

# RUSTYCON 8

January 18, 19 & 20, 1991



Randal Spangler © 1990

SNACK TIME

# RUSTYCON 8

January 18, 19, & 20, 1991

## Guests of Honor

*Writer Guest of Honor:*

**Dr. Robert Forward**

*Artist Guest of Honor:*

**Randal Spangler**

*Fan Guest of Honor:*

**bandit**

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## Artists

Randal Spangler, cover.  
 Jackie Duram Nilsson, pp. 2, 6, 7, 8, 17.  
 Monika Livingston, pp. 3, 15.  
 Rustycon logo by Jackie Duram Nilsson.

### From The Chair Sue Berven

Welcome! For me, as well as many other members, this is the eighth time we've met at Rustycon. Each time helps me remember just how much hard work is involved in putting on a convention -- as well as how much fun there is in doing it.

At Rustycon, you can make a lot of friends, who eventually become like your second family. That's just one of the reasons I look forward to seeing all of you again every year, and hope we can continue doing these conventions for many years to come.

In order to do this, we need two things. You can help us with both. The first is volunteers.

There is a lot of behind-the-scenes work at a convention, and it's all done by people like you. Without volunteer help from many, many Rustycon members, everything won't get done. And, you'll find yourself enjoying the convention more, as you get more involved. So volunteer a few hours to help out . . . please. And thank you.

The second thing we need is a happy hotel. You can help here too, by treating our hotel like it is your home (it's our home) and being nice to the staff. They're part of our convention family too.

While you're here at Rustycon . . . enjoy yourself. Volunteer. Be good to our new home at the Hilton. We like it here. We hope you do too.

### From The Vice Chair Scott J. Boivin

Hey, folks! Rustycon is here once again and it's like having the family home for the holidays. In keeping with the thought that this is I hope you will feel like the key part of the Rustycon family that you are. I certainly wish this year's Con will turn out to be your favorite convention for the year!

I would like to meet all of you, but that will not be easy, for I am hard at work making the Con run. But, your input is still important. So, if you have a comment about our convention, stop in and see me, leave a note in the office, or send a letter to the P.O. Box and tell us how you think the Con is going or any ideas to make it better. Please don't forget to help at your Con! Stop in at the Volunteer's Office (Room 406) and volunteer for a few hours. Thank you very much for being a part of our family.

See you around the con.

### From The Secretary Erica Boivin

Welcome to Rustycon 8! What did you think of the registration process? We did a few things differently this year. Please drop us a note c/o P.O. Box 84291, Seattle, WA 98124-5591. All comments are appreciated.

This job was not done alone. There were many people who were of tremendous help to me and the convention this year. A very special thanks goes to Charlot Barney whose visions of the possibilities far outran my own. She also contributed many hours out of her limited supply to help with all the little things that go wrong with a new set-up. A special thanks also goes to Greg Cox, who didn't know what he was volunteering for when he said yes to Publications a year ago. (Neither did I!) Thank you for the wonderful job, Greg. Thank you go to Jeff Stone for working on the data base, and to Steve Cook for emulating those legendary mailmen. Neither snow, nor sleet nor...you get the picture. Special thanks also to Jackie Duram Nilsson for help with the mysteries of layout.

Thanks also to Beth Moursund and Julia Mueller, the co-heads of Registration. It wouldn't have happened without you!

# Writer Guest Of Honor

## Dr. Robert L. Forward

By Joel Davis

In 1943, when he was a mere 11 years old, young Bob Forward won a \$100 War Bond for his 500 word essay on "Why We Should Buy War Bonds." Even then, he was pretty good at math, and he quickly figured out that he had just been paid 20 cents a word for his essay. At this formative point in his life young Bob began to consider a career as a writer.

Alas, his mother soon upstaged him (Freudians, please note). She won a "fill in the blank line" contest that garnered her \$5000 for a mere five words, or \$1000 per word. Bob knew he could never top that. He gave up the idea of becoming a writer, and went to college to become a physicist (His mother's five grand helped pay his way, as well as that of his brother).

Bob obtained a B.S. in physics from the University of Maryland, an M.S. in Applied Physics from UCLA, and a Ph.D. in Gravitational Physics from the University of Maryland. For his thesis, he built and operated the world's first bar antenna for the detection of gravitational radiation. The antenna is now at the Smithsonian museum. (I've seen it. Impressive piece of metal, that.)

Now addressed as "Herr Doctor" Forward, Bob went on to work at the Hughes Aircraft Company Research Laboratories in Malibu, California. He eventually ended up as Senior Scientist on the staff to the Director of the Laboratories. During that time he built and operated the world's firsts laser interferometer gravitational radiation detector, invented the rotating gravitational mass sensor, published over 70 technical publications, and was awarded 18 patents.

But it wasn't enough. (How could it be, having a name like "Forward"?) After about 30 years as a scientist, Bob decided to try his hand once again at writing. After selling some science speculation articles in *Galaxy*, *Analog*, and *Omni*, he tried his hand at--yes!--fiction. His first novel, *Dragon's Egg*, inspired by scientist Frank Drake and writer Larry Niven, was published to rave reviews and is still in print, along with its sequel *Starquake*.

Bob retired from Hughes and started a series of personal consulting contracts with the Air Force Astronautics Laboratory, exploring the forefront of physics and engineering in order to find new energy sources that will produce breakthroughs in space power and propulsion. He has written numerous journal papers and contract reports on antiproton annihilation propulsion, laser beam and microwave beam interstellar propulsion, negative matter propulsion, light-levitated perforated sail communication satellites, a method for

extracting electrical energy from the vacuum, and space warps (yep: space warps...).

You want to know where writers' inspiration comes from, besides lots of coffee, cigarettes, and other terribly addictive behaviors? Sometimes it comes from their own earlier writing. Call it "the bootstrap effect." In any case, delving into the science of space warps and negative matter propulsion led Bob to write still more science "fact" and "fiction" books. His fact books include *Mirror Matter: Pioneering Antimatter Physics* (with, ahem, yours truly; now available in space as *Explorando el Mundo de la Antimateria*) and *Futura Magic*. His most recent fiction books include *Rocheworld*, *Martian Rainbow*, and *Timemaster*.

Bob is currently working on another novel, *Camelot Titania*. And he still has yet to top his mother in payment per word. Perhaps some compassionate (?) editor will read this and help him out of this Freudian dilemma.



## RACE FOR THE POLE

By Dr. Robert L. Forward

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The race to the South Pole was on!!!

The video news reporters had a field day making comparisons of this modern-day race in 2011 with the first race between Amundsen and Scott exactly 100 years earlier. This time, however, it was "Andy" Hawke against "Scotty" McPherson. But, instead of risking their lives by pulling their sleds to the pole across the barren ice of Antarctica, they were risking their fortunes by sailing their videostats to the pole across the barren vacuum of space.

Andy was more experienced and better financed. His first *Polestat* had already claimed the prime position over the North Pole a little over a year ago. Dubbed the "Hovering Hawke" by the press, it was a powerful multichannel broadcast satellite hung under a kilometers-wide square light sail. It hovered stationary in space over the North Pole by balancing out the combined gravity forces of the earth and sun with light pressure from the sun. Now the enormous revenues from the sale of broadcasting services to Canada, Alaska, Russia, northern China, northern Europe, and the Scandinavian countries were financing Andy's entry into the race for the South Pole.

Scotty was a young impetuous "Johnny-Come-Lately" from Australia whose entry was still on the ground. The only "race" going on was the racing stream of promises and public pronouncements coming from his constantly moving mouth. Still the race made news and Scotty had no trouble finding video cameras to talk into.

"Now, in this room you can see the ultrathin film being laid between the front and back support webs," said Scotty into the video camera, an eager gleam showing up in his light blue eyes. The cam'er moved his camera's point-of-view away from the animated face under the mop of red-brown hair and zoomed through the thick glass window into the large airless room. Hanging from the tall ceiling at one end was a complex apparatus shutting spools of fine wire back and forth, weaving a ten-meter-wide web of wires that arched down to join a similar web coming down from a duplicate weaving apparatus at the other end of the room.

Just where the two wide webs joined together was a glowing furnace. From the furnace misted a fine spray of molten aluminum onto a long, rapidly rotating metal cylinder. The

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liquid aluminum instantly froze into a ultrathin metal film which was pulled off the bottom of the metal cylinder and sandwiched between the two wire webs. The wire and film sandwich was welded into a single wide belt by electrical current passing between two highly polished rollers, and then the belt was wound up onto a long roll.

"The aluminum film is so thin you can see through it," said Scotty. "That's why we have to make it in a vacuum chamber. If air ever got to it, the oxygen would disintegrate it." He held up a small glass container containing a section of wire mesh with a shiny thin film of metal stretched over it. He put the container up to his eye and the video camera looked through the film at the dim image of his eye on the other side.

"Doesn't that defeat the purpose of the film?" asked the video reporter conducting the interview. "The way I understand it, the force needed to levitate your Heliostat is suppose to come from the sunlight bouncing off the film. If it's transparent, you won't get any lift."

"But the thinner you make the film, the lighter it is, so the easier it is for the sunlight to lift it," replied Scotty. "When you go through the numbers, it turns out the optimum thickness is when about 37% of the light goes through the film and 63% reflects off." He stopped and pointed into the room. "That roll you see being made is the twelfth and last one. As soon as it's installed in its vacuum canister and attached to the spacecraft, we'll be ready to launch." He turned away from the camera and started to walk off. "Now, let me show you the spacecraft itself."

Scotty lead the video reporter and the cam'er through a corridor onto a large hangar-like building. In the center of the room was a tall cylindrical structure. Surrounding the central cylinder were eleven canisters, with a space for a twelfth.

"The Heliostat has twelve long blades like a helicopter," said Scotty. "There are six blades on the top that will rotate in one direction and six on the bottom that will go in the other direction. We shoot the whole thing straight up in the air using a rocket, and once it gets to the proper position, we unfurl the light reflecting blades like unrolling a window shade. The whole process takes only a few hours, even though the blades are twenty kilometers long."

The reporter interrupted. "Then the sunlight reflecting off the blades provides an upward light pressure force that counteracts the downward gravity force of the earth, just like the Polestat Andy Hawke has over the North Pole."

Scotty looked slightly annoyed at the mention of Andy and his Polestat. "It isn't just the Earth gravity," reminded Scotty. "There is also the gravity force of the Sun and the centrifugal force of the motion around the Sun. The control problem of keeping the Heliostat balanced over the pole is very tricky, especially during the summer season of that hemisphere when the polar axis is over on the sunlit side of the Earth. That's why 'pole-sitters' have to be placed so far away from the Earth. If they get

any closer than 250 Earth radii, they become unstable during the summer." Scotty then took them up on a lift to view the top of the towering spacecraft.

"This is the transmitting end that will point at the Earth," said Scotty. "Around the circumference are the rolled up 'petals' of the big transmitting dish. It's over a hundred meters in diameter. In the center you can see the microwave feed horns. If you look carefully, you will notice that each one is shaped like the continent they are going to serve, except they are reversed, right to left. After the microwaves bounce off the dish they produce a beam that just fits the continent, with no microwave energy wasted heating up the oceans around them."

"That one must be for the lower part of South America," said the reporter, looking at the monitor while the cameraman zoomed in on each of the feed horns in turn. "But it stops about halfway through Brazil."

"My Heliostat is designed to serve those that are not well served by the geostationary satellites that hang over the equator," replied Scotty. "Anybody south of the Tropic of Capricorn has problems getting good reception from those equatorial satellites unless they live on top of a mountain. Either something is in the way, or the path through the atmosphere is so long that by the time the microwaves fight their way through the air and clouds, they are so attenuated you have to buy a big expensive dish to get a decent signal. With my Heliostat hanging over the South Pole, you just point a small dish at the South Pole and sit back and enjoy any one of the dozen programs available from 'MacVision, Limited' broadcast services."

