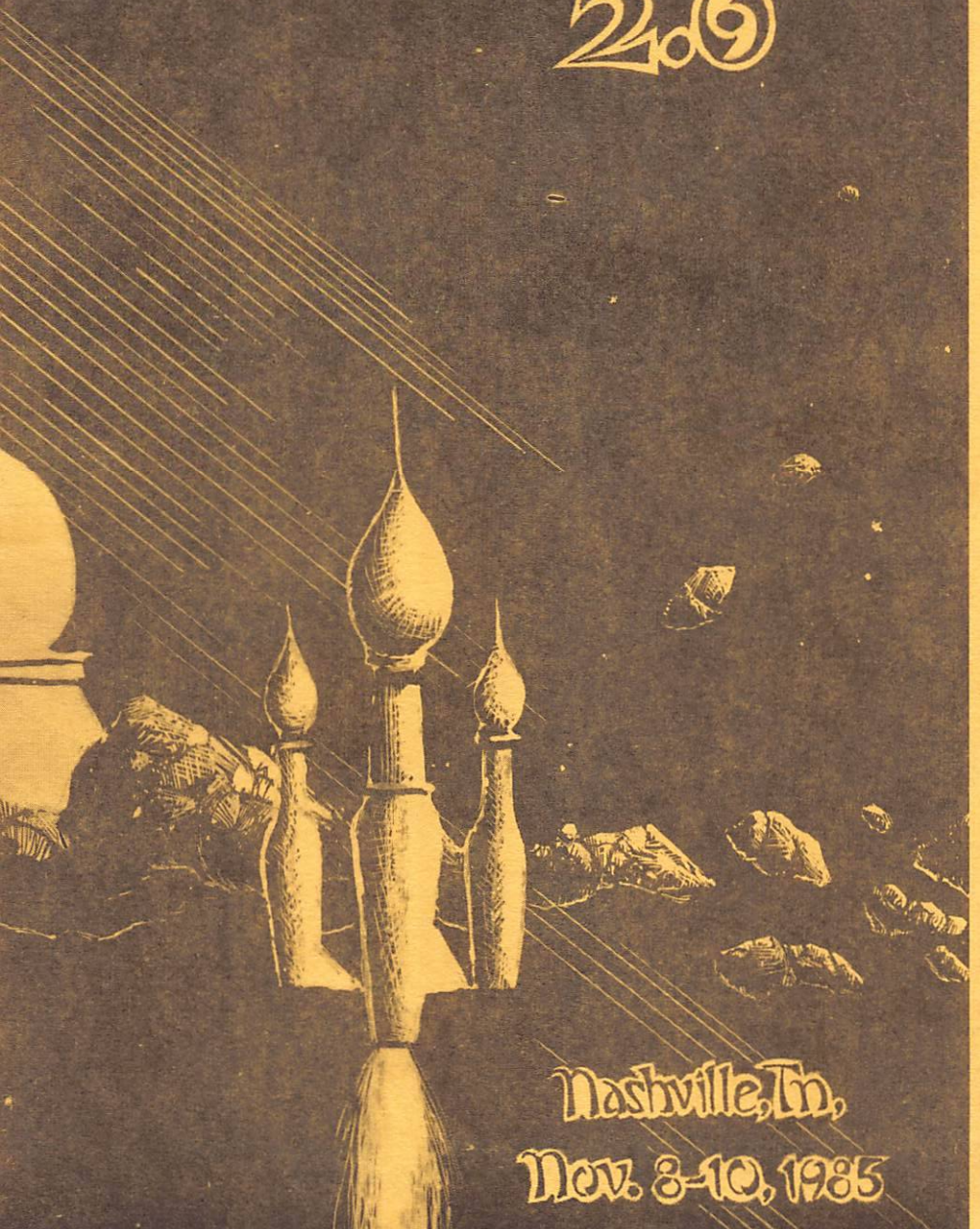


Xamadu 209



Nashville, TN,
Nov. 8-10, 1985

SPECIAL THANKS TO:

**Team Hero
for Con Suite**

**Lounge Lizards, Ltd.
for Security**

**Rembert Parker, Bruce Rabe, and Jean Rabe
for R.P.G.A. Events**

**Curtis McGuirt, Creator of MAIN EVENT
and to STEVE JACKSON GAMES, INC. for
allowing him to showcase it at XANADU**

**The Rheumatoid Disease Foundation
and
AC Projects, Inc.**

Special Thanks to Xanadu 1.5 Staff

**Rocky Halleron
David Shockley
Eric Jamborsky
Richard Dunning
J.J. Johnson
Vance Martin
Bob Tidwell
Mike Townsend**

And any others unintentionally missed

Xanadu 2.0

Presents

Guest of Honor —

Robert “Bob” Asprin

Master of Ceremonies —

Wilson “Bob” Tucker

Filk Guests of Honor —

Bill and Judy Sutton

Surprised Fan Guest(s) of Honor —

? ? ? ? ? ? ? ? ?

Con Committee

Co-Chairs

COURTENAY FRANCES BRAY & DANDRIDGE WENTWORTH CALDWELL III

VICE-CHAIR

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Accounting

Carole Hunter

Art Show

Kevin & Janet Ward

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Dance

Thom Osburn II

Gaming

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Huxter Room

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Rickey Sheppard

Kid's Programming

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Charlie Stafford

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Maskeraid

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John Hollis

Video

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Mike Townsend

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Courtenay F. Bray, Richard Dunning, Patricia Erikson, Donald Hunter, Alan Luck, Rembert Parker, Melisa Walker

Art

Alan Clark, Richard Dunning, Patricia Erikson, Vance Martin, Thom Osburn II, Charlie Stafford, Bob Tidwell, Melisa Walker, Kevin Ward

Awards

Calligraphy — Corinna Taylor

Sculpture — Bob Maurus

Duct Tape and First Aid Kits

Gary Robe

Inner Tubes for Jacuzzi

Ken Moore

Intelligence of Con Suite

Mike Lalor

Printing

Badges: PIP Printing Center

Flyers: Reutter's Design Printing

Program Book Printing

Rheumatoid Disease Foundation

AC Projects, Inc.

