

The Northwest Science Fiction Society proudly presents

NORWESCON 16

March 25-28, 1993

Annual Northwest Science Fiction Convention



Keeper of the Keys © 1993 by Janny Wurts.
Cover for her book published by Ace Books.

BEFORE YOU DO ANYTHING ELSE, SCAN THE HEADINGS IN THIS BOOK AND READ THE ARTICLES THAT RELATE TO YOU. BEING AT A NEW HOTEL, SOME THINGS HAVE CHANGED AND OTHERS HAVE BEEN UPDATED.

IMPORTANT NOTICE

Welcome to Norwescon 16! What follows in your pocket program is important information, rules, and services provided to you by Norwescon and the Red Lion Hotel. We suggest you read these before you start your weekend so you'll have a more enjoyable time.

See ya around. Don't forget to come to room 109 and Boardroom II and join the team by volunteering for a shift or two! Thanks.

DRINKING

If you plan to drink, PLEASE, PLEASE, do not drive. If you must drive, please let others know so that they can help you stay away from the bubbly (whatever form it takes) and stay sober so that you arrive at your destination safely.

There is another topic under the heading of responsible drinking which is a touchy subject . . . persons under 21 indulging in alcohol and other drugs. We, the Norwescon Committee, are realistic enough to know that if a young adult is determined to drink, it is not always possible to stop them. Responsible



imbibing (not getting falling down drunk or becoming a menace to yourself and others) will not be noticed as much, and the heavy hand of the hotel detective and/or our Site Services director may not be felt. The "ID Required" rule at the Norwescon Hospitality room will be strictly enforced. Norwescon has a Washington State Banquet License to help protect us from legal hassles. We want all of our members to have a good time at Norwescon, and we want you all to return home safely.

PARTIES

Room and Hall Parties are established traditions of SF conventions. Here are a few things that you need to know to make your party more enjoyable and safe for everyone. Persons planning a room party must register the party with Convention Services in room 109 and the Security Office in Boardroom I (room 110). A host or hostess (someone who will not be drinking) must be listed as the person responsible for the party and any incidents that occur there. Any open party not registered will be subject to closure. Room and Hall Parties are restricted to the party floors (floors 2-5 and 10). No alcohol is allowed beyond the sleeping room areas of these floors. If you are planning to have a room party, request lodging on one of the party floors. If you do not want to be anywhere near the parties, request a quiet floor. A warning to party hosts: Keep watch on who is grabbing a drink. The laws in Washington state say that if you are the supplier of alcohol to minors or to someone who is already drunk and they hurt themselves or others, YOU TOO are responsible for THEIR actions. There are also heavy fines for contributing to the delinquency of a minor if you are found to have supplied them with alcohol or drugs.

SMOKING

Please note that all public areas of the hotel are non-smoking (The exceptions are the hotel restaurants and bars. They have their own smoking rules.) This is due to the growing demand for smoke-free environments. Ash cans are placed outside the hotel entrances if you wish to step outside to smoke.

Many hotels are making more and more rooms non-smoking, so if you are still puffing, make sure you let the hotel know you need a smoking room when you make reservations for next year.



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SLEEPING IN HALLS AND STAIRWAYS

One word to say on this subject. . . Don't.

WEE HOURS AREA

For those fans who just can't get enough, late night areas are set up with you in mind. Talking, filking, gaming . . . it's up to you. If you want to gather late at night with other fans, the Wee Hours Area is the place to do it. Late night activities are located on the 10th floor lobby (a.k.a. Hospitality) after the end of programming. (This area will close from 7am-9am for cleaning) This area is not for sleeping.

INFORMATION

The information Table is an easily accessible center of up-to-date information on programming changes, eateries and places to shop. This is the area to display or collect flyers for various organizations and cons. If you have any questions after the Information Table closes you can go to the Convention Office in room 109.

OFFICE

The nerve center of the convention is the Convention Office. The main Con Office is located in room 109, the Volunteer Lounge and Security is in Boardroom I (room 110). One of these offices is open 24 hours a day to help iron out any wrinkles you may encounter.

VOLUNTEERING

Everybody is encouraged to volunteer at the convention for a few hours. There are many things that you can volunteer for that still let you attend certain events while helping the convention. As a bonus, volunteers who have helped at any time during the con have reserved seating at the Masquerade, may attend a special event arranged for them to meet with our Guests of Honor, are invited to a post-con party during the summer, may be entered in drawings for special gifts, receive tokens to show our appreciation, and have a chance to become the Volunteer Guest of Honor for the next Norwescon. Go to Boardroom I (room 110) and sign up for a shift (or two, or three, or four, or five) right now.

FIRST AID

A limited supply of first aid equipment is available in the Convention Office. We have bandages for cut fingers and wrapping for sprains. There is also a supply of various medications for your headache or upset stomach. None of our staff can administer medication. If you have a genuine medical emergency we will call 911 or you need to go to one of the Bellevue area hospital emergency rooms.