"If you get there first," reminded the reporter. "Don't forget there is a race on."

Scotty didn't like being reminded of the race. The polar explorer Robert Scott had prepared poorly for his rushed dash to the South Pole. When he got there, he found that Roald Amundsen had beat him by a month. Discouraged and exhausted, Scott had died on his way back, trapped in a blizzard only 11 miles from his home base. Scotty too was rushed, and had stretched the resources of his company to the limits to get his Heliostat built.

"I will get there first," said Scotty confidently. "I'm so sure of it, that none of the millions of receiving dishes I've sold has a clock drive on it. If you get the 'pole position' in this race, your ground receiver dishes can be fixed. The broadcast station that gets there second has to be placed off the polar axis, where it will rotate once a day around the pole. The receiving dishes then have to rotate once a day to track it. If Andy Hawke is so confident he's going to be the first one to the South Pole, then why do his dishes have 24 hour clock drives?"

"You seem to be taking an awful risk," said the reporter. "Andy's Polestat spacecraft is already launched and on its way."

"That square-rigged klunker that Andy uses is heavy and slow," said Scotty. "It takes forever to deploy...and needs humans around to take care of hangups. He may have launched already, but he had to start with the help of the

manned station in GEO. It will take him forever to fly that thing from GEO down to the South Pole. When he arrives, he will find my Heliostat already there."

Suddenly a loud klaxon blurted out a warning. Scotty frowned and started running back across the hangar toward the corridor leading to the winding room they had just left.

"What's happened!" panted the reporter as he and the cam'er caught up with him.

"The winding mechanism must have jammed in the middle of a roll," said Scotty as he ran through the corridor.

When they got to the winding room, the workers had gotten things under control. The weaving machines that manufactured the wire mesh webbing were now motionless and the spray of metal from the still glowing furnace had been turned off, but the floor of the room was stacked high with a slowly slumping pile of silvery metal ribbon. The cam'er panned his video camera over the mess as the video news reporter unctuously intoned what he was sure would be heard and seen all over the world on the evening news that day.

"And so the challenge of the brave Aussie engineer-entrepreneur to the mighty American conglomerate of Andrew Hawke looks like it has suffered a serious setback. A setback that is almost sure to cost 'Scotty' MacPherson first place in the 'race to the pole.'"

"How long will it take us to get the blade room back into running order, Jane?" Scotty asked one of the engineers sitting around the conference table.

"Fortunately the web weavers weren't damaged," replied Jane. However, one of the welder rollers developed scratches when a loose wire wound up around it and needs to be repolished. It's being flown to Germany right now--in your private jet."

"Germany!" said Scotty, eyes turning icy blue under a fierce frown. "Why isn't it being polished here?"

Jane, sure of herself, started back at Scotty unafraid. "The tolerances on those rollers are beyond any conceivable manufacturing standard. They are a matched set, and the scratched roller is going to be repolished on the same machine that originally made them--by the same man. Let's hope the machine hasn't changed significantly in the past nine months."

"How many days?" said Scotty with a resigned tone.

"Minimum of three," said Jane. "The setup alone takes over six hours--and I insisted that the machinist work standard hours and get plenty of sleep. We can't afford another mistake."

"Three days!" said Scotty. "There goes the last of our margin." He sat there shaking his head, his brain whirling with alternative plans. Suddenly he brightened. "If we get everything else ready to go, then put the last blade cannister while the Heliostat is sitting on the launch pad, then we can still win! It only takes 14 hours for our pop-up rocket to put the

Heliostat in place, and Andrew's Polestat has four more days of flying before it gets there."

"I'm afraid I have additional bad news," said a quiet voice from the back of the room.

"What now, Chin-Lee?" said Scotty, lips pursed.

The skinny young man pushed his glasses up on his nose and his prominent adam's apple bobbed as he swallowed twice in order to delay having to speak.

"I have been monitoring the trajectory of the sail of our competitor. There is something unusual happening. The actual trajectory is consistently ahead of my predictions. The only way I can make my computer model make sense is to assume that the total mass of the spacecraft plus sail is becoming less with time. I don't understand it."

"I'm afraid I do!" said Scotty, face now very grim. "Andy's engineers just filed a patent for a new type of plastic-backed metal film. After about a week in space, with the Sun's ultraviolet shining on it, the heavy plastic backing evaporates, leaving just the light-weight film. I didn't think he would have the new technology ready for this flight, but evidently he did. What's his projected arrival time at the pole?"

"Thirty-two hours," said Chin-Lee, almost apologetically.

"Less than three days.... That does it," said Scotty, dejectedly. "Andy is going to get the stationary position above the South Pole and we're going to have to stand off a few degrees and rotate around the pole."

There was a polite cough from Scotty's left. It came from the company Treasurer, William Baker.

"What is it, William?" said Scotty.

"May I remind you that the nearly two million receiver units that you have already sold do not have provisions for rotation," said William.

"A simple polar mount and a 24 hour clock is all that's needed," said Scotty. "How much could that possibly cost? A few dollars at most."

"Thirteen dollars and seventy-two cents," replied William, looking at a small piece of paper. "Then there are the not so minor matter of installation, all over the outback in Australia and New Zealand, the savannas of South Africa and the mountains and jungles of Madagascar and South America. It's going to take over 100 million dollars."

"But everything I've got is invested in the Heliostat!" said Scotty, alarmed. "I don't have an extra 100 million dollars!"

"I know," said William, grimly. "But unless the 100 million is found, the receiver dishes will be worthless--and so will the Heliostat--and so will MacVision, Limited."

Scotty's face fell, and those around the boardroom table became pensive as bankruptcy for MacVision, Ltd., and redundancy for them all became almost palpable in its imminence. The minutes ticked on as Scotty's eyes stared blankly at the grain in the table in front of him. His body started to slump forward. William, concerned, reached over to grab his shoulder. Scotty shrugged him off.

"Go away," he said. "I'm thinking."

Suddenly he straightened up. "We'll fly with ten blades instead of twelve!" he said. "It'll cost us 17 percent in lifting power, but that's only 10 percent in hovering altitude." He looked around the table.

"Jane, tell the guys in Germany to forget the roller. We're going without it." He started to turn away, then turned back. "And remind them to send my plane back."

"Chin-Lee, I want constant updates on the position of Andy's Polestat and the estimated time of arrival over the South Pole."

"Rod, strip blade nine from the Heliostat to balance missing blade twelve. Then get the Heliostat out to the launch pad. We'll launch whenever you're ready. Keep the launch pad trajectory--head from Woomera to the South Pole axis, then go straight up along the polar axis to 275 Earth radii and deploy the blades."

He stood up. "Everybody get a move on. This is a race!"

Later, after a successful launch, there was a telephone call for Scotty in the launch control room as he monitored the trajectory of his rocket.

"Back off!" said the grim ruddy face of Andrew Hawke over the videophone.

"Not on your life!" said Scotty. "I'm on the pole and I'm going to stay there."

"You fool!" yelled Andy. "You're going to cause a collision and both our systems will come falling out of the sky."

"I'm not budging," said Scotty, grimly. "My rocket is right on the polar axis and if your klunky square-rig is in the way it's going to get a hole torn in it."

"Sir!" said Rod from a nearby console. Scotty turned to look.

"It's from a camera in the nosecone of the rocket," said Rod, pointing at his screen. The image showed a large square sail directly above. It grew noticeably. Scotty blinked involuntarily as the enlarging image of the sail filled half the screen. When his eyes reopened the sail was gone.

"Did we hit?" asked Scotty.

The answer came from the videophone.

"No," said Andy Hawke. "Fortunately for you, your rocket passed a few hundred meters in front of the leading edge of my sail. If it had been otherwise, I would be on my phone to my lawyers instead of talking to you."

Andy looked away for a moment, then returned to the videophone with a broad smile on his face. "My engineers inform me that my Polestat is now positioned directly over the South Pole. We initiated broadcast over all our channels instantly upon arrival. We are on the air and you aren't." He paused, then added in a gloating tone. "You've lost, Mr. MacPherson. Move your whirligig aside." The videophone went blank.

Scotty sat there in a daze, trying to think of what he could do next to save his company from bankruptcy--but no ideas came. Rod's voice came drifting over from the nearby console. "Apogee reached... Deploy blades... Deploy antenna... Commence broadcasting..." The

11.7 seconds for the round trip delay time seemed to pass interminably. "Signals received!" said Rod cheerfully. "Loud and clear!" A weak cheer went up in the control room. Scotty cocked his head, then turned to look at Rod.

"Loud and clear?" he repeated. "With two missing blades the Heliostat stable position has to be above Andy's Polestat position. That huge metal sail should be blocking our signals."

"I believe I have the answer, Mr. McPherson," said Chin-Lee from in front of another console. Scotty rushed to Chin-Lee's console. On his screen was the image of the South Polar sky as seen from a powerful telescope on the roof of the control center. Superimposed on the familiar southern constellations were two new stars, one above the other--and one of them was his star. They were very close together, but definitely separated one from the other.

"Although the Polestat of Mr. Hawke will block our signals over most of the Antarctic continent," said Chin-Lee. "It is not big enough to block the broadcast signals from our Heliostat to us here in Australia or the other continental regions on the Southern Hemisphere of Earth."

Fortunately, the two spacecraft used different frequency bands. Scotty would let Andy have the few customers in the frozen wasteland of Antarctica. They both could have a position over the pole.

There was a buzzing from the videophone and he went to answer it. It was Andrew Hawke again.

"My engineers inform me that the race to the pole had two winners," said Andy. "In fact, a large number of broadcast satellites could be put over the South Pole without interfering with each other."

"Yes, I guess we both won, Andy," said Scotty, trying to be conciliatory.

"Not quite," said Andy, superciliously. "My Polestat is, in fact, closer than your wounded windmill, thus providing stronger signals and better service. I'm sure everyone will acknowledge that I won the race to the South Pole." He smiled smugly, then continued in a condescending tone. "I really must thank you for showing my engineers what should have been obvious. Service is already getting saturated in the Northern Polar regions. I was going to launch a large replacement Polestat for my North Pole station, but now I will just put up another Polestat underneath, and still collect revenue from the old one."

"Not if I put a Heliostat there first," replied Scotty.

"You stay away from my North Pole!" shouted Andy over the videophone.

"Care to race?" challenged Scotty as he blanked the screen on Andy's livid face.

# Art Guest Of Honor

## Randal Spangler

By Pascal Gephardt and Jan Sherrell Gephardt

What do Solidarity, moving vans, Draglings, and fresh-baked bread have in common? Why, Randy Spangler, of course.

Our soft-spoken Art Guest of Honor is a man who can surprise you. Actually, one surprising thing is that he's attending a con at all. It's not that he has anything against science fiction conventions--quite the contrary! But most weekends of the year he has to work, travelling to art fairs or Renaissance Festivals. He attends about thirty of them in any given year (has been showing at art fairs since 1977). They are the mainstay of his fine art business, even as his career has been taking new and interesting "branch avenues" lately.

If you've been to Rustycon's recent art shows, then you probably know (and perhaps also have bought--for which we thank you) his artwork. His special, jewel-like style, executed in ink, aquamedia paints and colored pencils, is quite distinctive no matter what the subject.

His subjects cover a fairly wide range. Probably most familiar to con-going fan are the Dragling, Dagmar and Dewey, who live in (and frequently disrupt) the house of Ladnar the Wizard (quick quiz: spell Ladnar backward). But he's also taken periodic stabs at science fictional themes, and even has a unicorn or two in his closet. More seriously, he has done a series of mystical cats, mysterious eyes, and now is adding gradually to a very popular series of enigmatic, enchanted women.