Slides for Hotel Liaison

James Fulkerson, Ray Jones

Typing and Correspondence

Patricia Erikson, Carole Hunter

Video Services

J.J. Johnson

And a cast of literally dozens more!

Program Book

Editor-in-Chief: *Pal James*

Assistant Editor: Courtenay Bray

Associate Editor: Carole Hunter

Advisor: Tamara

Cover: Kevin Ward

Interior Art: Alan Clark, Richard

Dunning, Thom Osburn II,

Bob Tidwell

Typesetting/Layout/Collation: Perry

Chapdelaine, Sr., Pam Chapdelaine,

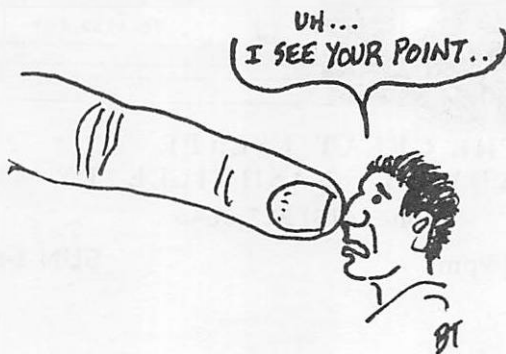
Patricia Erikson, Carole Hunter.

Printing: John Chapdelaine

THE TEN COMMANDMENTS OF LOVE

1. Treat the hotel nice, so they'll let us come back.
2. Flash your body, not your weapon.
3. Don't booze if you're underage.
4. Don't throw up in public.
5. Don't grab femmefans just because you see someone else grab them.
6. Art Show exhibits, unlike femmefans, can't slap your face if you touch them in the wrong way
7. Don't lock off part of the con suite for private purposes; that's what the stairwells are for.
8. Don't let your small children run loose at the con.
9. Don't wake the dead or mundanes in the middle of the night.
10. Don't overcrowd the elevators; that's what Jaccuzis are for

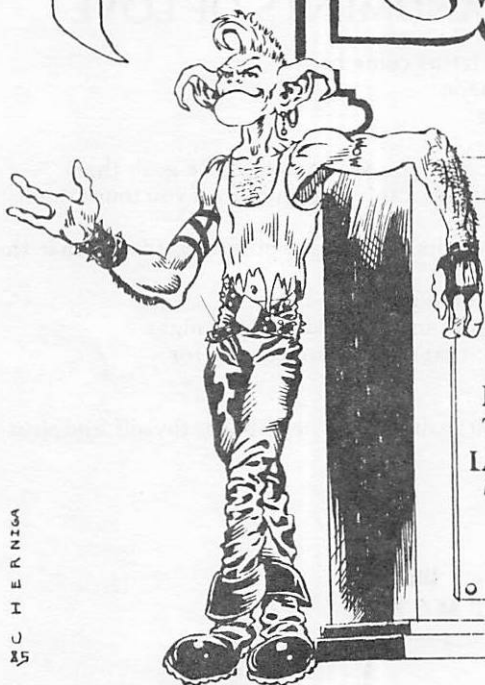
And the 11th commandment is: thou shalt love thy neighbor as thyself, and please come back next year.



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MAGIC CARPET RIDE

Why Xanadu? Dan and I wanted to do a convention with fan-oriented programming; thus Xanadu was created, as a complementary convention to Kubla, half a year away. Dan has been involved in filking for years and wanted an excuse to bring his friends from the Mid-West and East Coast to Nashville. Kubla features the South's finest Art Show and a bevy of Pro Writers and Artists for fans to meet. Xanadu has fewer Pros, but that is to the Pro's advantage; more attention is paid to the few, rather than shared by the many. There are not enough Science Fiction conventions in the South that feature gaming, so we decided to provide gaming for Southerners who used to trek to the Mid-West for it. We are always trying to think of new ideas and taking suggestions (feel free) for programming for the fans, because cons can all too easily get in a Panel Rut. Filthy Pierre's Con Calendar indicates that many conventions are becoming creative with programming, and we want to be part of that fannish movement.

Art Show: We have a fine display of Science Fiction and Fantasy art that can be bought or lusted after. The art can be purchased by either: 1) buying it at the immediate purchase price or 2) entering a written bid on the piece and attending the Saturday night Art Auction to bid against fellow admirers.

Con Suite: We're open 24 hours just like IHOP — a place where you can come and sit, relax, meet old friends, make new ones, talk for hours, have fun, try to stay up all night, and drink lots of beer and/or cola. What else is there to say, except come, enjoy, and have a good time.

Dance: The Friday Night Dance will be held from 10 p.m.-2 a.m. The dance will start out with an hour of top 40's hits, followed by an hour of 50's and 60's music. Midnight madness features experimental, new wave, etc. Requests will be taken all night long to be played at 1 p.m. David Bowie will be featured throughout the night.

Gaming: We are featuring two STEVE JACKSON Tournaments with prizes and two R.P.G.A. Tournaments with prizes, all official. We are previewing "MAIN EVENT, The Professional Wrestling Role-Playing Game" from STEVE JACKSON (created by Nashvillian Curtis McGuirt), by special permission of STEVE JACKSON. An explanation of the rules for STAR FLEET BATTLES will be given by Jeff Smith, a representative of the STAR FLEET BATTLES Executive Committee. Other games will be announced.

Handicap Access: This hotel is a retrofit, so there are no special rooms or facilities for the handicapped. The hotel personnel suggest you ask for a room without Jacuzzi, because the sides on them are pretty high, and you might have difficulties getting in and out. Those who wish to use the pool and big Jacuzzi will be able to go through the restaurant on the lobby floor when necessary.

Huxter Room: Well, the only description of a huxter (or dealers) room we could manage is a place you go to and spend money. Do you really want to ask a huxter how to spend money in the huxter room? It's like asking Sylvester if he wants Tweetie Bird broiled or sauteed — or like asking Kruge if he wants the Genesis Device. It's being shown 1,001 delightful things to spend your money on. You can get that first edition Lovecraft, issue No. 98 of X-Men comics, or that bizarre piece of jewelry you must have. So if you have some extra money that's burning a hole in your pocket, just come by the Huxter Room—where all the nice huxters will be happy to help put out that fire in your pocket.

