



LIBERTYCON 11

JULY 25-27 1997

CHATTANOOGA, TN

LibertyCon11

is

*lovingly
dedicated*

to

Suzie Skelton and Dixie Walker

*Do not stand at my grave and weep,
I am not there, I do not sleep.
I am a thousand winds that blow.
I am the diamond glints on snow.
I am the sunlight on ripened grain.
I am the gentle autumn's rain.
When you awaken in the morning's hush,
I am the swift uplifting rush
Of quiet birds in circled flight.
I am the soft stars that shine at night:
Do not stand at my grave and cry,
I am not there, I did not die.*

MEMORIES OF SUZIE SKELTON

by members of her LibertyCon Family

Klon Newell:

When Anne McCaffrey wrote about the Queen Dragonriders of Pern, she must have had Suzie in mind. Even Suzie's little red truck was known as "The Dragonrider of Sevierville"

Janet Ward:

The first time I met Suzie was May of 1981. Maurine Dorris walked into the art show at Kubla to ask if we needed a gopher. That was the start of a friendship that lasted a lifetime. Kevin and I showed her the ropes of how to work in the show and I guess the rest is history. Those years were almost the best--Everything was new and fresh for us (we had only started into fandom the year before). I will never be able to express how much she means to Kevin & me without saying that she thought of us as "her kids" She was our second mother. Life is short but we all need to take time out and enjoy the friends we have and think of them as our treasures on Earth.

Tim Bolgeo:

Suzie in her own words was an "old dragon" and I truly believed some of her character even imitated some draconic characteristics. She was fiercely loyal to her friends and loved one's. And she was brave and willing to defend her "family". I should know, I heard her defend me to others often enough. But don't think she let me off lightly. She took great pleasure in giving me hell while she kept a twinkle in her eye. As a matter of fact, the only time I ever out-bid her for a piece of art work was for Dixie Walker's first science fiction painting. Almost to the day she died, she gave never let me forget it. I miss the "Old Dragon" and every time I walk into an Art Show or even look at an SF painting thoughts of her flash through my mind.

Lisa Lindsay:

The best memories I have are of our endless conversations about everything in the universe from politics to science fiction/fantasy and our mutual love for horses. Suzie was a dear, wonderful old dragon and I will cherish our friendship and her memory from now on.

LaDona Johnston:

I'll always remember Suzie's generosity of spirit. The glow in her eyes when her friend Dixie Walker was selected to be asked to LibertyCon9 as our Artist Guest of Honor amply showed that Suzie preferred to be honored by honoring those she loved.

A TRIBUTE TO DIXIE WALKER

by Matt Gehring

For many of us, Dixie Walker will be remembered by her innovative baby dinosaurs being hatched to experience our world. Yet for others, she will conjure up the memory of her warm smile. Dixie cultivated a comfortable a comfortable atmosphere in which she encouraged individuality. Whether between events, at a room party, or over a plate of food, she never lost her special sense of adventure. She uncovered the positive in everyone's life that she touched. Interaction came naturally to her. She never turned down an opportunity to share a good joke or to lend an ear. The respect I reaped from her devoted love of social contact continues to enrich my life today. She spread light into each life she touched. This patient designer's energetic attitude preceded her wherever she journeyed. I regret not spending more time with her, but am grateful for those encounters I did capture.

Dixie's expressive work exercises our imagination. It reflects our wishes, dreams, and inspires us to go beyond the ordinary. She broke with tradition when she painted a self-portrait looking over a peaceful grave yard. This weekend when you're in the hallway, where she was often found taking a smoke break, and you get that healing caress, remember that it might be Dixie passing by. She's busy plotting her next project in heaven.



DIXIE WALKER

LibertyCon11 will place an ORANGE PUMPKIN on the convention registration table on Sunday as a collection point for badge clips. For each clip returned a dime donation will be made to the Suzie Skelton Memorial Fund to help defray the costs of medical care.

LIBERTYCON11's GUEST LIST

LITERARY GUEST OF HONOR: FRED SABERHAGEN

ARTIST GUEST OF HONOR: VINCENT DIFATE

SPECIAL GUEST OF HONOR: DAVID WEBER

MASTER OF CEREMONIES: CHARLES FONTENAY

JERRY AHERN

SHARON AHERN

STEVE ANICZAK

STAN BRUNS

JEFF CISNEROS

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GARY HAYES

DR. HOLLY HINA

DEBBIE HUGHES

DR. LES JOHNSON

GREG KEYES

ED KRAMER

RON LINDAHN

VAL LINDAHN

CHERYL MANDUS

DAVID MATTHEWS

GERALD W. PAGE

MARK PAULK

MARK POOLE

RUSSELL RIVERS

JACK SCIOTTO

DIANA SHARPLES

CLINE STEGENTHALER

RICK SHELLEY

BRAD STRICKLAND

KEVIN WARD

JERRI WEBB

WENDY WEBB

C. S. WILLIAMS

TIMOTHY ZAHN

HONOR RAZES HELL!