His work hasn't stayed just on the wall, either. Dagmar and Dewey have graced a series of collector plates. They also are some of the subjects of a growing collection of figurines, produced in the medium of cold-cast porcelain. If you'll go down to the Art show (and all the shipping connections have been made properly) you should be able to see a number of these. Most of the figurines are distributed to fine gift shops and department stores. Randy and a sculptor friend perfected the prototypes, and from these, commercial casts were made. Now the figurines are cast in Poland, by--you guessed it--members of Solidarity. Then they're shipped to the United States for hand painting.

Other projects Randy has in the works are a series of Dragling T-shirts and a children's book about Dagmar, Dewey, Ladnar and their friends. You might keep an eye on his new pieces of artwork, too--a new Dragling, Uncle Rupert, will be making appearances as a regular visitor.

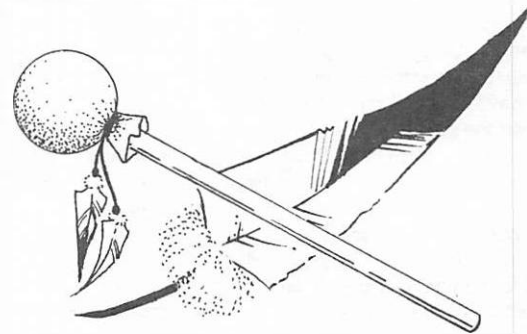
Okay, that takes care of the Draglings and Solidarity--but what about moving vans and bread?

Well, moving vans have been particularly on his mind lately, as well as wall paint, decorating schemes, etc.--because he's the proud owner of a brand-new, big and beautiful English Tudor home in southern Kansas City, Missouri. He and his roommate spent a couple of weeks around New Year's in a motel, waiting for the new place to be finished after they'd had to move out of the old one. Ask him if he has photos of the new place. Ask him if he's out of the packing boxes yet. Ask him if he can find his cats!

And ask him about the great kitchen in the new house. Randy's an excellent cook. For several years, allergies forced him to cook for

himself nearly anything he ate (that's eased up a bit, now), but he also cooks for pleasure. If you've been following Dagmar and Dewey through the years, you know their passion for chocolate-chip cookies, but their creator has a wider range of tastes--including the aforementioned home-baked bread.

Artist, international entrepreneur, homeowner--Randy is a creative and interesting man. Spend some time talking with him when you get the chance. We think you'll like him a lot.



## Chief Leshi Drum and Dance Group

...has performed throughout the State of Washington for various educational institutions, ceremonial events, and Pow Wows.

Their performance includes social Pow Wow drumming and dancing with a few songs.

The Group includes elementary, middle school, and high school students from over 10 different tribes.

for more info contact:

Al Zantua

(206) 593-0219

2002 East 28th St.

Tacoma, Wa. 98404

# Fan Guest Of Honor

## bandit

By Donna McMahon

Not very long ago I was engaging in fannish gossip with a friend of mine from Edmonton. For some reason I mentioned the name bandit, and she perked up her ears.

"Bandit? You know him? I've heard all sorts of stories....."

Foolishly enough, I was surprised. I know that my friend attends relatively few SF conventions and has never been to a con that bandit's been at. And I am certain that bandit has never been to Alberta.

But I offer this anecdote as an illustration of the extent to which Rustycon's Fan Guest of Honor has singlehandedly managed to become one of the most notorious names in West Coast fandom, and all in a relatively short period of time.

Indeed, bandit has only been a con-going fan for just over nine years, although his interest in science fiction dates back much further. Born in Amarillo Texas in 1957, bandit has lived in Phoenix, San Jose, Los Angeles, Portland, and Santa Cruz. (The fact that he moved to the epicentre not long before last year's quake is purely coincidence, all those other rumours notwithstanding.)

Like most of us he discovered that unfashionable hobby--reading for interest and pleasure--quite early in life. Though he was influenced at an impressionable age (4-6) by such television shows as "Fireball XL-5," his SF fixes were mainly obtained through reading, probably starting with the "Mike MARS, X-15 pilot" series when he was about 8. After he had finished all the interesting books in the children's section of the Los Gatos library, a sympathetic librarian let him into the adult section, where he discovered an SF rack 8 feet high and 40 feet long. "I was in hog heaven," he reminisces rustically, demonstrating the tenacity of his southern heritage.

Like many fans, bandit has always had an insatiable appetite for reading, and a deep sense of curiosity. "The only book I was ever forbidden to read by my father was 'The Hells Angels' by Hunter S. Thompson," he recalls. "I stole the book and read it."

While we are on the subject of his predisposition towards crime, we should also consider how bandit learned about sex.

"I looked the subject up in the Dewey Decimal system and then read most of the books except the ones by 'Anonymous' which were kept behind the librarian's desk." He sighed lustily.

Of course the subjects of sex and crime leads us naturally to science fiction conventions, where bandit has been found working as a gopher, troubleshooter, and an one memorable

occasion, Sex Slave to the Chairbeing. He has attended over 40 conventions in the last nine years, working about 30 of them, including, of course, numerous Rustycons.

Other than SF, bandit lists his interests as martial arts, computers, virtual reality, anthropology, outdoors stuff, bicycling, food, people, politics (from afar), The Dead, books, art, travel, "friends with expensive hobbies so I don't have to buy the toys", music, and plays.

By now, I suppose that those few of you who don't already know bandit are wondering what it is about the personality of this otherwise ordinary-sounding individual that has made him so notorious. Well, I could tell the story of the hot tub in the Hospitality Suite at Orycon 10.... Or I could write about the incident with the kilt at the masquerade, or recount some of the things he's been known to bellow from the back of a room... After all, forewarned would be forearmed, so to speak, but then why spoil your own experience--the thrill of discovery and all that?

Instead, I am going to suggest that you locate bandit at this convention (believe me, it won't be difficult--he's the loud, hairy one wearing a kilt and a Japanese officer's sword), and introduce yourself. Don't be shy--you'll find him disarmingly friendly.

Oh, and you may be wondering about his name. I've known some people to ask bandit where he picked up his moniker, while others walk up, read his nametag, and then several seconds later as it suddenly sinks in, start to giggle. I'll give you a hint: it's a play on words.

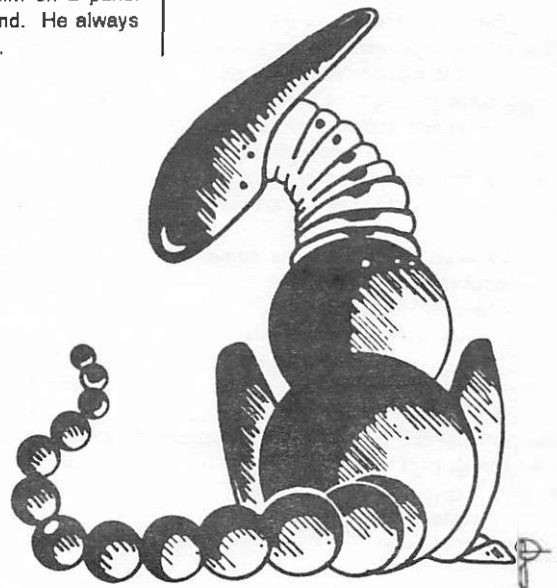
Finally, this is the first time that bandit has ever been a Fan Guest and he could probably use some moral support (or a beer, he insisted that I add), so when you see him on a panel here at Rustycon, give him a hand. He always says that he's looking for a spare.

## ASSOCIATE FAN GUEST: MURGATROID

Bandit and Murgatroid have been extremely close all their lives. In fact, one could honestly describe them as "inseparable" companions, as can be attested to by all the women who have gone to bed with bandit and woken up with Murgatroid staring them in the face (or elsewhere).

Among Murgatroid's hobbies are doing impressions (two of his best are the sandworm from Dune and the Loch Ness monster), warping the minds of impressionable small children, and fondling bandit's girlfriends.

People have been known to ask how someone as unique as Murgatroid evolved, and for the sake of this program book, I interviewed bandit and persuaded him to reveal the truth in public for the very first time. He said: "Murgatroid is a product of the BioTech labs, one of the earliest viable results of a project to meld a semi-autonomous, quasi-sentient 'helper' to a human. Unfortunately, as one of the first models, he does not have the 'detachable' option that gives the later models better handling features. However, he does have a limited motion movable head, useful for those tight spots."





# RUSTYCON 8

## bandit's Bookshelf

### By bandit

bandit's top ten (or more) books . . . in no particular order:

\* All of Robert A. Heinlein's (except *The Number of the Beast*); especially *Have Spacesuit, Will Travel*, *The Past Through Tomorrow*, and *Time Enough for Love*. Any who do not understand -- we shoot out of pity.

\* *The Stars My Destination* by Alfred Bester. Great culture build-up, with a good exploration of what teleportation might really be like.

\* Anything by M.A. Foster, especially:

- *The Game Players of Zan* series.

Excellent aliens / next generation humans. Foster is an anthropologist, and it shows in the cultural details -- especially in *Game Players*.

- *The Shapechanger* series. I wanted to be the main character.

\* Most of Larry Niven and Jerry Pournelle's, especially *Ringworld* and *The Mote in God's Eye*. Wonderful detail on both technological and cultural levels, from two masters of alien world-building.

\* Everything by Dr. Alan E. Nourse. I wanted to be in the stories.

\* *The Space Merchants* by Frederik Pohl and C.M. Kornbluth. Coffiest exists! -- it's called Diet Coke. My "thanks" to Donna McMahon for the addiction . . .

\* All of C.J. Cherryh's stories. Great aliens.

\* Anything by Poul and Karen Anderson. Ultimate artistry in creating aliens and cultures -- on this planet or any other.

\* Most of Orson Scott Card's work, especially:

- *Ender's Game* and *Speaker For the Dead*. A classic blend of science fiction and anthropology; this is the story you want to read if you like believable aliens and high tech. Also, the first books I gave my wife before we started dating.

- *The "Tales of Alvin Maker" series*.

\* All I have read by F.M. Busby. He's clever. So are his stories.

\* All of James P. Hogan's, especially *Inherit the Stars* (and the rest of this series). I really like solving problems -- I am a solutions junkie. This is the classic "Here is a problem; how do we solve it?" story of finding a human skeleton in a space suit on the Moon, fifty thousand years old. The only difficulty I have with Hogan is that he's too trusting of humans -- there are too many humans who don't like to be good.

\* All by Anne Rice: There is something seductive about vampires.

\* All "Cyberpunk" including:

- Bruce Sterling, especially *Crystal Express*.

- William Gibson

- K.W. Jeter

Cyberpunk is one of my favorite genres because it blends high tech and low-lives. It has a gritty feel; it gets into your eyes and under your skin. Visions of what computing and our own culture may come to.

\* Everything by George Alec Effinger, including:

- *When Gravity Fails*. I can smell the culture.

- *Utopia 3*. A very unusual book, about Europe turned into a "Utopia" for a few people.

\* *The Shockwave Rider* by John Brunner. This is the world built on Toffler's *Future Shock*. He cheated in a way -- he didn't have to do that much more research for a lot of the book. I could believe this world. Brunner is the first I know of to extrapolate computer "worms" and "viruses".

\* All by Alvin Toffler, especially *Future Shock* and *The Third Wave*. I have the same basic criticism of Toffler after finishing *The Third Wave* as I did of *Future Shock*. He is excellent in recognizing trends and patterns in our society, with their causes and dynamics, but lousy at extrapolating them into predictions of what will come. In this, he is a classic academic.

\* Everything by Ursula K. LeGuin, particularly *The Left Hand of Darkness*. The scene on the ice is one of the best I have ever read. Think about it . . . you will realize this scene was not unique to the crossing. One of the first explorations of an androgynous society. Also note the concept of the Galactic Empire sending one Ambassador, as a sign of trust.

\* All of Harlan Ellison's writing. What can I say -- this man is gonzo. He is not a sheep.

\* Anything by Algis Budrys, especially:

- *Man of Earth*.