Kids' Programming: Get them while they are young and train them right — they make the best fans. No one over 12 admitted without children's permission. Programming includes readings from children's books, costuming workshop and party, and movies and cartoons.

Maskeraid: People dress up, have fun — other people watch. Sign-up time for participation in the Maskeraid ends on Saturday at 4:30 p.m. Our panel of three judges, including Master of Ceremonies Wilson Tucker, will judge the contestants.

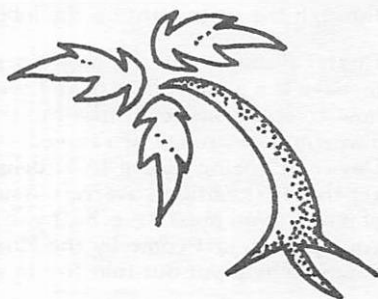
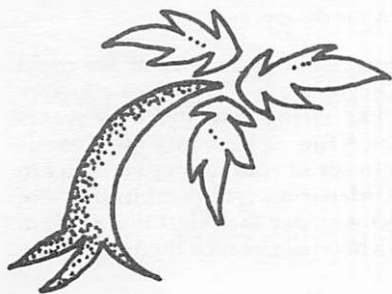
Operations: Our Con Engineers offer you a 24-hour Operations Room, a top-notch security team (combined with hotel security), babysitting services, the Lost and Found Department (small children and inanimate objects only), and after-hours registration.

Programming: Something to keep you occupied until the parties start. We feature fan-oriented panels.

Registration: Proof of age will be required at the registration desk. If you were born before August 1, 1965 (except for military personnel), your badge will be stamped, indicating that you are old enough to drink. Badge colors designate the following: Gold:Guests, Silver:Con Committee, and Blue:Members. Huxters, Artists, Panelists, and Volunteers on the con will have special stickers on their badges designating what they are. After registration closes, registering will be done in the Operations Room.

Video: The Video Room is open 24 hours for you to avail yourselves of our film selections. Check out the Video Room; you may find an old film you haven't seen for a long time or a film you have never seen before. See our program insert.

Weapons Policy: Xanadu has adopted the policy of no weapons to be worn, carried, or displayed in any public or residential area of the hotel. Exception: all persons participating in the Maskeraid will be issued a Weapon Pass for designated periods of time before and after the Maskeraid. Huxters who sell weapons must encase weapons and wrap sold weapons securely; buyers must keep weapons in their rooms until leaving the con. Failure to follow these rules will result in a warning to remove the weapon from the public area of the hotel and could lead to confiscation of the weapon (to be returned after the convention), and possible revocation of membership.





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L&N DSC memberships are \$15.00 until September 1986 and \$20.00 thereafter. Send memberships to the address below, making checks payable to L&N DeepSouthCon.

We are pleased to announce that the L&N DSC has reserved the facilities of the luxurious Galt House for the convention. Special room rates for L&N DSC are \$50 double, \$60 triple, \$70 quadruple, and \$80 quad. Additional rates are available in the Galt East at \$69 single, plus \$10 for each extra person. All rooms in the Galt East are subject to availability. These are very special rates for the L&N DSC. You must use only the pre-marked reservation cards that will be sent to you when we receive your membership payment. Reservations can also be made by calling the Galt House directly at (502)-589-5200. Be sure to mention that you are with L&N DSC. You are urged to make reservations in advance as much as possible to assure the availability of rooms. The Galt House is located near the intersection of I-65, I-64, and I-71 on the banks of the Ohio River in Northern Louisville. Plenty of free parking for hotel guests is provided.

ROBERT "BOB" ASPRIN

by Sue Phillips

It's hard to categorize a person like Xanadu's Guest of honor in the space of a traditional convention bio. Bob Asprin has been many things — a fencing instructor, an accountant and a Klingon, among others — and this alone makes for an unusual person.

He is a friendly, outgoing person whose transition from fan to pro hasn't changed him much. When you get to talk to him, you'll find that no one else could have written the MYTH ADVENTURES series. Neither could anyone else have been the instigator and co-editor (with his wife Lynn Abbey) of the THIEVES' WORLD anthologies.

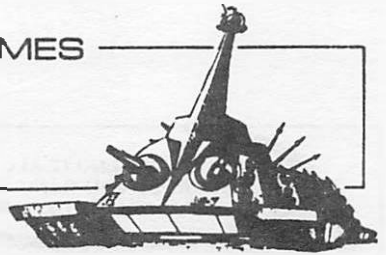
He likes talking to people and you'll usually find him at the center of the conversation. It is hard to describe him so talk to him and find out for yourself.

And whatever you do, don't call him Mr. Asprin.



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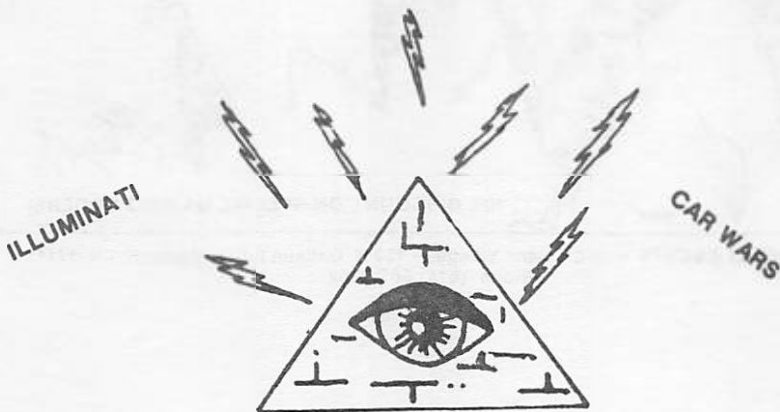
STEVE JACKSON prize certificates, which can be redeemed through the mail for STEVE JACKSON Games merchandise, will be awarded to the top three finishers of CAR WARS, and to the winner of an ILLUMINATI Tournament.

The CAR WARS Tournament will begin at approximately 10 a.m. Saturday in the Board Room on the ground floor of the hotel. Pre-registration for the tournament will be from 3 p.m. Friday until 9 a.m. Saturday morning; all car designs must be turned in by then. Estimated duration of play is four hours. There will be a CAR WARS Advisory, also in the Board Room, from 9 p.m. to 11 p.m. Friday night.

