



Cover by:

Robin Wood
15529 Longmeadow
Dearborn, MI 48120
(313) 441-3704



Not to scale

CR = Conference Room

BH = Banquet Hall

MR = Meeting Room