- *Rogue Moon*.

- Any collection of his short stories.

"A.J." is one of our top living writers. I am sorry he has stopped writing, but he is using his talents to support new writers. His stories are powerful. I have guessed only two of his endings, and then not to the logical conclusion he took them to. His short stories should be required reading, especially if you want to write short fiction.

\* *Tea With the Black Dragon* by R.A. McAvoy: a wonderful story. I am still bugging Dragon to make me Oolong.

\* *Martian Missile* (an Ace Double). I read this as a kid. Simple adventure story about an alien crashing in the desert near some guy's ranch. Before dying, the alien learns English, plants a coded message in the main character's arm bone, makes him non-noticeable, and tells him he must reach Titan or he will die. The main character makes the trip, and takes up the most logical profession when he gets back. (No, you should read it yourself.)

\* *Bullard of the Space Patrol* by Malcom Jameson. Pure pulp with the "Here is a problem; how can I solve it?" I really like Bullard's solutions to his problems, especially in *Bullard Reflects*.

\* *The Survivors* by Tom Godwin. Humans are abandoned on a 1.5 G planet in the middle of winter. They come back, adapt, learn, use native flora and fauna, and kick ass. Again, this is a story of people presented with bad problems, and the unique solutions they come

up with. Also, a very inspiring story of humans left to die, and making it against the odds.

\* Anything by Philip K. Dick: what a warped mind!

\* Steve Perry's "Man Who Never Missed" series. An excellent example of finding the right lever and fulcrum.

\* Early Asimov and Clarke: while their minds still worked. *I, Robot* is a classic vision of the problems encountered in the field, while testing technologies and theories.

\* *The Destroyer* series: pure pulp.

My basic taste is simple -- I ask these questions:

- Is it a good read?

- Did I figure out the end (or the twist)

to the story?

- Did it make me think?

- Would I like to live in the situation?

Why / why not?

- Would I like to be one of the

characters?

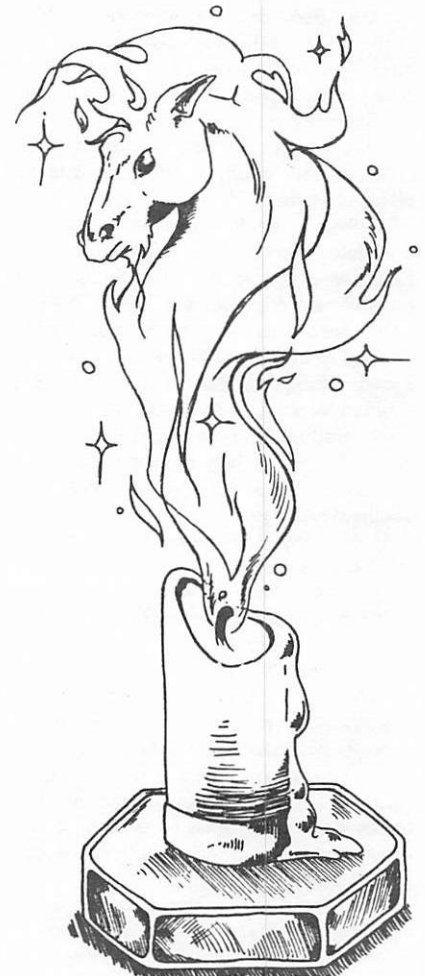
- What makes this an SF story?

- Are the aliens (and cultures)

believable?

- Is there a problem, and are the solutions interesting and unique?

To all whom I forgot -- I will be glad to buy you a beer. Remember, I have contributed to your royalty checks!



# PROGRAMMING SCHEDULE

This is the program schedule as of the time this program book went to print. Please check your pocket schedule for the most up-to-date schedule of events.

## FRIDAY, January 18

### 10 am:

**'Moscow Maffia' Writers' Workshop.** (Victoria) A separate, full-day program, held in conjunction with Rustycon. Participation by advance workshop registration only. (Until 6 pm.)

### Noon:

**Registration opens.** (Lobby)

**Gaming program begins.** (301 & 303)

**Throughout the convention: Coloring Contest.** (Information Desk) Graphic exercise for the younger fans.

### 2 pm:

**Convention Update -** (Bay Room) Upcoming conventions throughout the region and around the world. (After all, SF is a global interest.)

**What Would Your Holodeck Program Be?** (Columbia) Meditations (okay, arguments) on advanced technology's potentials for personal entertainment.

**The Big Picture.** (Harbor) Big-screen video in a new setting, with some classics, some surprises, and a few wild-and-wonderful items that will knock you back in your chair. Through the entire weekend (with an occasional intermission to let your eyeballs re-adjust).

### 3 pm:

**Hospitality -** (ROOM 201, 203, and 205) Hospitality opens for conviviality and conversation.

**Art Show opens.**

**All through the convention: Art Show Tours.** (Art Show) Artists guide aficionados through the visual treats on display, with their own professional views on equal display.

### 4 pm:

**Humor in SF.** (Bay) Some is intentional. Can you tell which -- and why?

### 5 pm:

**Opening Ceremonies.** (Columbia) Meet the folks responsible for Rustycon . . . the Convention Committee. Say hello to our Guests of Honor, and meet friends you haven't seen since last year.

### 6 pm:

**Masquerade Contestants' Meeting.** (Bay) You want the grand prize? There are just a few details to cover first . . . show up to make sure you get them right.

### 7 pm:

**How to Throw a Party.** (Columbia East) Convention party etiquette is not a contradiction in terms. Some simple guidelines make partying more fun for all, and easier for the fannish host/hostess. (This is the perfect time to remember: please register your room party at the convention office. Thanks.)

**Astronomy for Beginners.** (Columbia West) For children of all ages, who haven't lost that sense of wonder about the stars and all those other things Way Up There.

**So, what else have you got?** (Bay) Bookstores have books, natch, but what else is there for the average fan? Bookstore owners discuss what delicious items are available for their customers.

**Art Show closes.**

### 8 pm:

**Friday Night Dance.** (Horizon & Alpine) Boogie 'til the wee hours with a galaxy of your favorite sounds. Just across the lobby from .

**Rustycon's Galactic Casino.** (Victoria) Mama Guido presides over the most amazing collection of interstellar characters you've ever seen -- and that's just the dealers. Wait until you see some of the players! (Until way, way late.)

**Gaming Panel.** (Bay) Topic to be announced.

**George Harper Reading.** (Columbia East) Excerpts from his unpublished work, a year

and a half before the rest of the world gets to enjoy it.

**Beyond Conventions.** (Columbia West) After the con is over -- the worlds of fanzines, clubs, gaming, SCA and other groups, and so much more.

### 9 pm:

**The SF Art Market.** (Bay) From the viewpoint of the artist, the critic . . . and, of course, the collector.

**Belly Dancing Demonstration.** (Columbia East & West) Not just fantasy, but fun. Like the hobby, this is participatory.

### 10 pm:

**Filking the Night Away.** (Bay) Bring those guitars and songbooks, and prepare to sing 'til the wee hours.

**Sex in Zero Gee.** (Columbia East & West) Unfortunately, test facilities were unavailable at the last minute, so this scholarly review must be restricted to merely theoretical aspects. So far.

### 11 pm:

**The Eye of Argon Reading.** (Columbia East & West) This must be heard to be disbelieved. How long can you read aloud, before breaking into uncontrollable laughter?

### Midnight:

**Horror Readings.** (Columbia East) The Federal budget was too long, so we're featuring other chilling classics to send shivers up the spine.

**Astronomy Discussion.** (Columbia West) The lab is just outside . . .

### 2 am:

**Dance and Casino close.** Filking continues . . .

### 3 am:

**Hospitality closes** for the night.

# RUSTYCON 8

SATURDAY, January 19

## 9 am:

**Registration opens.** (Lobby)

**Art Show opens.**

**Hospitality opens.**

**Saturday Morning Cartoons.** (Victoria) Have they gone down the tube? Musings on rampant commercialism in place of good ol' superhero stunts and cheerful mayhem.

**Fan Group Meetings.** (Various rooms, to be announced) An opportunity to share your enthusiasm with other supporters of your special interest. See Pocket Program for details.

## 10 am:

**State of the Industry.** (Columbia West) What's new in the bookselling business, and what does that mean for you, the reader?

**Taking Care of your Artwork.** (Victoria) Now that you've bought it, how can you ensure that piece remains enjoyable for years to come? Some expert tips to stretch your enjoyment . . . and dollars.

**Light Bulb to Print.** (Horizon) The often zigzag path from inspiration, to story concept, to print . . . with a detour or two through the editor's threshing machine.

**Five Minutes and Counting.** (Alpine) Given five minutes' notice, what would you take through a portal to another universe, or another time?

**Lifestyles of the Poor and Fannish.** (Bay) Are compulsive readers an alien race? While struggling to maintain a mundane existence, how and when does one find the time to read?

**Kids' Costuming Workshop.** (Columbia East) A 'hands-on' introduction for younger fans.

## 11 am:

**Taxes for Writers and Artists.** (Victoria) Professional advice on an often-painful topic, from someone who knows both sides of the issue.

**Future Shock - Nanites.** (Horizon) Micro-miniaturization may provoke some hard thinking as well as shocks -- and more than a little nanit-picking about the details.

**Everything You Wanted to Know about Television SF Today.** (Alpine) How can we keep the best of the current series? What else are the studios and networks doing for (or to) the fans?

**Masquerade Meeting.** (Bay) Another chance to confirm just how to go about winning the competition . . . or, at least, what you have to do first. Last chance to attend this mandatory meeting! If you have

not attended one of the two- you're not in the masquerade!

**Cyberpunk.** (Columbia West) It's a movement . . . it's a buzzword . . . a marketing gimmick? Or is this a sub-genre with its own very special attractions?

**Dinosaurs to Spaceships.** (Columbia East) Small person art 101.

## Noon:

**Cloning: Ethics and Social Impact.** (Victoria) Is it real or is it Memorex? If you can't tell the original from the copy, which -- if either -- is a second-class citizen?

**Randal Spangler Slide Show.** (Horizon) Our Artist Guest of Honor reviews the works which have made him a Northwest fan favorite.

**Extensions of Literary SF.** (Alpine) Concepts, story lines, even characters -- once a part of only literary SF, they are now showing up in gaming, the visual media, even modern "pulp" fiction. Is this a "watering-down" of literary values, or a valuable cross-pollination?

**Klingcon One.** (Bay) The Klingon Diplomatic Corps hosts this fierce, proud gathering of a favorite alien group.

**Ripples in Still Water: Computer Technology.** (Columbia West) Trace the effects of technology from some not-so-obvious sources, through decades of sophisticated development.

**Hands-On Costume Workshop.** (Columbia East) Some very practical tips, delivered with expert flair.

## 1 pm:

**The Mytary Connection.** (Victoria) What common aspects draw so many readers and writers to both SF and mysteries?

**Robert Forward Slide Show.** (Horizon) A guided tour of some of the Universe's wonders, by our Writer and Science Guest of Honor.

**Effects of Culture on Human Evolution.** (Alpine) If we are a product of our environment, what happens when we manipulate that environment?

**BAFAI BAFAL** (Bay & Columbia East) Communication with an alien culture may call for a drastic review of some of our cherished assumptions. Find out what it might be like . . . (Until 3 pm.)

**Private Myths = Public Works.** (Columbia West) Enriching fiction by adding deeper meanings, to benefit both reader and writer.

## 2 pm:

**Alice in Oz.** (Victoria) Classic 'children's' fantasy will outlive us all. What makes it classic?

**Hubble Hubhub.** (Horizon) Updates on the Hubble Space Telescope, and other 'new generation' observational equipment.

**bandit's Bookshelf.** (Alpine) 'These are a few of my favorite books . . . ' Our Fan Guest of Honor discusses literature, fun, and perhaps a 'guilty pleasure' or two.