The ILLUMINATI Tournament will have sign-ups Friday and Saturday and will begin Saturday at 11 a.m. in the Board Room. Estimated duration of play is three hours.

We are extraordinarily lucky to be able to offer you a one-of-a-kind gaming experience: A new STEVE JACKSON game, soon to be released to the public, will be showcased at this convention. Curtis "Madman" McGuirt, its creator, will himself be leading the play of MAIN EVENT, The Professional Wrestling Role-Playing Game. Play will begin at 3 p.m. Saturday and go on until you are chased away (and you might have to be). Don't forget your foreign objects

Once again, we would like to express our thanks to STEVE JACKSON GAMES, INC. for helping us help you to put on a better convention, gamers.



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R.P.G.A.

Will wonders never cease? We are able to offer you two, yes, two R.P.G.A.-sponsored tournaments, thanks to the generosity of Rembert N. Parker and T.S.R. HOBBIES, INC.

Mr. Parker and fellow judges, Bruce and Jean Rabe, will be running an R.P.G.A. AD&D Tournament called "The Great Bugbear Hunt". This will be a two-round event. Gaming will begin when a sufficiency of participants have signed up in the Board Room. Prizes will be provided by T.S.R. HOBBIES, INC. First prize will be a year's subscription to DRAGON MAGAZINE and one year's membership in the R.P.G.A. Second and third runners-up will win a six-month subscription to DRAGON MAGAZINE and a six-month membership in the R.P.G.A.

Mr. Parker and his fellow G.M. will also run an R.P.G.A. MARVEL SUPER HEROES Tournament with similar prizes provided by T.S.R. This tournament also will begin when a sufficiency of participants have signed up in the Board Room, where tournament locations will be listed.

Thanks again, Rembert (and you too, T.S.R.; you're fantastic--no pun intended).

HEARTS TOURNAMENT

For the strong-hearted (no pun intended), there will be an unofficial HEARTS Tournament to finish you off. Dealing will begin at 9 p.m. Friday night. Check the Board Room for the room assignment. We offer no prizes for this one, just the love of the kill. Sign up for the tournament in the Board Room Friday after 3 p.m.

STAR FLEET BATTLES

Mr. Jeff Smith, a representative from the Executive Committee of STAR FLEET BATTLES, will explain the game and give any rules clarifications that are requested. The question and answer session will take place at 7 p.m. Friday night. Check in the Board Room for room assignment

ETC.

In addition to the Board Room, which is on the ground floor of the hotel, there are three Auxiliary Game Rooms: 205, 209, and 211. Room assignments and time schedules for gaming events will be posted in the Board Room; all game sign-ups will take place in the Board Room. General gaming can be carried on in any of the game rooms not being used for scheduled events. Other games will be available for convention members' use in the Board Room, for those who need no sleep whatsoever, or prefer board games to role-playing games or cards; please treat them with care. Should the times of any events need to be altered slightly as circumstances change, notice of the changes will be posted in the Board Room as visibly as possible.

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Executive Director/Secretary

To the enquiring **Physician and Rheumatoid Disease Victim** —

We encourage you to know about the publications listed below:

Books

1. *Rheumatoid Diseases Cured at Last*, Anthony di Fabio, 1984 (4th ed.), 8-3/8" X 5-7/16", hpb, \$9.95, ISBN 0-931150-12-4, 136 p. Order: *The Rheumatoid Disease Foundation*, Rt. 4, Box 137, Franklin, TN 37064 or receive as *free gratis* premium with \$15.00 donation to non-profit, tax-exempt, charitable *The Rheumatoid Disease Foundation*, P.O. Box 17405, Washington, D.C. 20041.

Intended for rheumatoid disease and osteoarthritis victims to read, to become hopeful, to bring to their family doctor where medical claims can be fully assessed and applied.

2. *The Causation of Rheumatoid Disease and Many Human Cancers — A New Concept in Medicine — (A Pre'cis and Addenda, Including the Nature of Multiple Sclerosis)*, Roger Wyburn-Mason, 1983 (1st ed.), 10" X 7", hpb, \$7.50, ISBN 0-931150-13-2, 32 p.

Intended for physicians and scientists: summarizes Professor Roger Wyburn-Mason's original 479-page medical treatise titled the same [(1978) IJI Publishing Co. Ltd. \$125.00], sans *Addenda* information which has added the nature of multiple sclerosis (and precautionary statements regarding use of antiameotics). Wyburn-Mason spent 12 years researching and writing work. The *Addenda* is a good summary.

3. *The Causation of Rheumatoid Disease and Many Human Cancers — A New Concept in Medicine* — Roger Wyburn-Mason, 1978, 10" X 7", hc, before and after photos, tables, 479 p. [Dr. Blount *free gratis* distributed books to medical and hospital libraries and individual physicians about U.S.]

Intended for physician and scientist: Order: Out of print. Library addresses where this copy is available will be sent on enquiry.

4. *The Control of Pain in Arthritis of the Knee*, Dr. Paul Notrik, 1984, 5-7/16" X 8-5/16", hpb, photos & drawings, \$4.50, ISBN 0-931150-14-0, 32 p.

Intended for physician and scientist, explaining the Wyburn-Mason/Pybus method of control of pain presented in both rheumatoid disease and osteoarthritis, and written by former student of Wyburn-Mason pseudonymously.

5. *Dedication, Love and Humour*, Joan Wyburn-Mason, 1985, 5-7/16" X 8-5/16", hpb, \$4.50, ISBN 0-931150-17-5, 48 p.

A brief biography about Roger Wyburn-Mason, written by wife, Joan Wyburn-Mason.

6. *Historical Documents in Search of the Cure for Rheumatoid Disease*, Jack M. Blount, Jr., M.D., Archimedes Concon, M.D., James Rowland, D.O., William Renforth, M.D., Paul Williamson, M.D., Roger Wyburn-Mason, M.D., 1985, 5-7/16" X 8-5/16", hpb, \$4.50, ISBN 0-931150-18-3, 39 p.

Interesting speculations about the cause of Rheumatoid Disease, beginning with Jack M. Blount, Jr., M.D. in 1954 onward to Roger Wyburn-Mason, M.D.