PEACEBONDING

A list of the Peacebonding rule for Norwescon will be available at the Peacebonding Table in the main lobby of the Hotel. All weapons and staffs must be peacebonded. Remember: if it's drawn, it's gone. Ignorance is no excuse.

YOUNG AND FUTURE FANS

Norwescon welcomes its young and future fans. We have programming throughout the convention that is geared for different age groups. Also, for a nominal fee, we have daytime programming for children under 12 in our KidKon room. This allows Mom and Dad to attend portions of the con without taking children everywhere. KidKon has limited hours and is limited to 35 children at a time this year, so check the schedule, and plan accordingly. Norwescon also provides a quiet room for the purpose of feeding, changing or resting a child.

Children attending Norwescon must be registered (even though there is no charge for kids 12 and under). Parents must have a permission slip on file at registration. Children 12 and under must be accompanied by a parent or adult guardian at all times, unless in the KidKon room; children 10 and under are not allowed in Hospitality or programming after midnight. Unattended children found in public areas of the hotel will be taken to KidKon until they are picked up by their parents, and the parents will then be charged for the time they have been there. Please have your child stay close to you when in public areas of the hotel, as it is often hard to distinguish that the parent is at hand and the child is not lost.

If parents believe that their convention activities will be constrained too much by their responsibilities, they are encouraged to arrange for proper child care at home.

TEENS

Teens 13 to 17 years of age must have a parent or adult guardian over the age of 21, who is a Norwescon member. The parent or guardian must be on the premises at all times, and parents must sign a permission slip for a minor to attend the convention. Permission slips should have been filled out and returned when registering. If this has not yet been done, please do so now.

All persons 13 to 17 must be out of the public (and convention) areas of the hotel by 3am.

Remember, parents are responsible for the safety and actions of their children at all times. These rules are to foster enjoyment for all convention members, but are primarily for the safety and well-being of the children. Young fans are welcome at Norwescon but are expected to behave and be cared for in a responsible manner.

If parents believe that their convention activities will be constrained too much by their responsibilities, they are encouraged to arrange for proper child care at home.

KIDKON

KidKon is open to children from 3 to 12 years of age. The younger ones must be potty-trained and have had preschool or nursery school experience (your child needs to know how to play with others and be able to separate from you with a minimum of shrieking). This facility is a place where you can leave your children (for a fee) so that you may enjoy some time at the convention without them.

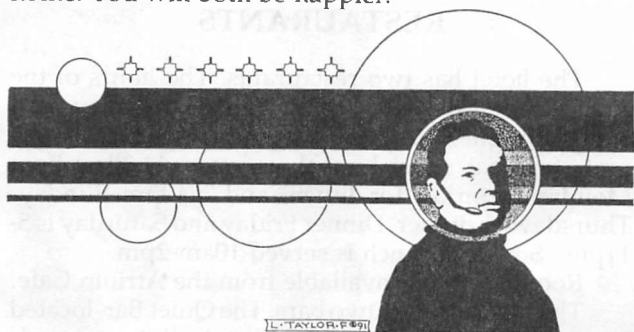
Because of the large number of children we serve, with the very limited staff, this year our hours are limited, as is the maximum number of children at any one time.

There are several tracks of programming that run constantly in these rooms. This includes video programming for separate age groups, crafts, special projects, and visits by our Guests of Honor. Storytellers and artists will drop by to entertain our small guests, and we will also present our annual costume parade and dance.

Once again, parents who participate will receive care at a lesser cost than parents who don't participate. If you provide goods or service to our group, it will also cost less.

QUIET ROOM

Since there are so many babies and toddlers in our group, an unsupervised room is provided where you and your little one can go to rest. You must stay with your child in this room. This room can be used for a changing, napping, getting-away-from-the-crowd room and is located near KidKon. There is a limited supply of baby food, diapers and accessories available for a fee through KidKon. The daycare staff CANNOT devote the time finding baby-sitters for children that do not meet our age requirements. If at all possible, find a sitter for your wee one, and leave him or her at home. You will both be happier.



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CLOAK ROOM/LOST & FOUND

The Cloak Room is located in Boardroom II (room 112) and is a free service provided by the convention for the use of convention members. It is meant to be used for temporary storage of parcels, coats, and bags; not as a substitute room or food locker. Please make other arrangements for inappropriate items. We reserve the right to refuse any article.

Norwescon is not responsible for items left in the Cloak Room. Use of the room is at your own risk. Make certain that the room will be open during the hours you wish to retrieve your belongings. BEFORE you put them in. There is a 25 cent charge for lost claim tags.

The Lost & Found hours are the same as the Cloak Room. (Hours are listed elsewhere in this program.) During the time the room is closed, lost items should be taken to the Convention Services office in room 109, or to the Red Lion front desk. Lost ID badges should go to the Registration table or to room 109.

After the convention, inquiries about lost items can be made to P.O. Box 24207, Seattle, WA 98124 or call (206) 248-2010. Lost items will be kept until June 1, 1993.