**Comic Book Art.** (Columbia West) Not just simple action drawings to support the story line, but a wide spectrum of styles, techniques, and impact on the viewer/reader.

## 3 pm:

**Pictionary.** (Victoria) Artists test their communication skills against the clock and the audience, in this fannish variant of the popular game.

**The Genetic Engineering Battle.** (Horizon) What are the ethics of this mostly uncharted field? Who makes the decisions, and where are those decisions taking us?

**'Black Hole' Blues.** (Alpine) A science glossary -- for those interested, but intimidated by all those terms you don't quite understand.

**Views of the Future.** (Bay) From 'Star Trek' to cyberpunk . . . the dreams are getting darker.

**Why Johnny Can't Read.** (Columbia West) Or write, or spell, or add, or . . . What's wrong with our educational system, and what can we do about it?

**D.A.R.E.** (Columbia East) Practical education as an antidote for drug abuse among the younger set.

## 4 pm:

**Artist on the Road.** (Victoria) What it's like to make a living this way, featuring Randal Spangler.

**Virtual Reality.** (Horizon) An introduction to the newest -- and hottest -- computer technology. Find out how this may change virtually anything you do, or want to.

**Readings.** (Bay) Bruce Taylor and Kathleen Alcalá present excerpts from their recent works.

**BBS Choices.** (Columbia West) Computer bulletin boards have proliferated in the last decade. How do you decide what system fits your (or your group's) needs?

**Storyteller.** (Columbia East) One way or another, isn't this what brought us all here? Not just for the younger set.

**4:30 pm:**

**Deadline for Masquerade sign-up.**

**5 pm:**

**Reading.** (Bay) Megan Lindholm unveils portions of her current work.

**Inventing New Anthropologies.** (Columbia West) And perhaps new psychologies to go with them?

**Magic Show.** (Columbia East) Visual virtuosity, for children of all ages. Sleight-of-hand as a special kind of storytelling.

**Computer Art Demo.** (The Big Picture) Beyond mere graphics: a stunning look into the visual potentials of advanced software and modern hardware.

**ConStar.** (Victoria)

**6 pm:**

**Masquerade Line-Up.** (Alpine) Mandatory walk-through for all contestants.

**How about that book, Eugene?** (Columbia West) What determines the cost of a book, and what makes individual books valuable? The care and (non-) feeding of books, with an eye toward their resale value.

**Survivor.** (Columbia East) Reflections on that very modern plague, AIDS, from the friend/family member who has been there with the victim.

**7 pm:**

**Contacta.** (Victoria) The writers, the editors, the agents, the publishers -- they're all out there. So network, already!

**Art Show closes.**

**Social Management of Technology.** (Columbia East and West) The "Frankenstein Effect" is still a very real concern for promoters of technology's marvels -- and for the public which depends on them.

**8 pm:**

**Masquerade.** (Horizon & Alpine) Costumers display their creations before admiring crowds, in a dazzling exhibition of SF and fantasy visual storytelling. (Until 10 pm.)

**Effective Research.** (Columbia West and East) It may not show up directly, but enhances the depth and completeness of the story.

**9 pm:**

**Sex and Violence in Fantasy.** (Victoria) What role have sex and violence taken in 'modern' fantasy? Is this a sign of its decay . . . or of growth?

**The Obligatory Twin Peaks Panel.** (Columbia West) What IS this show? Is Agent Cooper too perfect? What is 'Bob'? More un-answered questions from the strangest soap opera on TV.

**after the masquerade:**

**Concert by Telynor.** (Klinton Diplomatic Corps Suite) Music to fit the occasion, by a talented group.

**10 pm:**

**Saturday Night Dance.** (Horizon & Alpine) The big boogie blowout, as soon after the masquerade as we can rearrange the room. Lots of favorites, some new ideas, and a surprise or two. (Until 2 am.)

**11 pm:**

**Filking (Reprise).** (Bay) More musical enthusiasm, from now 'til really, really late.

**Readings.** (Columbia East) Still more new works, shared by their authors.

**Midnight:**

**Horror Readings.** (Victoria) As clocks strike midnight, more fantastic tales of terror unfold for the shuddering assemblage.

**3 am:**

**Hospitality closes** for the night. Staff yawns mightily.

**3:30 am:**

**Dance closes.** Filking continues . . .

**SUNDAY, January 20**

**9 am:**

**Registration opens.** (Lobby)

**Hospitality opens.** Odor of coffee produces demonstration of conditioned reflex in mammalian life forms.

**Art Show opens.** Frenzied stampede of "I-made-up-my-mind-and-I-really-can-afford-it" bidders.

**"Good Morning, Rustycon!"** (Horizon) Madcap merriment, by and for the bleary-eyed. (Until 11 am.)

**10 am:**

**World Building.** (Victoria) Characters are a product of their environment. How does the writer's creation of that environment mold character . . . and the story?

**The Changing Face of Fandom.** (Alpine) How can we revitalize SF fandom, and what changes should we be trying to make?

**Maglc Class.** (Bay) A hands-on learning experience for the young entertainer.

**11 am:**

**Series Books.** (Victoria) They're inescapable in today's market. Are they inevitable -- or beneficial?

**Magellan at Venus.** (Horizon) Radar mapping from orbit describes a landscape even weirder than most of us expected.

**Young Costumers Workshop.** (Alpine) Young fans who make their own costumes provide advice and help to others.

**Birds of Prey.** (Columbia West) What gaming familiars can -- and can't -- do.

**Noon:**

**Convention Planning, Volume One.** (Victoria) For the conventions you want, help your local concons plan and prepare for them.

**Maglc Realism.** (Alpine) This "serious" literary tradition is receiving increased attention from both academics and SF/fantasy fans. How does it relate to the literature most of us consider as speculative fiction?

**Readings.** (Bay) Kriatine Kathryn Rusch and Dean Wesley Smith share portions of their current accomplishments.

**Scavenger Hunt.** (Columbia East & West) Imagination and creativity get a workout -- with not only what the teams drag in, but how they explain it to the judge. (Until 2 pm.)

**Art Show closes** to prepare for auction.

**1 pm:**

**Gaming Panel.** (Victoria) Topic to be announced.

**Art Auction.** (Horizon) Graphic excellence to grace your walls, available for cash, check, Visa, or Mastercard. If your favorite piece gathered more than one bid in the show, here's your chance to make sure it doesn't get away. (Until 3 pm, or everything is sold.)

**Art Pick-Up begins.** (Art Show) Buyers can pay for the pieces they bought on unopposed bids, while artists collect the pieces that didn't sell.

**Books, Books, and more Books, but who's minding the store?** (Alpine) SF booksellers discuss the subtle art of tracking down that rare first edition or out-of-print item. Purveyors of the printed word discuss their customers, and some not-so-obvious aspects of the business, from the owner/manager's point of view.

## **RUSTYCON 8**

### **2 pm:**

**Northwest Convention League Meeting.** (Victoria) Representatives of area conventions discuss common challenges and opportunities.

**The Future of NASA.** (Alpine) What do proposed cutbacks mean for manned vs. unmanned missions, the space station, and other "high frontier" activities?

**Reading.** (Bay) **Dr. Robert Forward** shares portions of his current prose.

**Ripples in Still Water: Movies.** (Columbia East & West) How developments from many fields have changed forever the capabilities of film.

### **3 pm:**

**Weathercon 1993 Meeting.** (Victoria)

**Bulwer-Lytton Contest.** (Columbia West) You too can compose an unforgettable opening line. The worst will be read aloud.

**Wormholes.** (Alpine) Cosmic short-cuts through time and space, reviewed by Dr. John Cramer and friends.

**Art Pick-Up begins** for pieces sold at auction. (Art Show)

### **4 pm:**

**Onions and Roses.** (Columbia East and West) What went well this year, and what can we do better next time? Your chance to tell the concom how the convention should have been run.

**Masquerade Debriefing.** (Bay) The same, specifically for the masquerade. How would you have run it this year?

### **4:30 pm:**

**Art Pick-Up ends.** (Art Show)

**Closing Ceremonies.** (Alpine) Announcements, awards, prizes, and a fond farewell from our Guests of Honor and the convention committee.

### **6 pm:**

**Dead Slug Party.** (Hospitality) The survivors reconvene for a private party. (All Rustycon members are invited.) Ambitious sorts begin a pool on when the beer will run out (for non-drivers only).



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# ABOUT OUR PROS

## John Alvarez

John Alvarez is a freelance illustrator and graphic artist working out of the Portland area. His work has appeared in *Horror Show* magazine and on the cover of *Pulphouse*. In 1984 John cofounded the Steel Eagle agency with Lita R. Smith-Gharet. John is currently working on illustrating promotion material for heavy metal bands, and on interior graphics for mundane how-to books.

## Kristi Austin

Owner and operator of the Arkadian Bookstore in the University district, Kristi also hosts the monthly meeting of the Nameless Ones, Seattle's oldest SF/F fannish organization.

## Sharon Baker

Sharon Baker is a Seattle science fiction writer. Her science fantasies *QUARRELLING, THEY MET THE DRAGON, JOURNEY TO MEMBLIAR, and BURNING TEARS OF SASSURUM* were brought out by Avon Books. She contributed a chapter to *Writer's Digest Books' HOW TO WRITE TALES OF HORROR, FANTASY, AND SCIENCE FICTION*, and articles and reviews to small magazines. A disgusting poem will be in a children's horror anthology, *NOW WE ARE SICK*, and an equally nauseating story in an *Morrow's* adult anthology, *HOUSES OF HORROR*, published this October. She teaches writing to children and adults in Seattle schools and libraries and is a trustee of the Pacific Northwest Writers Conference. In real life she has been a music and aeronautical history librarian, piano teacher, public relations writer, and college recruiter. In her spare time she raises four sons and a series of exchange students, assorted lizards and fish, four cats and three kittens (want one?).

## Chris Bates

He is an iconoclast and Robert Silverberg completest. The former by choice, the latter because Gil Lamont said it was impossible. A long time collector of books, his wife is pyrophobic. His life is rarely boring.

## Greg Bear

This very successful Northwest writer has authored *Eon, The Forge of God*, and the Hugo Award winning *Blood Music* to name just three of his many novels. His credits also include having an episode on *The Twilight Zone*, "Dead Run", adapted from one of his short stories.

## Betty Bigelow

Artist, singer, belly dancer, costumer, and masquerade judge. Has been seen in the company of a few Klingons.

## Elinor Busby

Mrs. Busby has credits both as a fan and as a pro. She was one of the editors when *Cry* won the 1959 Hugo Award and was a committee member of the 1961 Worldcon in Seattle. She has also been a Fan Guest of Honor at two Westercons and a Noncon.

## F.M. Busby

F. M. Busby lives in Seattle with his wife Elinor and their cats Ivan who is Terrible yet beloved, and Molly Dodd who, in addition, is calico. His SF novels include eight in the universe of Rissa kerguelen and Bran Tregare, The Demu Trilogy in Barton's universe, *All These Earths* in the multiple universes revealed by the story's Skip Drive, and *The Breeds of Man* in a possible near-future variant of our very own cosmos. His forty or so shorter works, twenty of which appear in his story collection *Getting Home*, are not readily classifiable. Upcoming from Bantam is his novel *Slow Freight*, set not too far in our own future, as is *The Detweiler Project*, currently out to market. In progress is *The Far Islands*, of which the author says only, "It's different." He always says that.....

## Debra Gray Cook

Hiring on as part time help less than 3 years ago, Debra Gray Cook has risen to the post of General Manager and Art Director of one of the fastest growing publishing houses in the field, Pulphouse Publishing.

She lives in Eugene, Oregon with her four cats.

## Joel Davis

A freelance science writer whose works can be found in *Astronomy, Omni, Popular Mechanics, and Science Digest*.