Tapes

7. *Intraneural Injections Demonstrated*, Gus J. Prosch, Jr., M.D., 1985, 1/2" VHS tapes, 1 hr. 45min., \$60.

Gus J. Prosch, Jr., M.D., at his clinic, identifies the major and most frequently encountered inflamed neuromata in Rheumatoid Disease and Osteoarthritis; he shows medicines used and their mixtures and demonstrates how to give the injections on patients.

8. *The First National Seminar, Rheumatoid Disease Foundation*, 1985, Birmingham, AL. Fifteen (Sound) Cassettes:

In vitro Chemosensitivity Studies (T. Chapdelaine, B.A.); Adequate Treatment Fighting Back Against Arthritis (Robert Bingham, M.D.); Antiameobic Treatment (Gus J. Prosch, Jr., M.D.); Aging Research (William Regelson, M.D.); Double-blind studies: Nitro-imidazoles (John R.A. Simoons, Ph.D.); New Treatment in RD (Seldon Nelson, D.O.); New Cure on RD (P. Chapdelaine, Sr., M.A.); Creative Fund Raising (Hal Smith, M.B.A.); Theory of Intraneural Injections (Gus J. Prosch, Jr., M.D.); Effects of Chelation Therapy, EDTA (Garry F. Gordon, M.D.); Present Practices, Unproven (Orville J. Davis, M.D.); Freedom in Practice of Medicine (NHF: Maureen Salaman); Amoeba in Biomedical Research (Kwang W. Jeon, Ph.D.); Multiple Sclerosis Trials (Ronald M. Davis, M.D.); Allergies and Their Modern Therapies (William E. Catterall, Sc.D.)

1-3 tapes \$12.00 ea., 4 or more \$10.00 ea.; full set (15) \$110.00; Remit to: INSTA-TAPE, Inc., P.O. Box 1729, Monrovia, CA 91016-5729. Shipping & Handling 50¢/tape; \$3 max.

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This space contributed to
The Roger Wyburn-Mason & Jack M. Blount Foundation for the Eradication of Rheumatoid Disease, Inc.
(*The Rheumatoid Disease Foundation*) by AC Projects, Inc.

Wilson "Bob" Tucker

by Jann Melton

Once again I was asked to write about Wilson "Bob" Tucker. The problem with a Tucker bio is not in trying to think of what to say, but in what not to say. The man has more stories (truths and untruths) about him in fandom than any other two I can think of.

I can tell you about the idea of building the "Tucker Motel", a convention facility that could be moved from place to place. The idea was, of course, a joke, but like so many, it backfired. Fans were to send him bricks to build the thing with. Some did. So here he was, stuck with a stack of bricks (not enough to build a con hotel). What does one do with a stack of bricks? Well, if you're Wilson "Bob" Tucker, you build a "cat" house. This worked fine until recently. It seems that Tucker had to move to another city. It also seems that the "Tucker Motel" was finally mobile; the kitties would not move without it.

Or I can tell you about the time Tucker the gallant protected ladies in distress by coming between George O. Smith and the woman of his choice.

Or I can tell you about the untrue story that when he had his Jacuzzi accident, he was carried through the lobby of the motel by a group of naked femmefans (I have heard both four and six), when in fact he was treated by a doctor friend and his wife.

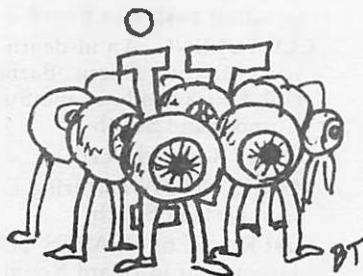
Or I can tell you he is the most wanted MC in fandom (how could anyone not want Tucker?).

Or I can tell you that he is always concerned that his smoking will bother people, and will always check and make sure that people don't mind if he smokes, and continue to check until he has finished his cigar.

Or I could even tell you about "Rosebud" (but he tells it so much better)

All I really want to say is that the Cosmic Engineer had His consciousness in gear the day He designed Wilson "Bob" Tucker. For to mix charm, gentility, humor, talent, and taste with the right amount of party spirit to get a Tucker, is one of the greatest things to happen to this ol' world. Fandom would not be what it is today without him. Once again I am winding up with my own biased opinion, but if you get to know him you'll agree.

Well, Tucker, this Smooth's for you!!!!



THE

SPECIAL NOTE TO GAMERS

Due to the nature of R.P.G.A. AD & D and MARVEL SUPER HERO Tournaments, starting times will not be listed in the Program Book Schedule. Room assignments for the tournaments will be posted in the Board Room. All other sign-ups and game location listings are also in the Board Room. We are planning to offer you food and soda runs, by the grace of Operations. Good Luck!

SCHEDULE

Friday, November 8, 1985

- | | |
|--------------------|--|
| 12:00p.m. | Registration and Information in Main Lobby |
| 12:00p.m. | Huxter Room opens for Huxter check-in
Cumberland North |
| 12:00p.m. | Art Show opens for Artist check-in VIP Room |
| 2:00p.m. | Huxter Room opens to Public
Cumberland North |
| 2:00p.m. | Art Show opens to Public VIP Room |
| 3:00p.m. | Gaming Sign-ups open for all tournaments
in Board Room; car designs for CAR WARS
TOURNAMENT may be turned in from now
until 9:00a.m. Saturday. All participants
in the CAR WARS TOURNAMENT must have their
vehicles approved in the Board Room prior to
the beginning of the tournament. |
| 6:00p.m. | Art Show closes |
| 7:00p.m.-8:00p.m. | Opening Ceremonies: Introduction to guests,
con committee, planned activities.
In Cumberland South. |
| 7:00p.m. | STAR FLEET BATTLES QUESTION AND
ANSWER SESSION conducted by Jeff Smith.
Location posted in Board Room |
| 8:00p.m.-9:00p.m. | COSTUMING. An in-depth study of SF costuming
with Maurine Dorris, Barbara Harmon, Richard
Hill, Laura Modine, and Sue Phillips in
Cumberland South |
| 9:00p.m. | Huxter Room closes |
| 9:00p.m.-9:30p.m. | MAGIC SHOW featuring Darrell Osborn
Cumberland South |
| 9:00p.m. | First Round of HEARTS TOURNAMENT Room
assignment in Board Room |
| 9:00p.m.-11:00p.m. | CAR WARS CAR ADVISORY AND SIGN-UP
Board Room |
| 9:30p.m.-9:45p.m. | SURPRISED FAN GUEST OF HONOR
ANNOUNCEMENT Cumberland South |