RESTAURANTS

The hotel has two restaurants. The hours of the Atrium Cafe are 6am-11pm Sunday-Thursday, and 6am-midnight Friday and Saturday. Misty's Restaurant, for that special meal, is open 11:30am-2pm Monday-Saturday for lunch, and 5-10pm Sunday-Thursday for dinner. Dinner Friday and Saturday is 5-11pm. Sunday brunch is served 10am-2pm.

Room service is available from the Atrium Cafe.

The hotel also has two bars. The Quiet Bar, located between the Atrium Cafe and Misty's dining room, is open 6am-11pm Sunday-Thursday, and 6am-mid-

night Friday and Saturday. Misty's Lounge is open 5:30pm-1:30am Monday-Friday and 7pm-1:30am Saturday. There is a cover charge of \$3.00 per person in Misty's Lounge for non-hotel guests. If you are a guest in the hotel, just show your hotel room key at the door and the cover charge will be waived. This does not include everyone in your party.

Costumes that obscure the face and preclude identification, will be denied entrance to Misty's Lounge and those costumers can not be served alcohol.



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HOTEL POOL AND JACUZZI

The pool is not heated during this season. Pool and Jacuzzi hours are 10am-10pm.

HOTEL SHUTTLES

The three main hotels that are being used by Norwescon guests are the Bellevue Red Lion, the Bellevue Inn and the Bellevue Hilton. Because the hotels are so close together, we will not be providing shuttles between them for most of our attendees. Hotel shuttles will be provided from 10am-10pm for handicapped people. Shuttles leave the Red Lion at the top of the hour. If shuttles are needed during off hours, requests should be made at the front desk. Shuttles are also provided 10am-10pm for hotel guests to go to Bellevue Square shopping mall. Again, the shuttle leaves at the top of the hour.

PARKING

Parking is always limited at every Norwescon. Please follow all fire lane and handicapped rules. People parked in unauthorized areas are subject to towing. Please park legally and walk the distance rather than parking where you shouldn't. The business on the south side, Catapult, does not allow parking by hotel guests on business days. Saturday and Sunday, parking is allowed.

FROM THE HOME OFFICE
IN WALLA WALLA, WASHINGTON,
THE TOP 10 REASONS
FOR MOVING NORWESCON
TO THE RED LION HOTEL IN BELLEVUE:

10. The old hotel is behind in its mortgage payments.
9. It is time to give the Yuppies a scare.
8. Our computer nerds feel more powerful the closer they are to Microsoft.
7. Concrete *does too* float.
6. New hotel has better looking elevators that are fun to ride.
5. The windows over the main lobby/atrium make you feel like you're in Darth Vader's helmet.
4. Nifty SF-looking stuff in Misty's Lounge.
3. It's more fun to count the little Red Lion faces in the carpet than it was counting the homeless on the street.
2. The Red Lion is just a couple of blocks away from a Toys-R-Us.
1. Bellevue has more espresso carts per square mile than any other city in the world.

ART SHOW

Exhibit Hall

Friday	11am-6:30pm	(Printshop opens, written bidding on art with white tags, art with pink tags available for direct sale)
Saturday	9am-7:30pm	(Direct sales on white tags begins at 2pm)
Sunday	9am-Noon, 1-4pm	(Written bidding closes at noon. Voice auction at 1pm. Pick up/purchase successful written bids, direct sales and print shop items, Post auction sales of eligible art 1-4pm.)

DEALERS

Exhibit Hall

Friday	Noon-7
Saturday	10am-6:30pm
Sunday	11am-5pm

REGISTRATION

Convention Lobby

Thursday	Noon-10pm
Friday	9am-11pm
Saturday	9am-11pm
Sunday	10am-4pm

MAIN CLOAK ROOM/LOST & FOUND

Boardroom II (room 112)

Thursday	3-6pm,	7:30-Midnight
Friday	9:30am-3pm,	4-7pm, 8pm-1am
Saturday	9:30am-6pm,	7:30pm-1am
Sunday	10:30am-4:30pm,	5:30-10pm

Sunday

March 28

Room	9	10	11	Noon	1	2	3	4	5	6	7	8	9	10	11	Midnight	1	2	Room	
Marymoor		Video of Anne's Ireland	What's New?: Virtual Reality	McCaffroy Collaborative Works	The Virtual Organization		Movie Model Construction						Dead Squatch, Spring Rites and Pajama Party Dance						Marymoor	
Idylwood							Volunteer Hour	Onions & Roses	Closing Ceremonies, Costume Parade and Movie Previews										Idylwood	
Fairweather	SCA Fair and Tourney																			Fairweather
Bellefield																				Bellefield
Overlake/Glendale		The Writer's Basic Computer System	New SF TV Script Requirements	Rob Alexander Slide Show	New Computer Technology	Emergency Preparedness	SF Sings: Filking			Finnish Olympics										Overlake/Glendale
Sahalee																				Sahalee
Factoria	21st Century Religion			Terraforming	Hall Costumes	Evolution of Costumes	Art Demo: Pewter Casting				MST 3000 Star Trek V								Factoria	
Newport		Costume Economics 101	Eavesdropping	Choosing What to Publish	Polishing a Manuscript	Submitting a Manuscript	Re-writing	SF Mysteries												Newport
Lakehills		Quick Sketch: Super-heroes	Vampire Makeup Workshop		Quick Sketch: Spaceships	Costumers Talk	Art Demo: Airbrush	Artist's Mall Organ-Kear, Johansen												Lakehills
Crossroads		Reading: Adams	Reading: Coen	Reading: Greg Bear	Reading: Connolly	Reading: Jody Scanlon	Writers & Illustrators of the Future	Goddess Cults											Crossroads	
Exhibit 1	Tai Chi	What Not to Say	Swords and Weapons Demo	Art Auction		Art Auction		Art Auction												Exhibit 1
Exhibit 2		Masq Onions & Roses	Making Money From Art																	Exhibit 2
Exhibit 3	Children's Letter Test		Parapsychology	Christian Fans																Exhibit 3
Exhibit Back	Lower Soc. Team Competition																			Exhibit Back
Art Show																				Art Show
Dealers																				Dealers
KidKon																				KidKon
Hospitality																				Hospitality
Gaming																				Gaming
Net Gaming																				Net Gaming