He is the author of *Endorphins: New Waves in Brain Chemistry, Flyby: The Interplanetary Odyssey of Voyager 2*, and co-author with Writer GoH Dr. Robert Forward of *Mirror Matter: Pioneering Antimatter Physics*.

## Frank Denton

A local fanzine publisher and writer of numerous short stories, he is better known for his Science Fiction writing classes at North Seattle Community College.

## Paula E. Downing

Otherwise known as Paula Downing-King, she is an attorney and municipal court judge in Oregon. She has two books out- *Mad Roy's Light* (under Paula King) and *Rinn's Star*.

Currently at work on a new novel, *Flare Star*, she has been or is currently the editor of a small press publication house, Pandora Press.

## Ru Emerson

Author of the Nedao Trilogy, this Northwest writer from Dallas, Oregon has a new novel out, *Spell bound*, with a real different idea of what a fairy godmother is all about. Other credits include *Princess of Flame, Night-Threads, and Beauty and the Beast #2*.

## Grant Fjermedahl

Former reporter for the Seattle Times, he has produced two non-fiction books that have won wide critical acclaim- *The Tomorrow Makers*, which looks at the ragged leading edge of artificial intelligence, robotics, and the future of humankind, and *Magic Bullets*, which explores the behind the scenes world of medical research and monoclonal antibodies. His real fame, however, comes from coining the term "Guerrilla Astronomy".

## Steve Gallacci

Artist Guest of Honor at Rustycon 5, this creator of *Albedo, Anthropomorphics, and Zell, Swordmaster* is also co-artist and sometimes co-author of *Fusion* and *Birthright*. He has also been slave artist for *Westwind*.

## Mike Grell

Last year's Artist GOH has been an author, illustrator, and artist for many years with DC Comics. Mike's many works include *Green Arrow, Aquaman, and Batman* to name just a few. If you ever invite him over for dinner, watch out for your table cloth.

## Jon Gustafson

Jon Gustafson has been active in fandom for fifteen years, primarily in the Northwest. He attended his first convention in 1975 (the Oakland Westercon) and has attended seventy-five more since. He entered fan publishing by writing a column on art critique for Dick Gels' Hugo-winning magazine, *SFR*, in 1974 and soon after was co-editing *New Venture*. He also wrote a column on sf art for Mike Glyer's *File 770*. In 1976, he wrote a history of science fiction illustration which appeared in Brian Ash's *The Visual Encyclopedia of Science Fiction* (1977). That assignment led to doing over 50

## RUSTYCON 8

artists' biographies for Peter Nicholls' *The Encyclopedia of Science Fiction* (1979; also a Hugo-winner) and two articles on sf/fantasy art for the *Starlog Science Fiction Yearbook*, edited by David Gerrold and David Truesdale. In 1981, he began writing a monthly book review for NWSFS's magazine, *Westwind*, which continues to the present. He has been Fan Guest of Honor at V-Con 9, Spokon 1, Viking-Con 9, Norwescon 10, Con-Version 5, Zero-G and Toastmaster at NonCon5. Active in Northwest convention activities, and a stickler for convention financial responsibility, he has run programming for Norwescon 6 and was in charge of the art show for the 1984 Portland Westercon. He chaired MosCons 3, 4 and 7, and was one of the founding members of PESFA (the Palouse Empire Science Fiction Association), MosCon, and Writer's Bloc (a.k.a. the Moscow Maffia). In 1983, he started JMG Appraisals, the first professional sf/fantasy art and book appraisal service in North America. Active in the sf art field, he was the Mountain Director for ASFA (the Association of Science Fiction and Fantasy Artists) from 1986 to 1988. In 1986, his first fiction work appeared in the *Writers of the Future, Volume II* anthology and his first book, *CHROMA: The Art of Alex Schomburg*, is currently on the stands. He has written articles and biographies for James Gunn's *New Encyclopedia of Science Fiction*, had a story in the legendary *Rat Tales*, is working on a book on the life and art of Jack Gaughan, writing fiction, and is involved with the Writer's Bloc writer's group. He edited (and everything else) the huge MosCon 10 Program Book. He is now writing a quarterly column on science fiction art for the new hardback magazine, *Pulphouse*. He is also the Director of the Moscow Maffia Writers' Program and involved with J. Martin & Associates (a new literary agency).

### George Harper

The author of *Gypsy Earth* and the SF play *Final Exam* is most fondly remembered for his work *How to Build an A-Bomb and Wake up the Neighborhood*.

### Norman Hartman

A Northwest area writer of short stories and novels.

### M. Elayn Harvey

Native of Washington State, currently living in the Cascade foothills town of Enumclaw, introduced to SF by Andre Norton, Ray Bradbury. Current favorites: Anne Rice, David Brin, Ellen Kushner.

Hobbies: CrossStitch, guitar, reading

Published to date: *WARHAVEN* - 1st book of SF trilogy and *One If By Magic* - short story. Soon to appear in *Pulphouse* - *Star of Wander* - short story.

Just finished first fantasy novel - *The Eden Gates*.

Looking for new agent.

### John Hedtke

Award winning technical writer specializing in documenting software applications. He works for COSPRO, a private research firm owned by his wife, Patricia, and is an amateur radio operator. [ed. Hi John]

### Randy "Tarkas" Hoar

Computer magazines, game covers, and greeting cards are but a few of the varied outlets for the artistry of "Tarkas". His work has graced the pages of *Twilight Zone* magazine and *Heavy Metal*. And let us not forget the dinosaur.

### Deborah Hudson

Her interest in Science Fiction dates back to the days when she used to sneak into her brother's room to peruse his copies of *Tom Corbet: Space Cadet*. After teaching High School English, Deborah has been in the book retailing business for the past ten years. Currently employed at Puss'n'Books in Bellevue, she still finds time to attend local conventions.

### Jerry Kaufman

Ever since Tricon 1966 in his hometown of Cleveland, Jerry has been involved in fandom in one capacity or another. His main interest has been 'zines, APAs, and other such fannish publications. He has also edited collections of fannish writings, acted in various fan stage shows, and helped raise funds for DUFF and TAFF. Winner of the DUFF award, Jerry was also Fan Guest of Honor for the inaugural Rustycon.

### Julia Lacquement-Kerr

This French-Canadian artist's credits include *The Longbow Hunters*, James Bond, and Peter Pan graphic novels as well as *Green Arrow*, *Sable* and *Jon Sable*, *Maze Agency*, and *Freelance*. Her own works consist mainly of Fantasy watercolors and drinking Dragon nametags.

### Lady Jayne Larson

Owner and operator of Lady Jayne's, the only exclusive SF/F and comics bookstore in Tacoma. Originally from Oregon, she is a long time Star Trek fan and has an enviable collection of rare paraphernalia.

### Megan Lindholm

The works of this writer from Roy, Washington include *The Reindeer People*, its sequel *Wolf's Brother*, and the Ki and Vandien novel *The Luck of the Wheel*.

### Cyn Mason

Editor of *Wet Visions*, this West Seattle author has had stories published in *Isaac Asimov's SF Magazine*, *SF Chronicle*, and *Analog*.

### Roger McQuin

Best known as a mainstream writer, Roger has ventured into SF/F with a post holocaust novel, *The Warrior Lives*.

### David N. Meyer II

David N. Meyer II is the author of the 3-volume *Dream Quest* (NAL-Signet) series under the name Lloyd St. Alcorn. He has a short story, *A Bloodsucker*, included in the upcoming Rick McCammon Vampire anthology. He contributes regularly to *Glamour* magazine and reviews music for *The Rocket*. He is a contributor to the *Book of the SubGenius* (S&S-Fireside) and has a story in the SubGenius anthology *Three-Fisted Tales of BOB* (S&S-Fireside).

### Sharon Newman

Author of one Irish and three Arthurian novels.

### Jackie Duram Nilsson

She always wished to be an artist, but wasn't willing to starve. Spending several years as a pre-veterinary student before discovering the wonders of Science Fiction art shows and commercial art, she combined her love of animals and SF/F with her artistic abilities and now makes a living as a graphic artist.

### Margaret Organ-Kean

Seattle artist of the Fantasy Alternative camp.

### John Pelan

The one time proprietor, publisher, and editor of Axolotl Press in Seattle, John is also a long time collector of Science Fiction and Fantasy.

### Rob Quigley

Rob Quigley majored in physics at Caltech and received his Ph.D. from the University of California at Riverside. He worked at Illinois Tech and at the University of Frankfurt (West Germany) before joining Western Washington University's physics department in 1970. Since then his research has been in observational astronomy, making extensive observing runs at observatories in the Southwest and in Chile. He has organized astronomy summer workshops drawing high school students to W.W.U. from all over North America. In 1983 he was the organizer of the Northwest Astronomy Conference. He created the *STARS AND PLANETS* board game produced by Yotta, Inc. He was the Scientist Guest of Honor at Moscon 8. He is currently chairman of the W.W.U. physics/astronomy department.

His primary astronomical research interests have been cataclysmic variables, binary stars, flare stars, and lunar occultations.

### Kristine Kathryn Rusch

This 1990 Campbell Award winner from Eugene, Oregon has had her short stories published in *Aboriginal SF*, *Amazing*, *Pulsmith*, *Fantasy Book*, and other publications. She also has had various articles (some under the name Kristine Thompson) in *Amazing*, *Publisher's Weekly*, *Art West*, and *Cat Fancy* just to name a few.

She has taught special courses in both fiction and non-fiction writing, has had work appear on the radio, and was the 1987 director for the Clarion Writer's Workshop at Michigan State University. She is currently a coordinator for the Moscow Mafia Professional Writer's Workshop Program as well as an editor of *Pulphouse*.

### Michael Scanlon

Michael is a Clarion West graduate, second prize winner in the LRH Writers of the Future Contest for *Kansas City Kitty*, and organizer of more than a few writer's workshop at local conventions. He has represented him-self well with many stories and book reviews, and has been with the Rustycon Committee since it's inception.

### Elizabeth Ann Scarborough

Author of numerous fantasy novels, she won the 1990 Nebula award for *The Healer's War*. She is currently at work on a fantasy trilogy called *The Songkiller Saga*.

### Rob Schouten

Local artist and Dharmic Engineer.

### Robert Sheckley

Best known for his SF shorts in collections such as *Untouched by Human Hands* and *The Robot Who Looked like Me*, his novels include *Journey Beyond Tomorrow*, *Crompton Divided*, and *Dramocles*.

### Sharon Sinclair

Sharon Sinclair is an historian whose research has ranged from the sacred snake of Asclepius to NASA's space medicine program. She has an interest in the history of occult philosophy and enjoys compiling bibliographies. She is a coordinator for The Olympic View s.f. Writers' Conference, a Dreamcon event and was the Fan Guest of Honor at Dreamcon 5.

### Dean Wesley Smith

This editor of *Pulphouse Magazine* has sold dozens of short stories to such magazines as *OUI*, *Gambling Times*, and *Night Cry*. A winner in LRH's Writers of the Future contest, Dean's his first novel, *Laying the Music to Rest*, was recently published.

### Lita R. Smith-Gharet

Lita Smith-Gharet has been working with fossilized ivory for over 14 years, and her work has appeared in several trade magazines such as *The Lapidary Journal* and *Rock and Gem*. Lita's work has been featured in more than 60 newspapers across the country. She has received numerous awards for her work. Lita has owned and operated several fine art galleries, and in 1984 cofounded the Steel Eagle Agency with John Alvarez. Lita has written a number of how-to books, including the *Artistry in Scrimshaw*, *Finding Quartz Crystals*, and *Fossilized Leaves and Wood in the West*. As a costumer, Lita has won many awards, and photos of her costumes have appeared in *Locus*. She is the founder of the Northwest Costumer's Guild and publishes *The Costume Closet* for its members.

### Scott Stolnack

Heavily involved in Clarion West, Scott still has found time to have his poetry and fiction published in *Sky Views*, *Isaac Asimov's SF Magazine*, and *Copula*.