- 9:45p.m.-10:00p.m. Dance Set-up in Cumberland South
 10:00p.m. Registration closes. Late Registration available
 in the Operations Room, Room 201
 10:00p.m.-2:00a.m. THE FRIDAY NIGHT DANCE, brought to you by
 Thom Osburn II in Cumberland South
 10:00p.m. Room Parties everywhere
 11:30p.m.-whenever FILKING, featuring Bill and Judy Sutton
 and Bob Asprin in the Restaurant

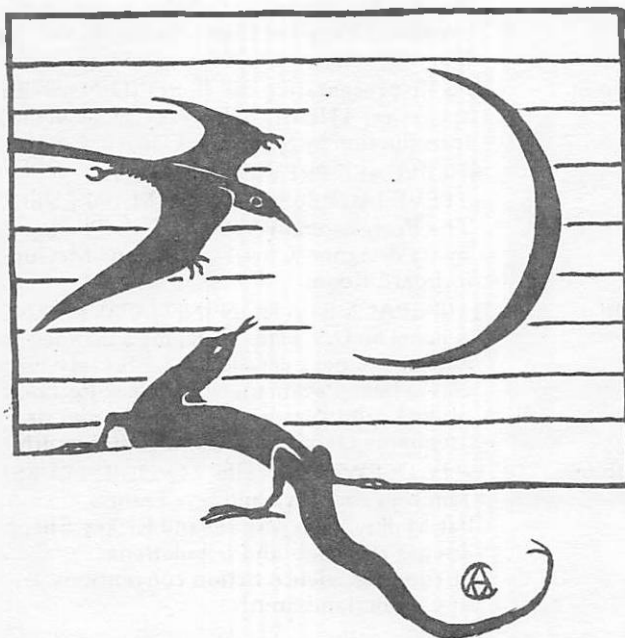
Saturday, November 9, 1985

- 9:00a.m. Deadline for CAR WARS APPROVAL TURN-IN.
 Other tournament postings also in Board Room.
 Gaming in Rooms 205, 209, and 211 as indicated
 in Board Room
 10:00a.m. Huxter Room opens. Cumberland North
 10:00a.m. Art Show opens. VIP Room
 10:00a.m. Registration opens in Main Lobby.
 CAR WARS TOURNAMENT begins.
 Board Room
 11:00a.m. ILLUMINATI TOURNAMENT begins. Board Room
 12:00p.m.-1:00p.m. THERE'S A UNIVERSE OUT THERE! Stephanie
 Osborn presents a show of astronomical wonders
 1:00p.m.-2:00p.m. WILL SUCCESS SPOIL BOB ASPRIN? The editor
 of *Thieves' World* and author of *Myth Adventures*
 discusses life as a science fiction writer
 2:00p.m.-3:00p.m. FANZINES, APAS, AND ALL THAT STUFF. Irvin
 Koch is the moderator of this panel on modern print
 fandom. Featuring Roger Caldwell, Eric Jamborsky,
 Gary Robe, and Jim Woosley in Cumberland South
 3:00p.m.-3:30p.m. U.S. Representative Bill Boner (D-Nashville, TN)
 speaks on THE SPACE STATION INITIATIVE.
 Introduction by Stephanie Osborn. Cumberland South
 3:00p.m. SHOWCASE PREVIEW OF NEW
 STEVE JACKSON GAME, "MAIN EVENT,
 The Professional Wrestling Role-Playing Game", run
 by its designer, Curtis "Madman" McGuirt
 in Board Room
 3:30p.m.-4:30p.m. THE SPACE STATION INITIATIVE PANEL.
 A panel on U.S. plans to deploy a manned space station
 within the next decade, by L5 Society members
 David Baer-Peckman, Marla Baer-Peckman, Steve
 Bullock, and Warren Overton. Moderated by
 Stephanie Osborn. In Cumberland South
 4:30p.m.-5:30p.m. WHY DO WE DO THIS TO OURSELVES?
 Tim Bolgeo, Steve and Sue Francis,
 Pat Malloy, Ken Moore, and Rickey Sheppard
 discuss the trials and tribulations
 of running science fiction conventions.
 In Cumberland South

- 5:30p.m.-7:00p.m. DINNER BREAK —
in the Twilight Zone.
- 6:00p.m. Registration closes. Late registration still
available in the Operations Room, Room 201
- 7:00p.m.-9:00p.m. ART AUCTION in Cumberland South
- 9:00p.m.-10:00p.m. AWARDS CEREMONY in Cumberland South
MASKERAID PRE-JUDGING in Jefferson Room
- 10:00p.m.-11:30p.m. MASKERAID in Cumberland South
Filk Guests Sing at Half-Time
- 11:30p.m.-whenever FILKING. In Restaurant. Parties! Everywhere

Sunday, November 10, 1985

- 9:00a.m. Gaming: Final Rounds (if necessary) for any
unfinished tournaments. Board Room
- 12:00p.m. THE HEAVENS DECLARE THE GLORY.
The relationship between religion and
modern science, as perceived by Stephanie Osborn.
In Cumberland South
- 12:00p.m. Huxter Room opens. Cumberland North
- 12:00p.m. Art Show opens. VIP Room
- 12:00p.m. Registration opens — JUST KIDDING, FOLKS!
- 1:00p.m. Art Show closes to Public (Artist pick-up only)
- 2:00p.m. HOTEL CHECK-OUT TIME FOR FANS
- 3:00p.m. Huxter Room closes to public
- 3:00p.m. Art Show closed — Tear-Down.



THE SPACE STATION INITIATIVE

In his State of the Union address in 1983, President Reagan announced a national initiative: a permanent manned space station, to be orbited within the decade. The facility would be used for scientific research and manufacturing.