"David Weber is the master of space war..." —Philadelphia Weekly Press

"Readers will come swarming." —Booklist

Honor Harrington has been shot at, shot down, and just plain shot, had starships blown out from under her, and she's survived it all. But this time circumstances forced her to surrender to the enemy.

Now Honor finds herself aboard an enemy battleship, bound for a prison planet aptly named "Hell" . . . and her scheduled execution. Yet the one lesson Honor Harrington has never learned is how to give up, and she and her people are going home. Even if they have to conquer Hell to get there. (AUGUST 1997 • Hardcover Science Fiction • 0-671-87793-3 • \$22.00)

Distributed by Simon & Schuster

WELCOME TO LIBERTYCON 11

Welcome back to LibertyCon old friends and to all of our new friends attending LibertyCon for the first time. This year marks the beginning of our second decade of service to the fannish community. What better way to start off the new decade than with a new hotel, the Radisson Read House. After last year's LibertyCon, our former hotel, the Days Inn & Convention Centre, turned into a Planned Retirement Community (Old Folks Home). So, let's take it easy on the Read House so we can come back next year.

That's enough of that, on to what you can expect to see this year. First I'll give you a listing of what you can expect in each room of the hotel. Please refer to your map on the back of the program book to find out where each of the rooms is located.

Silver Ball Room	Huckster Room that will hold 43 tables comfortably
Continental Room	Main Programming, Casino, Masquerade, Oldies Dance
Continental Room Foyer	Registration
Chestnut Room (1st floor)	2nd Track Programming, Make-it & Take-it, Head Bangers Ball
Chickamauga Room	Art Show, Print Shop, 3rd Track Programming
Signal Room	Card & Quiet Conversation Room, Masquerade Prejudging
Lookout Room	Game Room #1
McAdoo Room	Game Room #2, Video Arcade
Bessie Smith Room	Computer Room
Crutchfield Room	Nonsmoking Consuite - Soft Drinks/food prep area
*West Room	Smoking Consuite - Bheer & Soft Drinks
*East Room	Smoking Lounge
*Sun Room	Magic Bill's Anime Corner

LibertyCon prides itself on trying new innovations and this year is no different. **AS AN EXPERIMENT**, Smoking will be limited to only The East, West, and Sun Rooms [those rooms marked with (*) above]. Both the East and West Rooms will have fans in the windows to help ventilate the entire area. It is my belief that this will give the smokers an adequate amount of floor space to be comfortable in while giving the remainder of the convention attendees a break from the smoke. Some of you out there may think that this is the first step in banning the evil weed from LibertyCon. Guess what, **YOUR WRONG!** Smokers have rights as well as nonsmokers. It is my firm belief that there should be room for all types of people at LibertyCon. Not just those who are politically correct. I believe that there ought to be room at LibertyCon for the smokers and nonsmokers in the same way that we believe that there should be room for **DRINKERS** and **NONDRINKERS** and for **ARMED FANS** (peace bonded knives, swords, guns, etc.) and **UNARMED FANS**. I have always believed that smokers should be polite (I smoked for 30 years and tried to be) and I now believe that nonsmokers should be polite (I quit 4 1/2 years ago and still try to be polite) also. Let's all work together to make this **SMOKING EXPERIMENT** a success.

In the Huckster Room, we have a new **FAN ACTIVITIES TABLE**. Table 43 has been set aside so that LibertyCon can encourage different fan conventions, groups and organizations to display their information and to sell memberships. This table will be open for use in two hour blocks during the Huckster Room hours. To use it, all you will have to do is check with James Tollett and he will sign you up. We will keep a copy of the sign-up sheet at the table for your convenience.

LibertyCon has taken a page out of the operating manuals from some of the bigger conventions in the country and has put an **AUTOGRAPH TABLE** in the Huckster Room. Table 42 has been set aside for this purpose and if you stop by the table you can see a list of who and when will be autographing.

LibertyCon is proud to announce that some of our members have a new hobby. They have now started buying, refurbishing and collecting **ARCADE VIDEO GAMES**. Now I'm not talking about the types of video games you see at home. NOOOOOO! I'm talking mall type Arcade Video Games, the standup type. Collecting them are not enough for Mark Ormond and his nutty friends, they now have to show them off. If you take a trip into the McAdoo Room, you will see the beginning of video arcade. Now if that wasn't enough, it has now spilled over into the smoking areas Sun Room. **HAVE FUN!**

AND LAST BUT NOT LEAST, PLEASE PET THE STAFF! LibertyCon is a convention that is run by fans for fans. Each and everyone of the staff pays full memberships to attend and work at the convention [this even includes me and the rest of the Board of Directors of LibertyCon]. They volunteer their time, effort and energy and deserve as much ego-boo as they can get. If you have a good time, please tell them. A little praise goes a long way.

Have a good time and enjoy the weekend.
Uncle Timmy



LIBERTYCON11 RULES

ATTENDEES 17 YEARS OLD AND UNDER: All convention attendees who are 17 years of age or younger must be accompanied by a LEGAL GUARDIAN. A Legal Guardian is a person 21 years of age or older who will take financial and legal responsibility for the minor and will sign for each minor person for which he/she is responsible. Children under 7 must be accompanied by a parent or Legal Guardian at all times.