### Amy Thomson

A freelance writer with a review column for the *Seattle Times*, she threatens to produce a novel any year now.

### William R. Warren Jr.

His art has appeared in the *Star Trek Concordance*, *Minus 10 and Counting*, and *Analog*, but Northwest fandom is very familiar with the rich and diverse artwork of Rustycon's first Artist Guest of Honor.

### Duane Wilkins

Manager of the Science Fiction and Fantasy loft at the University Book Store main branch, Duane has recently returned from an excursion to the Big Apple and the heart of the publishing industry.

### Dameon Willich

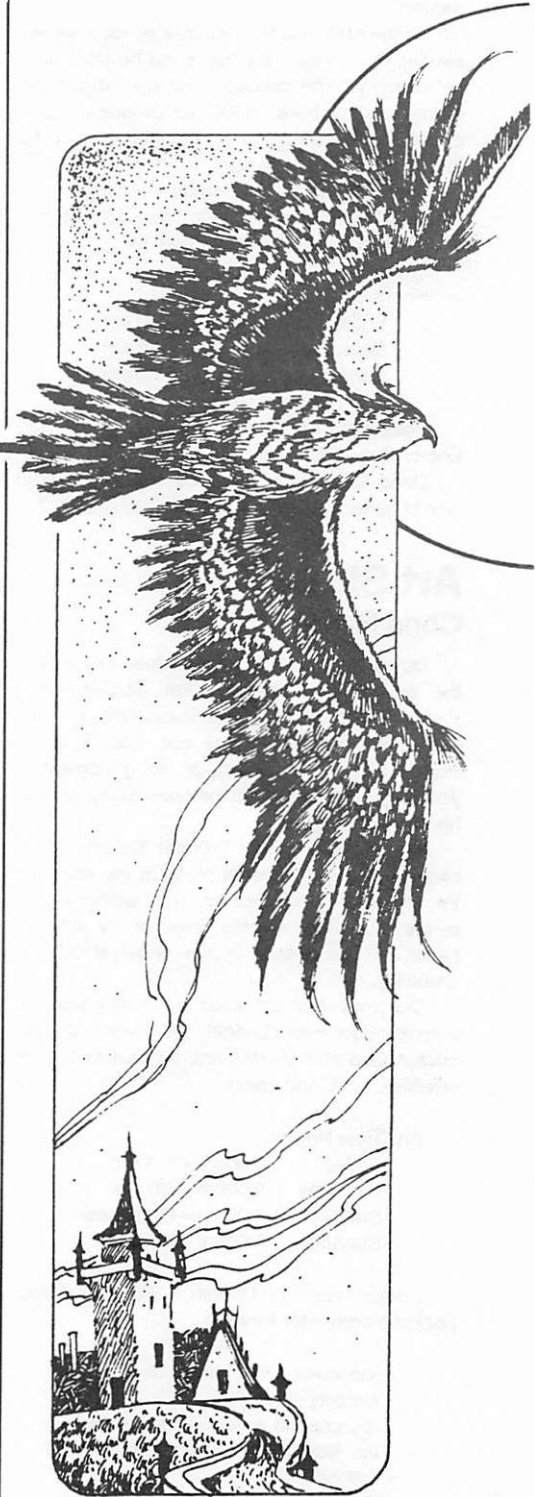
One of the more famous local SF/F artists, this Dharmic Engineer was Artist Guest of Honor at Rustycon 4. His works have graced the covers of novels, t-shirts, and collector's walls. He has been a force in northwest fandom through his efforts on Con Coms, *Northern Lights*, and *The Fantasy Alternative*.

### Richard Wright

Mr. SMoF to you, this party animal has produced two textbooks on computer programming, worked on two NASFiCs, and held almost every position available at Norwescon. An award winning costumer himself, Richard now judges masquerades when he isn't the MC.

### J. Steven York

Freelance technical writer who has made his first fiction sale in 1989 with a third place finish in the LRH Writer's of the Future Contest. He is owned by a wife, daughter, and a very large, stupid dog named Myrtle.





# RUSTYCON 8

## Hospitality

### Eric & Charlot Barney

This year we will be serving Henry's and Coke products on tap. The soft drinks are self-serve again. Remember to have both your Rustycon 8 badge and your ID. You will be carded.

As the hotel has very affordable food, we will be serving munchies -- the focus will be on quality, not quantity. The famous Rustycon bagels and oranges will be here, as well as various veggies, cheeses, meats and baked goodies - watch for the Chocolate Decadence.

We will have a central serving (non-smoking) room this year, with smoking and non-smoking gathering rooms on both sides.

#### Hours Open

Friday: 3:00 pm - 3:00 am  
Saturday: 9:00 am - 3:00 am  
Sunday: 9:00 am - 5:00 pm

Volunteers are needed for hospitality - see Eric or Charlot Barney.

Dead Slug Party - will be located in what was hospitality from 5:30 pm Sunday until ???

## Art Show

### Chris Raver

Be sure to make time for a leisurely visit to the art show, located in the Glacier room. We've invited more artists than ever, and we have a stunning display by our Artist Guest of Honor, Randal Spangler, including something you may have not seen before - sculptures of his famous dragons.

If you come before 2:00pm Saturday, you can vote for your favorite piece in the show for the 'People's Choice' award. The winner of that award, and other awards voted on by a select panel, will be posted in the show at 3:00pm Saturday.

Our print shop is full too, so there should be something for every budget. Remember that we accept Visa and Mastercard, as well as the old reliables, cash and check.

#### Art Show Hours:

Friday 3:00pm - 7:00pm  
Saturday 9:00am - 7:00pm  
Sunday 9:00am - 12:00 noon  
Sunday 1:00pm - 3:30pm

Auction Sunday 1:00pm - 3:00pm Check pocket program for location.

- no quick sale Friday, or during the auction
- purchased artwork may be picked up Sunday between 1:00pm and 4:30pm.

For more information, pick up a 'Guide to the Rustycon Art Show' in the Art Show or from information.

## Child Care

Rustycon has always tried to offer services to its members that will enable them to better enjoy the convention. One of these services is child care. By offering child care, Rustycon helps the parents by allowing them to enjoy some of the con child-free. Also, the children have a place to enjoy themselves with an adequate amount of adult supervision.

Child care is very dependent on volunteers for staff. A lack of volunteers means fewer hours when child care will be available as well as fewer children being looked after at any one time. PLEASE, if you need child care for your child, OR if you are interested in assisting with the con, there is no other part of the con that needs you more than Rustycon Child Care.

For details on Rustycon's child care program, please stop by the Rustycon information desk.

#### Rustycon Childcare Guidelines

1. Rustycon Childcare will accept only those children between the ages of 3 and 10.
2. For sanitary reasons all children must be toilet trained.
3. Children between the ages of 2 and 3 who are toilet trained will be considered on an individual basis as space permits.
4. No child will remain in childcare for more than four hours at a time.
5. There must be at least 2 hours between each shift a child spends in childcare.
6. There will be charge of \$2.00 per hour per child to defray expenses. Parents who volunteer time in child care will be given 1 hour credit for each hour they volunteer.
7. Rustycon will provide fruit, juice and crackers.
8. Parents must provide a meal for any child scheduled to be in childcare for more than three hours at a time.
9. Please remember to provide your child with any special toys or games that will make his time with us more pleasant.
10. Rustycon Childcare will only allow children to leave with the parent or guardian who checked them in.

Rustycon Childcare is not your child's parent or guardian and cannot be responsible for a child whose parent or guardian is off-site. Please do not abuse this service which we provide so that you may enjoy the convention.

## Children's Policy

The previously published Children's policy has been updated. Please read the revised policies below.

1. All persons 6 years of age or older must have a membership.
2. Memberships for persons 6 to 12 years of age are 1/2 (half) the membership price in effect at the time of purchase.
3. All children 12 years of age or under must be accompanied at all times within line-of-sight (100 feet max.) by an attending convention member who is the parent or legal guardian.
4. Any person under the age of 18 must be registered by a registered member of the Convention who is a parent or legal guardian. If someone under 18 years of age is staying overnight at the hotel, they must have an attending parent or designated legal guardian who is 21 years of age or older, and registered with the hotel.
5. Parents or legal guardians of minors under the age of 18 must accept responsibility for the minor's actions.
6. If a child 12 years of age or under is found unattended, Rustycon may:
  - First Occasion - Charge that child's parents the balance of the full adult membership rate.
  - Second Occasion - Ask the child, and the parent or legal guardian, to leave the convention.
7. There will be no exceptions to the above rules.
8. Rustycon reserves the right to refuse attendance to anyone at any time.

#### CURFEW GUIDELINES:

1. Twelve and under - Should be in their rooms by 10:00 pm to 12:00 midnight.
2. 13 to 17 - Should be in their rooms by 2:00 am.

## Rustycon 8 Video

Theo Williams and Chris Nilsson

Hi---this is our first video program together, working in a hotel that's new to S-F conventions. We're introducing some brand-new features, and you're among the first ~~guinea-pigs~~ eager audience members to see them. We hope you enjoy the results.

### BORING BUT NECESSARY TECHNICAL DETAILS

Our viewing rooms for the two main broadcast channels are in Rooms 223 and 225, while our big-screen showcase ('The Big Picture') is in the Harbor Room. (By the way, we're trying a combination of hi-fi videotape and laserdisc this year in 'The Big Picture'. Let us know what you think!) We're also adding a computerized Information Channel, the better to inform you of programming changes and general goings-on. It's being broadcast on the hotel's cable system, as well as being shown on the monitors placed strategically around the hotel. We'll be broadcasting the Masquerade live from the Summit Ballroom on Saturday night, and we plan to bring you GOOD MORNING RUSTYCON (an annual admission of masochism, according to some) at ~~an ungodly hour~~ bright and early Sunday morning.

### NEW FACES! NEW TOYS! POTENTIAL DISASTERS BROADCAST LIVE!

Well, it got your attention, didn't it? (It is, after all, an axiom among video people that Hell in fact consists of having to watch your very worst outtakes for all eternity---and there's no more fertile ground for such unlovely blossoms than live television.) We're in fact lucky to welcome two talented new people to our Masquerade broadcast. Chris McDonnell, our director, is a veteran of NORWESCON and DREAMCON Masquerade coverage. Barbara O'Dell, our newest camera person, has an extensive background in film and video production and lots of live camera experience to her credit. We welcome them both, and hope they don't wise up and resign immediately after the first go-round...(We also congratulate our veteran camera person Alan Halfhill, not to mention his wife, on the recent birth of their child. Another installment of FANDOM: THE NEXT GENERATION!)

### ONE SMALL REQUEST FROM THE MANAGEMENT:

Since this is the Hilton's first convention, it's up to all of us to make sure it's not the Hilton's last convention. Be polite to the staff, treat the hotel kindly---they do remember troublesome people from year to year, just like the RUSTYCON staff---and let these folks realize that we're worth inviting back next year. REMEMBER: your mother isn't here to pick up after you and apologize for your behavior when you're out of earshot. Please act accordingly---and thank you!

## Information

Carrie Duram

Main information will be located near registration.

We hopefully will have two tables, as well as a message board for you to leave your messages for each other on. Eric, head of Hospitality, has suggested that a second source of information be located in hospitality for your convenience, and we think this is a wonderful idea.

Some of the ideas for information we've come up with include:

1. Large 'You are here' maps of the hotel in various locations.
  2. An up to the hour posting of special events and panels.
  3. Locations of local restaurants and fast food establishments.
  4. An information channel on the televisions throughout the Hotel.
- And lots more...



## Weapons Policy

You know the rule: If it's drawn, you're gone. No exceptions!