Given the interest in matters related to space industrialization and exploration within the science fiction community, XANADU is proud to present a short forum on the current status of the space station project.

STEPHANIE OSBORN

Stephanie is one of the many space enthusiasts and science fiction readers who have been drawn into the sciences. Originally from Clarksville, TN, Stephanie went to Austin Peay State University, where she majored in physics, mathematics, and chemistry — and minored in geology. Upon graduation from Austin Peay in 1983, she married Darrel Osborn, Xanadu's magician. Since then, she has been a graduate student in astronomy at Vanderbilt University, and will shortly win her Master's of Science degree in that program. This semester, she has been a professor of physical science at Trevecca Nazarene College, in Nashville.

CONGRESSMAN BILL BONER

Long-term congressman from the district including Nashville, Bill Boner currently serves on the U.S. House of Representatives Subcommittee on Space Science and Technology.

WARREN OVERTON

An active SF fan, Warren Overton is a structural and piping engineer at BE&K, Inc. of Birmingham, AL. He is cofounder of the Birmingham L5 Society, and is currently the Southern Regional Director of the L5 Society and National Coordinator of the L5 phone tree.

STEVE BULLOCK

Steve Bullock is a medical equipment salesman for IVAC Corporation of Birmingham, AL. He is a cofounder of both the Birmingham L5 Society and of SpacePAC, a political action committee of space enthusiasts. Earlier this year, he appeared before the National Commission on Space in part of their ongoing study of public support of the United States' space effort.

MARLA BAER-PECKMAN

Marla Baer-Peckman is a systems engineer for Boeing Aerospace, involved in the design of the space station. She received her engineering degree from Rensselaer Polytechnic in New York, where she met her husband, David. She has been in the space division of Boeing for three years.

In her spare time, she was chairwoman of First-Last Con in 1981 and of Rustycon I in 1984, and has been actively involved in fandom for over a decade.

DAVID BAER-PECKMAN

David Baer-Peckman is a waste management engineer for Boeing Aerospace, involved in the design of the sewerage systems for the space station. He is a graduate of Rensselaer Polytechnic, where he met his wife, Marla.



WHY FILK?

Well first - what is it?

Filk (*v*) - to make a joyful noise unto Chu (or Roscoe). (We hesitate to call it singing.)

Filk (*n*) - to filk (*v*); a gathering of Filkers.

Filk (*n*) - One who filks.

A filking or just "a filk", is a gathering of fans who like to "sing", and/or listen to other fans sing. The songs are mostly about SF and Fantasy subjects, and are usually references to events or people in stories and films.

The most common instrument is the guitar, though most other easily portable instruments have appeared occasionally. The filk usually begins around 10 p.m. in a function room where it won't annoy too many others, and lasts until the last guitar player goes to bed. This may be anytime between 3 a.m. and 6 a.m. In many ways, the filk is the last remnant of the great folk music revival of the 1960's.

We are promoting filking for two reasons. The first is that there are not enough filkers in the South. By promoting filking at Xanadu, we hope to attract new talent to filking, especially fans who didn't know it existed. The second reason is related to the first: Co-Chair Dan Caldwell likes to go to filksings, and having a Filk GOH is a crude but effective way of making sure Xanadu has a filksing to go to.



BILL AND JUDY SUTTON

Two years ago, Bill and Judy Sutton went to their first con together. This year, Bill is chairman of Phoenixcon in Atlanta, Manager of Filking at Confederation, and a feature guest at several regional cons. Judy is Manager of the Atlanta Worldcon office (Confederation), Day Shift supervisor of the con suite at Chattacon, and a voting member on the Chattacon committee. Where, may you ask, did this pair of hyperactive, overenthusiastic, and disgustingly competent people come from?

Bill is from Indianapolis and has a degree in Computer Science. He originally wanted to go into theatre, but ended up in filking instead, which is pretty close. Judy is from Washington, D.C. They were married in 1981 and settled in Indianapolis, and became active in the community theatre there.

Their first con was Inconjunction 3, when they fell in with bad company (the ChattaHerd) and Bill discovered filking. Fandom hasn't been the same since. Judy was invited onto the Chattacon committee who knew a good-looking fan when they saw one. (The rest of us aren't blind either.)

Bill got heavily involved in filking, writing a lot of good songs like: "I'm Only Here For The Beer", "Crystal Singer", "Stray Dog Man", and "Southern Flights". Then, in a fit of enthusiasm, he volunteered to manage the filking at the Atlanta World Con.

In October of last year, they moved to Atlanta where they became active in the Phoenix SF Club, hosting a filk at their house after the monthly meeting. They both worked on the Art Show for Phoenixcon 0.5. When the Con Chair moved out of town, Bill was "promoted" to Chairman. Judy meanwhile began working for the Worldcon office and in July of this year was made Office Manager.

If they continue fanact (fannish activities) at this hectic pace, they will soon be in charge of everything. Ghod phorbid!



Cincinnati in '88

Cincinnati in '88
P.O. Box 118738
Cincinnati, Ohio 45211

Cincinnati is bidding for the 1988 World Science Fiction Convention. After 31 years, we think it's time to give Science Fiction Fandom a taste of a Cincinnati, World Class, World Con. Here are the ingredients:

Our Location

Located at the Heart of North America, more than 60% of the Nation's population lives within 600 miles of Cincinnati. Within 700 miles lives over 65% of the population of North America.

Cincinnati sits at the crossroad to three interstate highways and is easily accessible by car or by bus.

Our airport is served by at least 9 major airlines, People's Express, and several commuter airlines. Limousine and shuttle bus service can bring you downtown in minutes.

Our Facilities

We have reserved the Cincinnati Convention Center for our convention activities. With 300,000 sq. ft. of exhibit space and over 40 additional meeting rooms, we've got enough space to run a World Con larger than any to date.

An elevated weather-protected skywalk leads to over 2800 luxury hotel rooms all within 3 blocks of our convention center.

Our People

We are planning a responsibly run, financially sound World Con. Our committee is composed of people from all over the Midwest with a broad range of convention experience.