BADGES: Badges must be worn in plain sight above the waist at all times.

DRINKING AGE: To get a drinking badge, you must produce a VALID Military ID or Drivers License with your Picture on it to prove that you are at least 21 years of age. Minors caught drinking at LibertyCon will be hung, drawn, quartered, and thrown out of the convention. Also, WE WILL CONTACT YOUR PARENTS AND YOU WILL NOT BE ALLOWED TO RETURN TO FUTURE LIBERTYCONS!

EJECTION FROM THE CONVENTION: If you are ejected from LibertyCon11 because of violations of the convention rules or Tennessee State Law, your attendance fees will not be refunded.

LOST BADGE POLICY: If you lose your badge at the convention, you will have to purchase another one at the full purchase price of \$35. We are sorry to take this rough stand, but incidents of people (Not Fans) purchasing a replacement badge to give/sell to a friend at a reduced price only increases the cost of the convention for real fans and this is the only way we can curb it.

WEAPONS POLICY: All weapons and models of weapons must be "Peace Bonded" by one of our security staff before they may be worn with your costume or normal wearing apparel. This weapons policy will be strictly enforced!

And finally, for everyone's comfort, please remember that in the heat of late July, "If in doubt, take a bath". Your fellow attendees will thank you.

BECAUSE WE CARE:

If you have a medical condition of which you would like someone to be aware in case of an emergency, please ask the registration staff for a sticker for the back of your badge. Should the need arise, LibertyCon staff members will look there first for important information.

If you have special access needs, please let us know. *Electrical Eggs* is here to help.



LIBERTYCON11's LITERARY GUEST OF HONOR: FRED SABERHAGEN

For more than thirty years Fred Saberhagen has been entertaining readers with fast-action, well-plotted tales of science fiction and fantasy. Many of his sixty books remain in print, and he has published an approximately equal number of short stories.

Fred was born in Chicago in 1930. Before abandoning himself to imagination, Fred served four years in the US Air Force, one year as a junior college student, worked as a civilian electronics technician, and at the usual variety of writer's jobs, including a stint in the editorial office of Encyclopædia Britannica, writing and editing articles on science and technology. In 1975, Fred moved to the Southwest where he now lives and works with his family in the Land of Enchantment, Albuquerque, New Mexico, USA.

His best-selling series, the science-fictional **BERSERKERS**, has been translated into eight languages and total sales run into the millions. The **BOOKS OF SWORDS**, fourteen volumes in a just-completed series, combine technology and magic. Saberhagen's unique conception of an old favorite, **DRACULA**, has starred in seven volumes, and in 1992 he collaborated with screenwriter James Hart in novelizing Francis Ford Coppola's movie **BRAM STOKER'S DRACULA**. The novelization was a New York Times and Publisher's Weekly best seller.

Less well known, but equally intriguing are Fred's exploits in the area of historical fantasy where figures such as Hitler and Lincoln, Daedalus and the pharaohs, populate his alternate worlds.

Fred's more recent works include were-bear fantasy novel, **DANCING BEARS**, another work in the Berserker series, **BERSERKER FURY**, and a soon to be released myth based fantasy, **FACE OF APOLLO**.

Fred now as an on-line presence at www.berserker.com.

GOTTA DANCE!

Our dances are becoming renowned throughout the Southeast. Don't forget to bring your dancing shoes and plenty of energy for some of the best boogie music around. Our dances, which usually run into the **WEE HOURS** of the morning, will be held on both Friday and Saturday nights. In the Continental Room, back by popular demand is the **OLDIES BUT GOODIES DANCE** featuring old-fashioned rock from the 60s, 70s, 80s and 90s. The **HEAD-BANGERS BALL** it back too and may be found on the first floor in the Chestnut Room.



Thanksgiving Weekend
November 28-30, 1997

ConCat IX
Renaissance



Guests:

Barbara Hambly &
George Alec Effinger
David & Lori Deitrick
One of the Webb Clan
Patricia Kennealy Morrison

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**LIBERTYCON11'S ARTIST GUEST OF HONOR:
VINCENT DI FATE: RENAISSANCE ARTIST MAN**

by Kevin Ward

At the first LibertyCon - not quite so far back that we still had to walk to conventions barefoot in the snow - I remember painting in a workshop with a number of artist friends. Vincent Di Fate, the Artist Guest of Honor for that convention, came in and began talking with me. I was so star-struck at talking shop with him, I continued to dry-brush and converse at the same time, not even looking at what I was doing.

He saw what was happening. "I'm distracting you," he said, and politely bowed out. His genuine concern and friendliness endeared him to all the artists and to everyone else as well. (For the record, the little painting turned out fine and whenever I see it, I always remember that incident with just a touch of embarrassment as a very nice moment in my life.)