Costume Parade
Main Lobby

Thursday

March 25

Room	9	10	11	Noon	1	2	3	4	5	6	7	8	9	10	11	Midnight	1	2	Room	
Marymoor					Mike Jittlov: The Wizard of Speed and Time		Censorship: Books, Comics	The Ren and Stimpy Hour	Star Trek Universe: The Good, The Bad, The Q		L-5 Society Program and Budget Cuts		Millennium III		Co-Authorship When Great Minds Meld				Marymoor	
Idylwood						Why I Collect Comics	Star Trek: What's Next?	Costume Design	Theater Costuming	Sexy Male Costumes	Opening Ceremonies		Movie Previews	Super-heroes in Comic Books Dark Horse Publications						Idylwood
Fairweather																				Fairweather
Bellefield																				Bellefield
Overlake/Glendale							Military SF	New TV Shows (Audience as panel)	The Arthurian Legends	New Movies (Audience as panel)	Vampire Gaming	Cartooning	A Poetry Play with M. Elayn Harvey	Juggling with James Ernest	Vampire Books and Movies				Overlake/Glendale	
Sahalee																				Sahalee
Factoria					The Future of Religion	Affordable Collecting	The Future of Religion	Affordable Collecting	Alien Flora and Fauna	Super-heroes Function & Role	NASA Space Station	Government Health Care	The Sci-Fi Channel	Artist's Block	Fantastic Animals & Silly Beats	MST 3000 Star Trek V			Factoria	
Newport																				Newport
Lakehills					Earthquake Hazards At Home and Work				Art Demo: Freddie Baer Collage	Quick Sketch: Super-heroes	Art Demo: Scrimshaw	Art Demo: Lost Wax	Quick Sketch: Spaceships							Lakehills
Crossroads					Reading: Byfield	Reading: Thomson	Reading: Daniels				Reading: Bothell	Reading: De Camp	Reading: Richard Grant	Reading: Videos from Ireland	Reading: Royen	Midnight Horror Readings	SF Sings: Filking		Crossroads	
Exhibit 1																				Exhibit 1
Exhibit 2																				Exhibit 2
Exhibit 3																				Exhibit 3
Exhibit Back																				Exhibit Back
Art Show																				Art Show
Dealers																				Dealers
KidKon																				KidKon
Hospitality																				Hospitality
Gaming																				Gaming
Net Gaming																				Net Gaming

HOSPITALITY (ID Required)

Room 1002, 1004 and Tenth Floor Foyer

Thursday	6pm-2am
Friday and Saturday	10am-2pm
Sunday	10am-8pm

KIDKON

Room 402 and Fourth Floor Foyer

Thursday	7-11pm
Friday	Noon-4pm, 7-11pm
Sunday	Noon-4pm

QUIET ROOM

Room 406

Thursday	3pm-11pm
Friday and Saturday	10am-11pm
Sunday	10am-4pm

GAMING

Fifth floor Foyer

Thursday	6pm-midnight
Friday and Saturday	10am-midnight
Sunday	10am-6pm

Newcomers and gamers of all skill levels are welcome.
Open gaming tables will be available.

NET GAMING

Room 508

Friday	10-8
Saturday	10-8
Sunday	10-4

Players compete against each other via computers from across the room. A variety of computers and computer games for all skill levels are available.

Special Appearance by
Mike Jittlov
The Wizard of Speed and Time

Mike Jittlov has been called a wizard since age 12, when he stunned audiences of professional magicians with his original illusions. Though listed in *Who's Who*, Jittlov's range of jobs, hobbies and eccentricities would probably better qualify him a listing in *Ripley's Believe It or Not*.

A Los Angeles native with an impish humor, Jittlov was once responsible for half of the UFOs seen over the city (and perhaps attracted the other half), while working weekends at Tussaud's Hollywood Wax Museum as the mechanical Grim Reaper. Miraculously emerging from his teen years without a police record, he hitchiked across the U.S. with a giant hand on a stick, then across Europe for three months, on \$500—thus preparing him for the frugal life of an independent filmmaker.