Our Programming

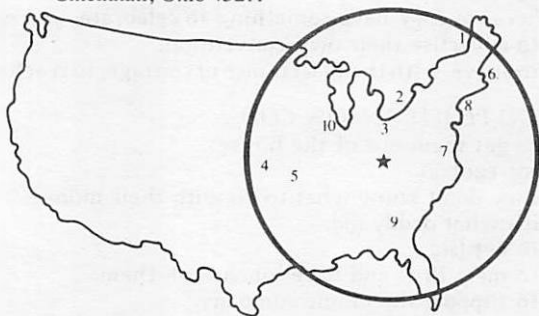
We are planning a diversified multi-track program with your needs in mind. We are interested in your programming ideas and encourage you to write with your suggestions too:

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★ Cincinnati

1. Montreal
2. Toronto
3. Detroit
4. Kansas City
5. St. Louis
6. Boston
7. Washington D.C.
8. New York
9. Atlanta
10. Chicago



Cincinnati in '88 is an activity of FANACO, Inc., a non-profit Ohio Corporation.

POOR NEOFAN'S ALMANACK

by Carole Hunter

WHY DO PEOPLE ATTEND CONS?

1. to see old films.
2. to sing filk-songs together.
3. to meet/see/talk to/listen to Pros.
4. cheap sex.
5. to get drunk quietly and Escape From It All.
6. to watch/be in Masquerade--show off--wear what they're not allowed to at home--dress the way they did in a previous life.
7. to share Jacuzzis.
8. to spend their life savings on books, art, jewelry, games, paraphernalia.
9. to complete their collections or start one.
10. to stay up all night.
11. to hear authors read their own stuff aloud.
12. to listen to panel discussions about esoteric subjects.
13. to experience video marathons.
14. to listen to self-congratulatory speeches while eating rubber chicken.
15. to wait for elevators
16. to SMOF for big con bids in smoky back rooms.
17. to talk, talk, talk about nothing, nothing, nothing with very interesting, sexy, or famous people.
18. to sleep on the floor, share towels, and catch athlete's foot.
19. to have an excuse to eat a champagne brunch.
20. to live on peanut butter sandwiches all weekend to avoid having to pay for a champagne brunch or banquet.
21. to meet people with similar interests.
22. to meet people who will actually listen to them.
23. to get away from the people to whom they normally have to listen.
24. to avoid doing their housework.
25. because they just lost their job.
26. because they just found a job.
27. because they hate their job and want to go in Monday morning sh-t-faced.
28. because they just lost their girl.
29. because they're trying to forget their sorrows.
30. because they need a vacation.
31. because they have something to celebrate, and nobody to celebrate it with.
32. to advertise their own convention.
33. to strive, with their last ounce of courage, to reach the unreachable star

WHY DO PEOPLE THROW CONS?

1. to get them out of the house.
2. for egoboo.
3. they don't know what to do with their money.
4. it's what daddy did.
5. to get laid.
6. to meet Pros and have lunch with them.
7. to support the phone company.
8. to make self-congratulatory speeches to a captive audience.

9. to do it RIGHT for a change.
10. to emphasize their favorite con function.
11. to give their town regional pride.
12. for a tax write-off.
13. to learn how not to operate a business.
14. to make friends and influence people.
15. to become rich and famous without writing a novel.
16. to become a BNF (Big Name Fan).
17. to drive their wives/husbands crazy.
18. to get even.
19. to dream the impossible dream

WHY DO PROS COME TO CONS?

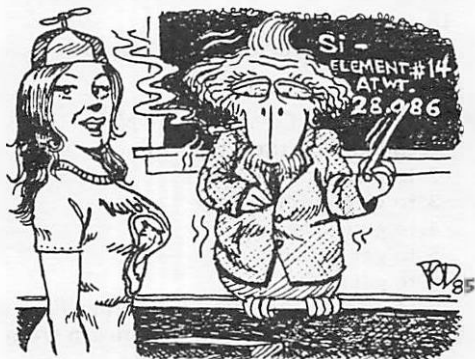
1. to build up their readership.
2. to meet their fans.
3. to give autographs.
4. to give speeches.
5. to get jet lag.
6. to get laid.
7. to discuss contracts with other Pros in smoky back rooms.
8. to receive constructive criticism from their readers.
9. to fight the unbeatable foe

WHY DO PEOPLE WORK FOR CONS THEY'RE NOT THROWING THEMSELVES?

1. severe masochism.
2. they hate working for money.
3. to learn how to throw a con themselves.
4. to talk with BNFs in person.
5. to lose sleep.
6. to kid themselves that this is an educational experience.
7. to suck up to somebody.
8. to talk down to somebody (at last they're the boss!).
9. there's nothing they want to buy in the huckster room, anyway.
10. they've seen all the films.
11. they've heard all the speeches.
12. they're too lazy to sew a costume.
13. they can't play the guitar.
14. it makes them feel needed and important.
15. they want to make others happy.
16. they want to make others miserable.
17. they want to see their name on a program.
18. they haven't enough money to throw a con of their own without second mortgaging the house.
19. mommy did it when she was young.
20. mommy still does it.
21. they want to express their gratitude for the years of pleasure and escape fandom has given them, and put something back into it
22. it's a filthy job, but somebody has to do it.
23. to run, where the brave dare not go
24. to be willing to march into hell for a heavenly cause.

Kubla Silicon

Nashville,
TN.
May 23-25,
1986



GUESTS OF HONOR:

**TIMOTHY, ANNA &
CORWIN ZAHN**

FRANK R. PAUL AWARD WINNER:

VICTORIA POYSER

MASTER OF CEREMONIES:

ANDREW J. OFFUTT

YOU ARE INVITED TO THE FOURTEENTH EDITION OF KUBLA KHAN, TO BE HELD AT THE DOWNTOWN SHERATON AT TENTH & BROADWAY IN NASHVILLE. ENJOY OUR KHAN SUITE, HUCKSTER ROOMS, ART SHOW & AUCTION, MASKERAID, PANELS, VIDEOS, AND PARTIES. FOR FURTHER INFO, CALL OR WRITE: KEN MOORE, 647 DEVON DR., NASHVILLE, TN 37220; PH. 1 - 615 - 832 - 8402.

NOTES

**Room/Jacuzzi
Parties**

*Ροομ/Ξαφουζζι
Παρτιες*

New Friends



Νεω Φριενδς