The people at this convention who are not already well acquainted with Vincent Di Fate's art are indeed few and far between. For nearly thirty years, Mr. Di Fate has shown us the future with confident, decisive brushstrokes. His more than three thousand renderings of clean machines, practical spacecraft, rocky surreal land and tech-scapes have enhanced legions of publications. He has produced illustrations for a stellar collection of companies, including the National Geographic Society, CBS, NASA, IBM, *Reader's Digest*, and of course nearly every science fiction publisher known to man.

Having graduated from the New York Phoenix School, he worked a number of art-related jobs, teaching elementary school art, working on animated films, and photoengraving. Then in 1969 he launched his freelance illustration career. His achievements include numerous one-man shows at museums and galleries both in the US and abroad, among them the Hayden Planetarium (American Museum of Natural History) in New York, the Museum of Science and Natural History in St. Louis, and the Reading Public Museum in Pennsylvania. His work is included in the permanent collections of the Society of Illustrators, the Smithsonian Institution's Air and Space Museum, the Kennedy Space Center at Cape Canaveral, the New Britain Museum of American Art in Connecticut, and the University of Kansas' center for Science Fiction Studies.

He has worn and is still wearing many different hats. Besides being an illustrator, he has been a consultant for MCA/Universal, 20th Century Fox, and MGM/United Artists. He is professor of illustration and is teaching a course in science fiction art at the Fashion Institute of Technology in New York City. He has served two terms as President of the Society of Illustrators and has chaired the permanent collection committee for the Museum of American Illustration since 1984. He has served on the Illustration Committee of the New Britain Museum of American Art since 1987 and was a founding member and past president of ASFA.

In 1987 NASA commissioned Di Fate for the official painting of the international space station *Freedom*. His knowledge of science and technology lends credibility to the art. When Di Fate's *Catalog of Science Fiction Hardware* came out in 1980 from Workman Publishing Company it distinguished itself from the other art books that began appearing at the time by showing us how the SF technology could actually work. Very soon we will be treated with another art book, *Infinite Worlds: the Fantastic Visions of Science Fiction Art* due out this fall from Viking/Penguin. It is written and edited by Di Fate - presumably it will have some of his art, too.

Many of us in the Southeast have had the pleasure of his guest appearances before, both at Kubla Khan and at LibertyCon and it is a great honor to have this Hugo award winning artist back for LibertyCon 11.

And the rest they say is -- the future.

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LIBERTYCON11's VERY SPECIAL GUEST:

DAVID WEBER ON: DAVID WEBER

Although I write science-fiction, my background is that of a historian, not a "hard" scientist. I became interested in military history at a very early age, and that interest spread to include diplomatic history and an interest in war-gaming which continues to this day. I began as a historical gamer (Napoleonics, US Civil War, World War II, age of sail tactical gaming, etc.) and later branched out into fantasy role-playing games (Dungeons & Dragons & similar role-playing game systems) and then into RPG and board science fiction games (Star Fleet Battles, Traveler, etc.), and in the late 1970's, I became associated with Task Force Games' "Starfire" sci-fi naval combat game, which I am currently involved in updating, revising, and expanding for the new Task Force management. Coupled with my interest in general and diplomatic history, this made military science-fiction a natural genre for me. In fact, my first novel (Insurrection, written in collaboration with Steve White of Charlottesville, Virginia) was set in the Starfire gaming universe using the future history I'd created for the system. My hobbies also include pistol and rifle marksmanship, which gives me a certain familiarity with firearms, weapons, and the consequences of their misuse and abuse, as well.

To date, my published works include: Insurrection (with Steve White), 1990; Mutineers' Moon, 1992; Crusade (with Steve White), 1992; Path of the Fury, 1992; On Basilisk Station, 1993; Honor of the Queen, 1993; The Armageddon Inheritance, 1993; The Short Victorious War, 1994; Field of Dishonor, 1994; Oath of Swords, 1995; Bolos Book 3: The Triumphant (novella "Miles to Go" and the "Technical History" essay), 1995; Flag in Exile, 1995; Heirs of Empire, 1996; and Honor Among Enemies (hardcover), 1996; In Death Ground (with Steve White), 1997. All of these are science-fiction except Oath of Swords, which is a "swords-and-sorcery" fantasy. Basilisk Station, Honor of the Queen, Short Victorious War, Field of Dishonor, Flag in Exile, and Honor Among Enemies are all in the "Honor Harrington" series, which, to date, has been my most successful venture. All of my novels have been published by Baen Books of Riverdale, NY.

I have a short story in The Williamson Effect, an anthology (Tor Books) honoring Jack Williamson; a novella and a short story in the next Bolo anthology, which is schedule for release by Baen in March 1997; the paperback edition of Honor Among Enemies will be released in June 1997, and have just finished Honor Harrington #7 (In Enemy Hands), which is scheduled for hardcover release in August 1997. Baen has also okayed an Honor Harrington anthology, which will be my next project, to be followed by a short story for the Alternate Generals anthology being edited by Roland Green and Harry Turtledove for release sometime late in 1997 or early in 1998. My next novel, while I hope to begin work on by mid-April, will be Oath of Wind, the sequel to Oath of Swords, and I have a total of fourteen additional novels currently under contract with Baen. I have two or three additional tentative projects simmering on back burners while all this goes on, but as is probably apparent, I'm about as busy as I can handle at the moment.