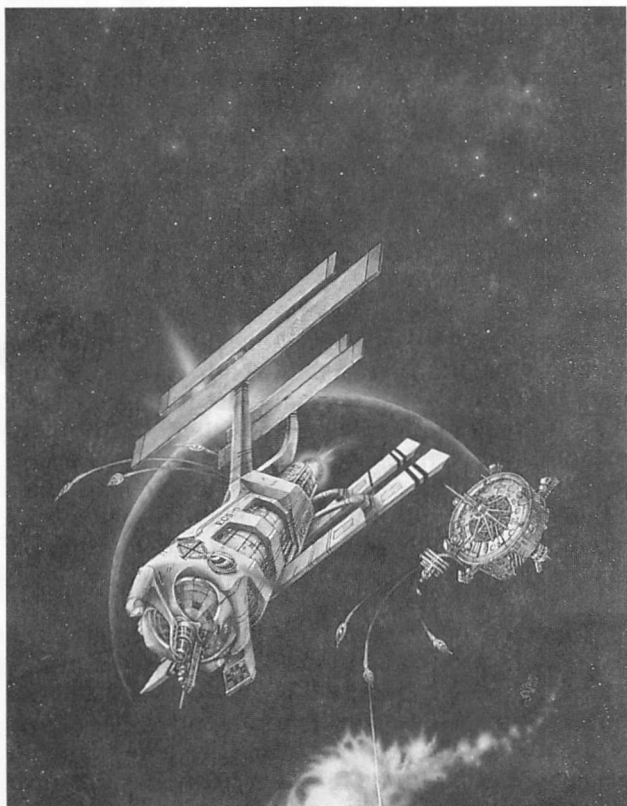
While a math-language major at UCLA, Mike took an animation course to fulfill his art requirement. His first film, *Good Grief*, was entered by UCLA in the Academy Awards, and made it to the professional finals for nomination. That did it. Jittlov bought a 16mm movie camera, designed a multi-plane animation system for \$200, and began two decades of a career as a professional dream-spinner.

His original filmshorts (including *The Interview*, *Swing Shift*, *Animato*, and *Time Tripper*) won many top awards and repeat film festival screenings, bringing him to the attention of Disney Studios. In 1978 Mike co-starred on Disney's two-hour extravaganza, *Mickey's 50th*, creating and animating the first stop-motion Mickey Mouse and 1,000 other Disney toys marching around a psychiatrist's office. He demonstrated his filmmaking speed on a Disney prime-time documentary, by creating the Universe in eight days (just one short of a record). And in 1979 he co-starred again, on Disney's *Major Effects* television special—this time introducing the world to the 500mph Green Wizard.

Some of Mike's more mentionable accomplishments include rafting down the Colorado River 16 times (on crafts ranging from wading pools to plywood & inner tube dragonships); doing the first broadcast of silent movies on radio (LA's KPFK); writing very, very small (24 lines per inch); whistling three octaves; folding dollar bills into amusingly

animated shapes; and skydiving off San Pedro's Gerald Desmond Bridge at midnight.

After working as Producer, Director, Writer, Editor, Actor, and Key Schlepp on *The Wizard of speed and Time* (as well, as 125 other jobs—"many of them competently"), Mike Jittlov claims to have finally gotten filmmaking out of his system. He most recently designed the giant Ymir facade for the World Trade Centre in Vancouver, B.C., and climbed to the top of Mount St. Helens without a permit. (All this . . . and he is still, remarkably, single.)



Assault on Pell Station © 1993 by Janny Wurts.
Cover for the book by C.J. Cherryh.

M A R C H 2 5 - 2 8 , 1 9 9 3

MASQUERADE

Due to the change in hotels, there have been significant modifications made to the Masquerade rules and procedures from last year. Even if you participated in the Norwescon 15 Masquerade, please read the following information. **BE SURE TO GET A COPY OF THE COMPLETE RULES. COPIES ARE AVAILABLE AT THE INFORMATION TABLE AND AT THE MASQUERADE MEETINGS.** The meeting locations and times are listed below. Thank you.

1) There are two Masquerade informational meetings. You **MUST** attend one or the other if you wish to participate in the Masquerade. The first meeting will be Friday at 7pm in Rm 115 (The Green Room), and the second one will be Saturday at 10am in the Bellefield Ballroom. This will be a general informational meeting. **MASQUERADE REGISTRATION FORMS MUST BE TURNED IN AT THIS MEETING.** You can get Masquerade registration forms at either of these meetings or at the Information Table (behind the elevators on the first floor). Children (age 12 and under) who will enter the main Masquerade and not the KidKon Masquerade need to attend one of these meetings with a responsible adult. A note of warning to parents: Children age 12 and under may enter either Masquerade. If a child enters the main Masquerade they will be judged in the "Juniors" division and might not win an award.