## Dealers' Room

Don & Holly Forbis

With over thirty tables' worth of treasures in three rooms, the Rustycon Dealers' Room offers something for every fan . . . and every budget. Books, costumes, jewelry, swords, potions and art are among the variety available from:

- Anna the Lost
- B. Jaeger
- DB Studios
- Dee Dee Jewelry
- Donna Barr
- Escape Books
- Everett Comics and Cards
- Evolution Comics
- Express Yourself
- Friends of Filk
- The Gaddery
- Games Plus
- Gryphon Graphics
- Head & Body Shoppe
- Lady Jayne's Comics
- The Magical Aardvark
- Mineral Magica
- Mudge's Mercantile
- Orion Unlimited
- Otherworld Unltd.
- Pallard Press West
- Pat McMahon
- Paul Schaper
- Sherry Sanfilippo
- Shipman's
- Sign of the Unicorn
- Steelcraft
- Terra Nova Trading Company
- Underhill Fantasy Co.

# Members

- 1 Dr. Robert L. Forward
- 2 Randal Spangler
- 3 bandit
- 4 Celeste
- 5 Susan J. Berven
- 6 Scott Boivin
- 7 Chris York
- 8 Chris Raver
- 9 Erica Boivin
- 10 Teresa L. Primrose
- 11 Melanie Bennett
- 12 Carrie Duram
- 13 David Bennett
- 14 Eric Barney
- 15 Leroy F. Berven
- 16 Mouse
- 17 Erika Lynette
- 18 J. Steven York
- 19 Peter S. Horvath
- 20 Beth Moursund
- 21 William W. Waldron
- 22 Schmarr
- 23 (Jay) Steve Cook
- 24 Robert J. Grieve
- 25 Jamie Walker
- 26 Moon
- 27 Jeffrey L. Rolloson Halbhuber
- 28 Otto Beverly Kareful
- 29 John C. Waldron
- 30 Shawn Marier
- 31 Beta
- 32 Shade Nightwing
- 33 Charlot A.M. Barney
- 34 Marshalla Murdoth
- 35 Fran Beslanwitch
- 36 Rexfelis
- 37 John P. Holdren
- 38 Keith Johnson
- 39 S'Tanihe t'Vridanir, KDC
- 40 Penny
- 41 Capt. Devlin Side
- 42 C.C.C.P Tech
- 43 Maris
- 44 The Evil Doctor Tozer
- 45 Elayn Harvey
- 46 Jim Lane
- 47 Kent Patterson
- 48 Aragon Morris
- 49 Raphael DeAngelo
- 50 Guest of Susan Berven
- 51 Jack Beslanwitch
- 52 Douglas Booze
- 53 Pat Burrows
- 54 Ted D. Butler
- 55 Deanna
- 56 Gerald D. Cline Jr.
- 57 Virginia Cook
- 58 Denise DeLisle
- 59 Sam Emery
- 60 Lynette Fricke
- 61 Norman J. Fricke
- 62 Don Glover, The Younger
- 63 Trapper

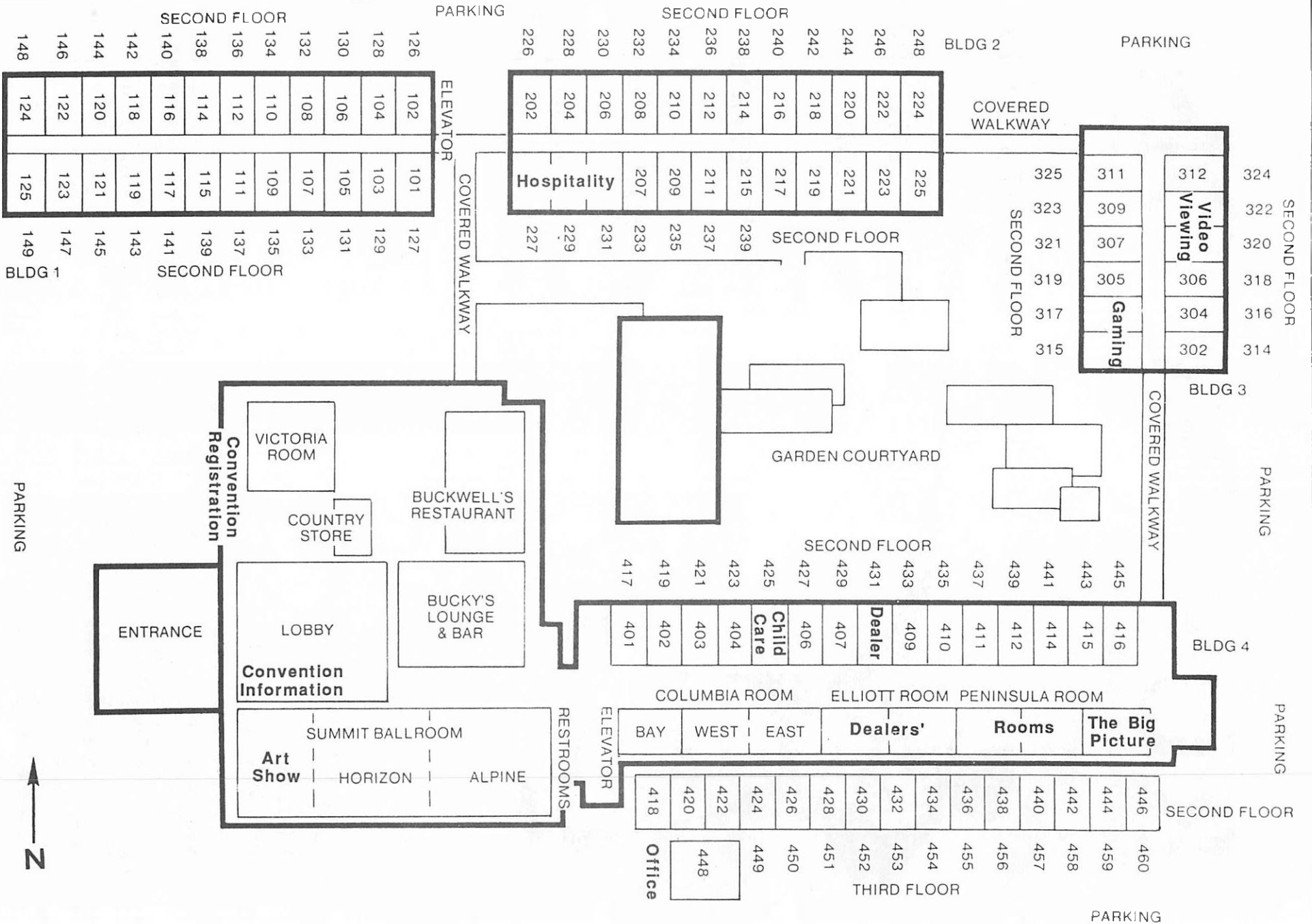
- 64 David B. Grimes
- 65 Juna Haggart
- 66 Mary Hart
- 67 David N. Haugen
- 68 Joy L. Jackson
- 69 Jennifer Jumper
- 70 Robyn Bodeau
- 71 Joanne F. Kirley
- 72 Jack P. Krolak
- 73 Mike Larkin
- 74 Richard S. Maclamont
- 75 Kathy McLean
- 76 Colin
- 77 Phrog
- 78 Hans Meier
- 79 Rolf Mogster
- 80 Glendine
- 81 Hilarie A. Morris
- 82 Phillip L. Morris
- 83 Michael Myers
- 84 Rebecca V. Neason
- 85 Larry Osterman
- 86 Valorie Osterman
- 87 Roy D. Peak
- 88 Doc
- 89 The Galloping Ghost
- 90 Bob Powell
- 91 Kathleen M. Reilly
- 91 Susan Rich
- 92 Ivo
- 94 Pippin Sardo
- 95 Kelcey
- 96 Dana L. Seaney
- 97 Sheli
- 98 Jana Simmons
- 99 Friend of Kathryn Smith
- 100 Kathryn Smith
- 101 Phil
- 102 Talon Strongfeather
- 103 Innsbruck Tarrington-Wesp
- 104 Paul Stratton
- 105 Bernard L. Strub
- 106 Tsuruko
- 107 Badaxe
- 108 Debbie Tatarek
- 109 Susan K. Taubeneck
- 110 Shan
- 111 Lord Rydar
- 112 Thom Walls
- 113 Rev. Slade
- 114 Scarlett
- 115 Hobbin
- 116 Mad Monk Mel
- 117 Sally Woehrie
- 118 Janis Worrell
- 119 Julie Zetterberg
- 120 Mr. Scooter
- 121 Rapid Forks
- 122 Solomon Brandt
- 123 Robert A. Woodward
- 124 Tairnka
- 125 Maria Bartz
- 126 Em'ee Wolfe

- 127 Ray E. Byrd Jr.
- 128 Michael G. Nelson
- 129 Mary Hafner-Laney
- 130 Jack Laney
- 131 Feldspar
- 132 Steve Kingsley
- 133 Susan Frank
- 134 Irene Lewis
- 135 Maria Masterson
- 136 Renee Ann Byrd
- 137 Crystal Melvin-Jones
- 138 Paula Crist-Pickett
- 139 Vaughn Pickett
- 140 Scott MacHaffie
- 141 Michael S. Toot
- 142 Dominique Boivin
- 143 Roger N. Hoffeditz
- 144 Anthony Mittenshaw-Holdge
- 145 Elizabeth S. Thomas
- 146 Dethlok Seythewielder
- 147 Kala
- 148 Gryphon
- 149 Vickie Bligh
- 150 John Colbert
- 151 Ed McLees
- 152 Rosanne McLees
- 153 Kenneth Dawe
- 154 Sue Lyn Torgerson
- 155 Erica
- 156 Jimbo
- 157 Tatsuki Kobayashi
- 158 Lenore Kobayashi
- 159 Terry Fowler
- 160 Michael Robbins
- 161 Tammy Lynne Tripp
- 162 Todd R. Still
- 163 David Grindeland
- 164 Christopher McDonell
- 165 Mandy
- 166 Christy
- 168 Barak
- 169 Crystal
- 170 Erlinda Pangan
- 171 Michael L. Citrak
- 172 Janet Worley
- 173 Autumn J. Grieve
- 174 John Alvarez
- 175 Sharon Baker
- 176 Greg Bear
- 177 Elinor Busby
- 178 F.M. Busby
- 179 Deborah Cook
- 180 Paula Downing
- 181 Ru Emerson
- 182 James Fiscus
- 183 Jim Spivey
- 184 Steve Gallacci
- 185 Jon Gustafson
- 186 Norman E. Hartman
- 188 Jon Hedtke
- 189 Tarkas
- 190 Julia Lacquement
- 191 Megan Lindholm

- 192 Cyn Mason
- 193 Don McQuinn
- 194 Dave Meyer
- 195 Lloyd St. Alcorn
- 196 Leslie J. Newcomer
- 197 Sharon Newman
- 198 Duane Wilkens
- 199 Dr. Robert Quigley
- 200 Robert Sheckley
- 201 Sharon Sinclair
- 202 Dean Wesley Smith
- 203 Lita Smith-Garet
- 204 Jayne Larson
- 205 Kristi Austin
- 206 Scott Stalnack
- 207 Amy Thomson
- 208 Richard Wright
- 209 William R. Warren, Jr.
- 210 Alan Halfhill
- 211 Ford Thaxton
- 212 Rob Schouten
- 213 Dameon Willich
- 214 Michael Scanlon
- 215 Mike Grell
- 216 Rick Hoberg
- 217 Grant Fjemedal
- 218 Betty Bigelow
- 219 Jerry Kaufman
- 220 Margaret Organ
- 221 George Harper
- 222 Elizabeth Scarborough
- 223 Joel Davis
- 224 Gryphon
- 225 Deborah Hudson
- 226 Kathi Williams
- 227 Frank Denton
- 228 Kristine Katherine Rusch
- 229 Guest of Janis Worrell
- 230 Brian Goldade



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