I prefer to think of myself primarily as a story-teller, not as "An Author." I believe the primary function of a novelist is to entertain and engage his readers, not to demonstrate his own technical brilliance or inveigh against pet political or ideological peeves. At the same time, I also believe that no writer can ever avoid the "soap box" effect. The moment he begins writing, his own views, beliefs, and passions become an integral part of his work, if only because of the underlying assumptions from which he begins. As such, I feel he has a responsibility to be aware of where and how those personal values impinge upon his writing, but the main thrust of his efforts should be to enjoy what he does and share that enjoyment with his readers. Someone will always take issue with the views he expresses (or seems to express) in his work, but I don't believe that his object should be to produce confrontational or overtly polemical stories.

Having said that, I've been asked what I consider to be the underlying, central theme of my work, and the best single word I can think of for it is "responsibility." People may not always agree with my characters' decisions or actions, but I believe that what draws the attention of those kind enough to read my books is an awareness that my characters accept responsibility-both for the duties which fall their way and for the consequences of their own actions.

One thing which has drawn a fair amount of comment from reviewers and readers alike is my predilection for strong female characters. I've been asked why I have so many strong heroines in my science-fiction, and I can only reply that I prefer strong, competent, responsible HUMAN BEINGS, regardless of sex, and that I write about the kinds of people I personally like. I did not begin writing about competent women because it was politically correct or to "tap into" current trends, but because I've known a great many strong women and liked them. No doubt there is an element of placing women in traditionally "male" slots in my stories, but this reflects (at least in part) my belief that our present concern with "gender specific roles" has far less to do with any sort of immutable differences (or lack thereof) between men and women than with the changing techno-industrial matrix of our society. The First World has moved in less than a hundred years from a primarily muscle-powered to a primarily brain-powered society. In much the same period, we've moved into a post-Semmelweis, post-penicillin world in which medical science has made tremendous strides in decreasing women's deaths in childbirth and generally freed them from many of the grim consequences of the biology which historically placed them on the short-end of the reproductive stick. The result has been to invalidate traditional physical role-defining factors, and what we're dealing with today is the task of clearing away the societal constraints which were built upon those physical factors. The rate of physical change in our society is greater than for any other in history, and those changes have faced us with the challenge of living up to the implications of our cultural ideals in a manner from which earlier, more sedate periods had a much greater degree of insulation. I see it as an on-going process which began with the Reformation and the humanist revolutions and abolitionist movements of the 18th century, and my theory is that by the time of someone like my character Honor Harrington, this portion of the process will have been completed. Indeed, I assume that by the 30th century, the whole question of "gender equality" will have been settled for so long that it will have all the relevance to Honor and her contemporaries as the Pharaoh's policy towards the Hittites has for us.

[David sent me this information in an e-mail message to me and after I read, I realized that I could do a better job than he did. What I will add to this bio is that he is a hell-of-a-spades player and a darn good friend. The last thing I would add is to thank David for joining the LibertyCon Family and to wish him a warm welcome as the LibertyCon 11 Special Guest of Honor. Tim Bolgeo]

Games & Tournaments

This year, three rooms have been set aside for Gaming! The Lookout Room is Game Room #1, the McAdoo Room is Game Room #2 and Arcade, and the Bessie Smith Room is our Computer Game Room.

In the Lookout Room, we will have an assortment of table-top games with various tournaments scheduled. For the more physical types, Jeremy McCoy will be hosting Live Action Vampire. You may also contact Jeremy if you wish to run a game yourself.

Stop by the Bessie Smith Room and take part in the running tournaments (with prizes to be awarded!). Quake and Redneck Rampage will be featured along with "You Don't Know Jack" for the non-action oriented people. In case you haven't seen Jack before, it's like an Mtv production of Trivial Pursuit with a sick sense of humor. We have the usual networked computers, Playstations, Sega and Nintendo systems available, so enjoy! Parents are

reminded that NO CHILDREN UNDER 10 YEARS OF AGE ARE ALLOWED IN THE COMPUTER GAME ROOM WITHOUT ADULT SUPERVISION.

The Liberty Starcade has been created in the McAdoo room as a place for kids and the young-at-heart, pop on in and take part in the classic stand-up Arcade Video action! These games will be set on Free Play, so don't worry about bringing quarters. Due to anticipated demand, we will enforce a limit of 2 games played at a time if there are people waiting for a turn.

For the card connoisseurs among you, Mark Paulk will be hosting the Killer Cutthroat Spades Tournament. A prize will be awarded to the winner. To sign up for the tournament, contact Mark Paulk in the Signal Room

POOL WILL BE OPEN
UNTIL 1 A. M.