2) There will be a run-through starting at 2pm Saturday, in the Bellefield Ballroom. All stage performers **MUST** be present. This will be the rehearsal and the time to talk one-on-one with representatives from each element of the Masquerade production crew. You will also get an opportunity to walk across the stage, turn in your cassette tape (if any), turn in and test your

sound, music, & lighting cues. If blocking problems are discovered at this time, you will have an opportunity to work them out on the "Chalk Stage" that will be in the back of the Exhibit Hall (in the Lazer Tag area).

3) Though costumes are optional for the run-through, it is advisable that shoes, alien feet, walking sticks, and anything else that might be cumbersome or hinder your vision or walking be worn to test the stairs, vision, etc.

4) No one will be registered after 3pm on Saturday. Please note that dancing until 2am and partying until dawn are not valid excuses for missing the run-through. Many Masquerade volunteers will also be dancing until 2am and either working or partying until dawn, too.

5) A videotape of the Masquerade will be available for purchase. It will be a high-quality VHS video with multi-camera setup and stereo sound. Cost to Masquerade staff, volunteers, and on-stage performers is \$7.50 for the first copy and \$12.50 for any additional copies. Copies will also be available to other conventioners for \$12.50 each. Orders for videos will be taken during the con and tapes will be mailed out as soon as they are produced.

Videos of previous Masquerades (Norwescon 5-15) are also available for the same price. For additional information or to place orders after the convention, please contact Keith Johnson at (206) 839-7033 (before 9pm).

NORWESCON 16 VIDEO SCHEDULE

8 The Classic Channel. Broadcast on channel 8 throughout the Red Lion Hotel and in Video Viewing Room #1029.

10 Cult Classics. Broadcast on channel 10 throughout the Red Lion Hotel and in Video Viewing Room #1030.

23 The Excellent Anime Adventure. Broadcast on channel 23 throughout the Red Lion Hotel and in Video Viewing Room #1031.

All show times are tentative. Actual starting times and ending times may be different. The listed ratings are not the true ratings of the movies but are provided as a loose guideline for our membership.

THURSDAY AFTERNOON

3:00PM	8	Star Wars	PG
3:00	10	Buckaroo Banzai	PG
3:00	23	Opening	PG
3:31	23	Dirty Pair: Flight 005	PG
4:31	23	Iczer 3 (episode 1)	PG
4:42	10	Little Shop of Horrors	R
5:01	8	Buck Rogers in the 25th Century	PG
5:01	23	Video Girl AI (episode 1)	PG
5:31	23	Every Day is Sunday (episode 1)	PG
5:57	23	Macross II (episode 1)	PG

THURSDAY EVENING

6:17	10	Explorers	PG
6:23	23	The Guyver (episode 1)	PG
6:30	8	Star Trek—The Motion Picture	PG
6:48	23	Macross the Movie	PG
6:53	23	Sazan "3x3" Eyes (episode 1)	PG
7:24	23	Iczer 3 (episode 2)	PG
7:55	23	Video Girl AI (episode 2)	PG
8:05	10	Frankenstein	PG
8:26	23	Cleopatra D.C.(part 1)	PG
9:00	8	The Terminator	R
9:01	23	A.R.I.E.L. (part 1)	PG
9:16	10	Rollerball	R
9:33	23	Sol Bianca (part 1)	PG
10:32	23	RG Veda	PG
10:48	8	Highlander (Long Version)	R
11:18	10	M	PG
11:20	23	Sukeban Deka	PG13

EARLY FRIDAY

12:01	23	Cyber City (part 1)	PG13
12:45	8	Alien	R
12:56	10	Amazon Women on the Moon	R
12:58	23	Yoma (part 1)	R
1:39	23	Mad Bull 34 (part 1)	R
2:20	10	Godzilla vs. Biolante	PG
2:28	23	The Hakkenden (episode 1)	R
3:00	8	Guyver	R
3:01	23	Arion	PG
4:05	10	Ferocious Female	R
4:32	8	Close Encounters of the Third Kind	PG
5:05	23	Venus Wars	PG
5:34	23	Every Day is Sunday (episode 2)	PG
5:35	10	Metropolis	PG

FRIDAY MORNING

6:47	8	Things to Come (B&W)	PG
7:00	10	Bambi	PG
8:10	10	Willie Wonka and the Chocolate Factory	PG
9:00	8	Dr. Who: Revenge of the Cybermen	PG
9:01	23	Carol	PG
9:50	10	The Private Eyes	PG
10:01	23	Licca (episode 1, new)	PG
10:27	23	Ranma 1/2 (TV episode)	PG
10:32	8	Battlestar Galactica	PG
10:53	23	Urusei Yatsura "Lum" (TV episode)	PG
11:19	23	Orange Road (TV episode)	PG
11:45	23	Dirty Pair (TV episode)	PG

FRIDAY AFTERNOON

12:11	23	City Hunter (TV episode)	PG
12:37	8	Star Trek II: The Wrath of Khan	PG
12:37	23	Mospeda (TV episode)	PG
1:03	23	Shurato (TV episode)	PG
1:10	10	The Bride of Frankenstein	PG
1:29	23	Nadia (TV episode)	PG
1:55	23	NG Lamune & 40 (TV episode)	PG
2:25	10	Ghostbusters	PG
2:36	23	Ranma 1/2 "Song Fight" (episode 1)	PG
3:00	8	The Empire Strikes Back	PG
3:01	23	Lupin the 3rd "From Russia With Love"	PG13