CALLING ALL
MASQUERADERS:
Enter the Masquerade for
your chance to win BEST IN
SHOW and take home two
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LibertyCon 12

HALL COSTUMERS
BEWARE!
Secret judges are everywhere!
They may just award you
with a prize for best hall
costume (or best bribe!).

LIBERTYCON11's MASTER OF CEREMONIES:

CHARLES L. FONTENAY

by Sharon Green

Charles L. Fontenay has long been considered an elder statesman of the science fiction genre. The man is conscious of his dignity at all times, and would never EVER think of doing something so outrageous as sliding down the banister of an escalator in the Guggenheim Museum in Washington D.C. The rumor that this ever happened is a scandalous lie, so if you come across it, just ignore it as the outrage it is.

At the moment, Mr. Fontenay, who is the author of many truly excellent short stories and novels, is writing science fiction mysteries for the young adult market. The scurrilous suggestion that Mr. Fontenay lost patience with the so-called usual publishers for telling him that science fiction mysteries can't be categorized and therefore can't be bought is utter nonsense, as Mr. Fontenay hasn't an impatient bone in his entire body.

His daughter, Gretchen, will certainly attest to that, as will each and every one of his friends. Mr. Fontenay is writing his books for the young adult market because ... because it NEEDS his books, that's it, there's a great need for his books there.

Mr. Fontenay, who certainly speaks with no accent whatsoever, has developed a unique method of addressing audiences. The words of his sentences are timed so perfectly that his listeners have no idea that they're being thoroughly and professionally mesmerized. And that, of course, is the proper word, as Mr. Fontenay was, and may still be, a licensed hypnotist. If you doubt this, simply ask Mr. Fontenay yourself while you watch the swinging pendulum ...

Where was I? Oh, yes, I was saying how wonderful and marvelous a writer Charles Fontenay is, and how everyone needs to rush out and buy every one of his books that they can find. You're getting sleepy ... ssllleeeepy ... but not too ssllleeeepy to buy books ... bbuuy! ... Try it, you'll like it...

LibertyCon I would like to thank these businesses for their generous contributions:

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LIBERTYCON11's VIDEO SCHEDULE

CHANNEL 24

FRIDAY JULY 25

12:00 PM	HIGHLANDER THE SERIES THE GATHERING, FAMILY TREE, THE ROAD NOT TAKEN INNOCENT MAN, FREE FALL	4 HRS
04:00 PM	CASPER (1995)	2 HRS
06:00 PM	GAMERA VS. LEGION (1996)	2 HRS
08:00 PM	GODZILLA VS. KING GHIDORAH (1993)	2 HRS
10:00 PM	BIG TROUBLE IN LITTLE CHINA	2 HRS

SATURDAY JULY 26

12:00 AM	VAMPIRE THEATER DRACULA (1931) FOREVER KNIGHT: UNREALITY TV VAMPIRE JOURNALS (1996) VAMPIRELLA (1996) KINDRED THE EMBRACED: BAD MOON RISING NEAR DARK (1987) BUFFY THE VAMPIRE SLAYER: ANGEL BAYWATCH NIGHTS: NIGHT WHISPERS	8 HRS 1:15 0:45 1:21 1:40 0:45 1:30 0:45 0:45
08:00 AM	TOON CAVALCADE GARGOYLES : CITY OF STONE BATMAN TAS: DEMONS QUEST BATMAN TAS: AVATAR BATMAN TAS: SHOWDOWN X-MEN : BEYOND GOOD AND EVIL	4 HRS 1:20 0:40 0:20 0:20 1:20
12:00 PM	AGELESS CLASSICS THE TIME MACHINE (H.G WELLS) (1960) WAR OF THE WORLDS (H.G WELLS) (1953) HIGH SPIRITS (1988) STAR WRECK ZONE (FILLER) (1996)	6 HRS 2:00 1:30 1:39 0:17
06:00 PM	THE PHANTOM (1996)	2 HRS
08:00 PM	FU MANCHU (1966)	2 HRS
10:00 PM	MASQUERADE	2 HRS

SUNDAY JULY 27

12:00 AM	EVIL NEVER DIES THEATER DARK ANGEL THE PROPHECY MERIDIAN FROM DUSK TILL DAWN	8 HRS
09:00 AM	HIGHLANDER (DIRECTOR'S CUT)	2:21
11:30 PM	HIGHLANDER 2 (DIRECTOR'S CUT)	1:49
01:30 PM	HIGHLANDER 3 (DIRECTOR'S CUT)	2 HRS
03:30 PM	VIDEO CLOSES OUT ANOTHER YEAR	



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Con†Stellation is presented by NASFA, the North Alabama Science Fiction Association