4:10	23	King Kong	PG
4:32	23	Iczer 3 (episode 3)	PG
5:03	23	Video Girl AI (episode 3)	PG
5:04	8	The Flash	PG
5:34	23	Every Day is Sunday (episode 2)	PG
5:50	10	Young Einstein	PG

FRIDAY EVENING

6:00	23	Macross II (episode 2)	PG
6:26	23	The Guyver (episode 2)	PG
6:55	8	Star Trek III: The Search for Spock	PG
6:56	23	Sazan "3x3" Eyes (episode 2)	PG
7:20	10	Star Trek: Deep Space Nine	PG
7:27	23	Iczer 3 (episode 4)	PG
7:58	23	Video Girl AI (episode 4)	PG
8:05	10	Star Trek: The Next Generation	PG
8:29	23	Elf 17	PG
9:00	8	Terminator 2: Judgement Day	R
9:00	10	Newman Baddiel History Today	PG
9:01	23	Heroic Legend of Arslan	PG
10:00	10	Batman Returns	PG
10:02	23	Giant Robo (part 1)	PG
11:03	23	Genesis Survivor Gaiarth	PG
11:19	8	Wizards	R
11:58	23	Cyber City (part 2)	R



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EARLY SATURDAY

12:05	10	The Rocky Horror Picture Show	R
12:40	8	Aliens	R
12:47	23	Yoma (part 2)	R
1:29	23	Mad Bull 34 (part 2)	R
1:45	10	Repo Man	R
2:20	23	Call Me Tonight	R
3:00	8	John Carpenter's The Thing	R
3:01	23	Onimaru	PG
3:20	10	Far Out Man	R
3:41	23	Lupin the 3rd "Babylon"	PG
4:38	8	Alien Nation (theater release)	R
4:45	10	Twenty Thousand Leagues Under the Sea	PG
5:23	23	Only Yesterday	PG

SATURDAY MORNING

6:14	8	Aelita (B&W)	PG
6:25	10	Space: 1999	PG
7:15	10	Teenage Mutant Ninja Turtles	PG
7:25	23	Nadia: Movie	PG
8:11	8	Red Dwarf: Meltdown	PG
8:50	10	Who Framed Roger Rabbit?	PG
9:00	8	Red Dwarf: Dimension Jump	PG
9:01	23	Maison Ikkoku: Movie	PG
9:30	8	Star Trek: The Trouble with Tribbles	PG
		Star Trek: The Squire of Gothos	PG
10:02	23	Licca (episode 2, new)	PG
10:28	23	Ranma 1/2 (TV episode)	PG
10:35	10	Enemy Mine	PG
10:54	23	Urusei Yatsura "Lum" (TV episode)	PG
11:12	8	The Wizard of Speed and Time	PG
11:20	23	Orange Road (TV episode)	PG
11:46	23	Dirty Pair (TV episode)	PG

SATURDAY AFTERNOON

12:12	23	City Hunter (TV episode)	PG
12:25	10	Blade Runner	PG
12:38	23	Mospeda (TV episode)	PG
12:44	8	Star Trek IV: The Voyage Home	PG
1:04	23	Shurato (TV episode)	PG
1:30	23	Nadia (TV episode)	PG
1:56	23	NG Lamune & 40 (TV episode)	PG
2:20	10	Flying Saucers Over Hollywood	PG

2:37	23	Ranma 1/2 "Song Fight" (episode 2)	PG
3:00	8	Return of the Jedi	PG
3:01	23	Ranma 1/2: Movie	PG
4:15	10	Plan Nine From Outer Space	PG
4:30	23	Iczer 3 (episode 5)	PG
5:02	23	Video Girl Ai (episode 5)	PG
5:12	8	Rock 'n' Rule	PG
5:30	10	Space: 1999	PG
5:34	23	Every Day is Sunday (episode 3)	PG

SATURDAY EVENING

6:01	23	Macross II (episode 3)	PG
6:25	10	The Addams Family	PG
6:28	23	The Guyver (episode 3)	PG
6:31	8	2001: A Space Odyssey	PG
6:59	23	Sazan "3x3" Eyes (episode 3)	PG
7:00	10	Norwescon 16 Masquerade (live)	PG
7:31	23	To-Y	PG
8:27	23	Cipher "The Video"	PG
9:00	8	Dune	PG
9:01	23	Utsunomiko	PG13
9:30	10	Streets of Fire	PG
10:23	23	Fist of the North Star: Movie	R
11:00	10	The Brides of Dracula	PG
11:17	8	Heavy Metal	R

EARLY SUNDAY

12:03	23	Cyber City (part 3)	R
12:30	10	The Princess Bride	PG
12:47	8	Alien3	R
12:48	23	Baoh	R
1:38	23	Violence Jack	R
2:20	10	Conan the Barbarian	R
2:33	23	Dragon Knight	R
3:00	8	Society	R
3:01	23	Crusher Joe "Secret Weapon Ash"	PG
3:59	23	Macross Flashback 2012	PG
4:25	10	Mystery of the Wax Museum	PG
4:30	23	Castle in the Sky "Laputa"	PG
4:40	8	They Live	R
5:40	10	House on Haunted Hill	PG

SUNDAY MORNING

6:15	8	Star Trek V:	PG
6:35	23	Hosikusu Paradise	PG
6:50	10	Snoopy, Come Home	G
7:06	23	Urusei Yatsura "Lum" 10th Anniversary Movie	PG
8:05	8	Max Headroom (TV episode)	PG
8:10	10	The Addams Family	PG
8:27	23	A.R.I.E.L. (part 2)	PG
9:00	8	Godzilla 1985	PG
9:01	23	Cleopatra D.C.(part 2)	PG
9:52	23	Sol Bianca (part 2)	PG
10:00	10	Randall and Hopkirk Deceased	PG
10:31	8	Red Dwarf (pilot episode)	PG
10:37	23	Iczer 3 (episode 6)	PG
11:00	10	Norwescon 16 Masquerade (repeat)	PG
11:01	8	2010	PG
11:07	23	Video Girl Ai (episode 6)	PG
11:37	23	Sazan "3x3" Eyes (episode 4)	PG

SUNDAY AFTERNOON

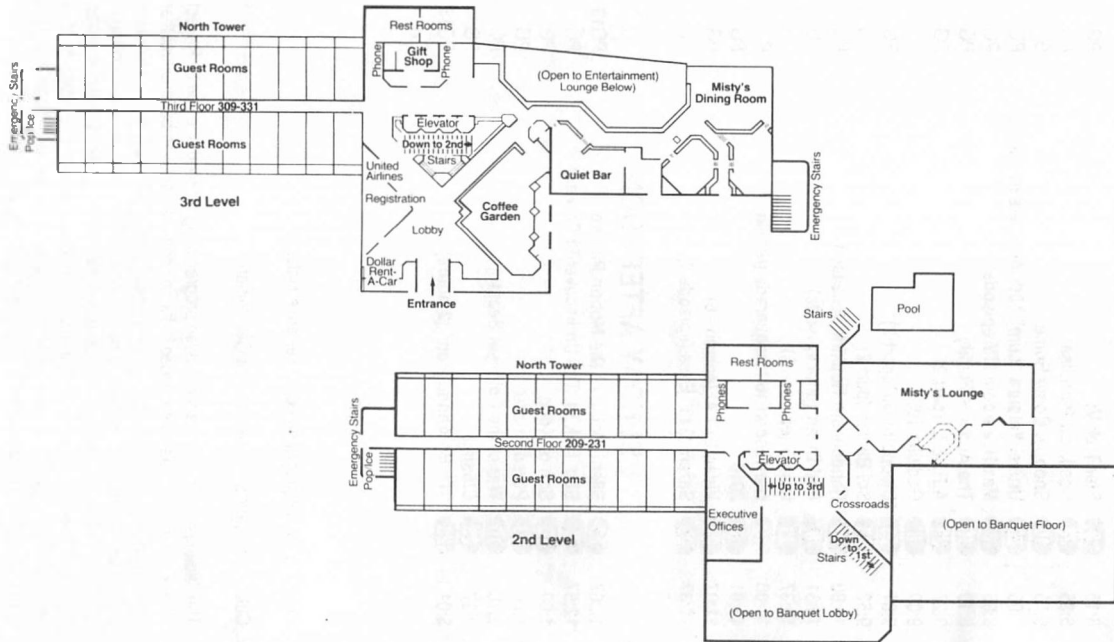
12:07	23	Silent Mobius "The Motion Picture"	PG13
12:57	8	Star Trek VI: The Undiscovered Country	PG
1:00	10	Son of Kong	PG
1:04	23	Porco Rosso	PG
2:10	10	War of the Colossal Beast	PG
2:37	23	Closing	PG
3:01	23	"To Be Announced" (2 hours)	PG13

Classic Channel programmed by Terrence Hatcher

Cult Classics programmed by Joel Getschman

The Japanese Animation (anime) video programming is brought to you by Project "Ray-ko", a group of dedicated video buffs and comic artists who banded together in 1991, and their counterpart and sibling group the J.A.O.C. (Japasnese Animation of Olympic College). Project "Ray-ko" and the J.A.O.C. presents an animation screening in Bremerton every 3rd Saturday of the month. Project "Ray-ko" is not an animation society or foundation nor any part of one. The name is a parody of 'Project "A-ko"'. Project "Ray-ko" is "Mister Ray" Irish, Terrance "T-Bone" Hatcher, Dan Matanski, Brandon Graham, Robert Ketcherside, Eric Harding, Bonnie Harding, Ting, and a bunch of other cool folks.

M A R C H 2 5 - 2 8, 1 9 9 3





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