LIBERTYCON11's ANIME CORNER

Friday

- 1:00 PM Ranma 1/2; episode 1; "The Strange Stranger From China"
1:25 Ranma 1/2; episode 2; "School Is No Place For Horsing Around"
1:50 Ranma 1/2; episode 3; "A Sudden Storm Of Love...Hey, Wait A Minute!"
2:15 Ranma 1/2; episode 4; "Ranma And...Ranma? If It's Not One Thing, It's Another"
2:40 Ranma 1/2; episode 5; "Love Me To The Bone! The Compound Fracture Of Akane's Heart"
3:05 Ranma 1/2; episode 6; "Akane's Lost Love...These Things Happen, You Know"
3:30 Irresponsible Captain Taylor; episode 1; "The Mysterious Irresponsible Man"
3:55 Irresponsible Captain Taylor; episode 2; "Hey! The Happy Retirement Life"
4:20 Irresponsible Captain Taylor; episode 3; "The Ship Departs, But...Old Grudges Remain Behind"
4:45 Irresponsible Captain Taylor; episode 4; "The Enemy! We're In A Pinch! We Surrender!"
5:10 Macross Plus; in four parts
8:00 Tenchi Muyo! TV; episode 1; "No Need For Discussions!"
8:24 Tenchi Muyo! TV; episode 2; "No Need For Worries!"
8:48 Tenchi Muyo! TV; episode 3; "No Need For A Princess!"
9:12 Tenchi Muyo! TV; episode 4; "No Need For Monsters!"
9:36 Tenchi Muyo! TV; episode 5; "No Need For Partners!"
10:00 Tenchi Muyo! TV; episode 6; "No Need For Resident Officers!"
10:24 Tenchi Muyo! TV; episode 7; "No Need For A Carnival!"
10:48 Tenchi Muyo! TV; episode 8; "No Need For A Genius!"
11:12 Tenchi Muyo! TV; episode 9; "No Need For Memories!"
11:36 Tenchi Muyo! TV; episode 10; "No Need For An Arch Rival!"
12:00 AM Harmagedon
2:13 closed

Saturday

- 9:00 AM Ranma 1/2; episode 7; "Enter Ryoga, The Eternal 'Lost Boy'"
9:25 Ranma 1/2; episode 8; "School Is A Battlefield! Ranma Vs. Ryoga"
9:50 Ranma 1/2; episode 9; "True Confessions! A Girl's Hair Is Her Life!"
10:15 Ranma 1/2; episode 10; "P-P-P-Chan! He's Good For Nothing"
10:40 Ranma 1/2; episode 11; "Ranma Meets Love Head-On! Enter The Delinquent Juvenile Gymnast"
11:05 Ranma 1/2; episode 12; "A Woman's Love Is War! The Martial Arts Rhythmic Gymnastics Challenge"
11:30 The Slayers; episode 1; "ANGRY? Lina's Furious Dragon Slave!"
11:53 The Slayers; episode 2; "BAD! Mummy Men Aren't My Type!"
12:15 PM The Slayers; episode 3; "CRASH! Red And White And Suspicious All Over!"
12:37 The Slayers; episode 4; "DASH! Run For It! My Magic Doesn't Work?!"
1:00 The Slayers; episode 5; "ESCAPE! Noonsa, The Flaming Fish Man!"
1:22 The Slayers; episode 6; "FOCUS! Rezo's The Real Enemy!"
1:45 The Slayers; episode 7; "GIVE UP! But, Just Before We Do, The Sure Kill Sword Appears!"
2:08 The Slayers; episode 8; "HELP! Shabranigdo Is Reborn!"
2:30 The Slayers; episode 9; "IMPACT! The Eve Of The Menacing Battle!"
3:53 The Slayers; episode 10; "JACKPOT! The Great Life Or Death Gamble!"
3:16 The Slayers; episode 11; "KNOCK OUT! The Seyruun Family Feud!"

4:38 The Slayers; episode 12; "LOVELY! Amelia's Magic Training!"
 4:00 The Slayers; episode 13; "MONEY! Crush Those Bounty Hunters!"
 4:25 Gunsmith Cats; chapter 1; "Neutral Zone"
 4:55 Gunsmith Cats; chapter 2; "Swing High!"
 5:25 Gunsmith Cats; chapter 3; "High Speed Edge"
 5:55 Dirty Pair; TV episode 1; "How To Kill A Computer"
 6:20 Dirty Pair; TV episode 2; "Do Lovely Angels Prefer Chest Hair?"
 6:45 Dirty Pair; TV episode 3; "Go Ahead, Fall For Me! Love Is Russian Roulette"
 7:10 Dirty Pair; TV episode 4; "Pursuit Smells of Death & Cheesecake"
 7:35 Patlabor: The New Files; episode 1; "Griffon Resurrected"
 8:00 Patlabor: The New Files; episode 2; "Schaff's Counterattack"
 8:25 Patlabor: The New Files; episode 3; "The Greatest Showdown In History"
 8:50 Patlabor: The New Files; episode 4; "Game Over"
 9:16 Patlabor: The New Files; episode 5; "A Bad Day"
 9:41 Patlabor: The New Files; episode 6; "90% Viewer Rate"
 10:06 Patlabor: The New Files; episode 7; "Black Trinary"
 10:32 Patlabor: The New Files; episode 8; "The Seven Days Of Fire"
 10:57 Patlabor: The New Files; episode 9; "Versus"
 11:22 Patlabor: The New Files; episode 10; "It's Called Amnesia"
 11:48 Patlabor: The New Files; episode 11; "The Day Goma Came In From The Rain"
 12:13 AM Patlabor: The New Files; episode 12; "Our Karuizawa"
 12:38 Patlabor: The New Files; episode 13; "The Dungeon -- Again"
 1:04 Patlabor: The New Files; episode 14; "Snow Rondo"
 1:29 Patlabor: The New Files; episode 15; "The Woman Who Came From The Stars"
 1:54 Patlabor: The New Files; episode 16; "All Quiet At The SV2"
 2:20 closed



Sunday

9:00 AM Ranma 1/2; episode 13; "A Tear In A Girl-Delinquent's Eye? The End Of The Martial Arts Rhythmic Gymnastics Challenge"
 9:25 Ranma 1/2; episode 14; "Pelvic Fortune-Telling? Ranma Is The No. 1 Bride In Japan"
 9:50 Ranma 1/2; episode 15; "Enter Shampoo, The Gung-Ho Girl! I Put My Life In Your Hands"
 10:15 Ranma 1/2; episode 16; "Shampoo's Revenge! The Shiatsu Technique That Steals Heart And Soul"
 10:40 Ranma 1/2; episode 17; "I Love You, Ranma! Please Don't Say Goodbye"
 11:05 Ranma 1/2; episode 18; "I Am A Man! Ranma's Going Back To China!?"
 11:30 Here Is Greenwood; episode 1; "Thou Shalt Love Thy Daily Life"
 12:00 PM Here Is Greenwood; episode 2; "Nagisa Hyper-Rhapsody"
 12:30 Here Is Greenwood; episode 3; "The Making Of Here Is Devilwood"
 1:00 Here Is Greenwood; episode 4; "The Phantom Of Greenwood"
 1:30 Here Is Greenwood; episode 5; "Second Love...Always Be With You, Act 1"
 2:00 Here Is Greenwood; episode 6; "Second Love...Always Be With You, Act 2"
 2:30 closed

LIBERTYCON11 SPECIAL EVENTS & ONGOING TRADITIONS

See Pocket Program for Times and Locations

FRIDAY

Opening Ceremonies

Kicking off Friday night with meeting the pros and friends - old and new.

Starship Liberty Casino

The sixth year of betting on your luck at cards, dice and wheels - so that the Liberty Charities can benefit. At evening's end, use your LibertyBucks to bid for items at the . . .

Charity Auction

Supporting the Suzie Skelton Medical Fund and the Chattanooga Jaycees through wild bidding and late-night spending (buying more LibertyBucks for added bidding is allowed - even encouraged).

Liberty Golden Oldies Dance (Continental Room) and Headbanger Ball away from the madding crowd.

SATURDAY

Make It and Take It Craft Workshop

On-the-Spot creations of craft items, masks and other accessories using the nearly infinite collection of the Liberty Craftmasters.

Eternal Banquet

With the theme of "Things That Live Forever" and great food, the long-time tradition of costuming and fun continues.

Art Auction

You saw it, you loved it, they loved it - so bid, bid, bid on some of the best art outside of a museum (and the prices are much lower).

LibertyCon11 Masquerade

Fun, sparkles, humorous presentations and glorious outfits - and the audience rivals the competitors.

Another night of Liberty Golden Oldies Dance (Continental Room) and Headbanger Ball.

SUNDAY

Closing Ceremonies and "What Went Right" Discussion,

. . . and the Annual Dead Dog Party.



LIBERTYCON11 PANELS

Details, Times, Locations and Changes in Pocket Program

A Balance of Techniques

Artists as decision makers

A Capsule History of SF Art

Slide show and overview by our Artist
Guest of Honor

America's Changing Tastes

Genre changes in the past/next 10
years

Beyond Honor. . . The World of David Weber

An informal Q&A with our Special
Guest

The Care and Feeding of a Robotic Collection

Courage Is Forever

How does it differ in SF, Fantasy,
Horror and Reality

The Critics & the Public

Why they don't agree

Futurist & A Gentleman

Our Literary Guest of Honor - Fred
Saberhagen

Living Forever Can Vary

Vampires, Highlanders, HAL and
Viruses

The Lost Art of Caricatures

Nudes Are OK - Only If Mutilated

Why are bodies loving worse than
bodies dying?

The SF Saloon

What the perfect one would need to
have

Space Science For Everyone

Wormholes, Creation, Effects on
humans, Cosmic Rays and a Universe
of Ideas

Technology Spin-offs from NASA

What has really developed as a result
of the space investment

Through the Eyes of an Artist

With our Artist Guest of Honor -
Vincent DiFate

Virtual Selling

The Web and other unreal sales
channels

Vision With a Bite and a Bump

Vampires and Ghosts in the media

What I Create for Me (vs. Them)

When the Muse demands, having a
contract is secondary

Why Are They the Baddest?

What makes the best villains



Fall 11
© 11

TABLE OF ORGANIZATION FOR LIBERTYCON 11

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