

Fan Guest of Honour — Kevin MacLean

New Zealand fandom waited for Kevin to leave before organising itself. In Australia, he found out about AussieCon 1 the day after it finished. Figuring that the best way to find out what was going was to be one of the people behind it, he became part of the team running SynCon, the Sydney regional SF convention, for eight years, including two NatCons, and two WorldCon bids. He has led an "interesting" life, including being a straight barman at Les Girls, technically supporting a Royal Commission into a corrupt mental hospital, forming (in partnership with his brother) what is now one of Auckland's largest computer businesses, and entirely too many other things. He was the first elected President of Stella-Nova in its current form, and has recently made his first professional fiction sale. He already has one Sir Julius Vogel Award, and is after more... The man is insane, I tell you, insane, muawahahaha....

The Hotel

Mount Richmond Motor Lodge is situated on the Mount Wellington Highway, 12 km from Auckland Airport. There are three conference rooms, the largest able to seat 200 people comfortably; bar, restaurant, swimming pool etc. There are only 44 rooms so if you plan to stay at the hotel, book early. On the other hand that means we can practically take over the whole place.... See www.mt-richmond-lodge.co.nz for more info.



The Concom

Just so that you know who we are....

Jacqui Smith— Convener and all-time busybody

Keith Smith—Secretary and chief sheep

Grant Preston—Treasurer and keeper of the coin

Alex Herbert—Youth representative and he who keeps us in order

Costs

Registration: \$60 at Icon, \$70 for the rest of 2005

Hotel rooms: Single/Twin/Double room @ \$ 99.00 + GST per room per night

Banquet: \$35 +GST per head

Contacts

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27th NZ National Science Fiction & Fantasy Convention

Progress Report One



**See, we have
made some
progress!**

**Queen's Birthday Weekend
Friday 2 June to Monday 5 June 2006**

**Mount Richmond Lodge
676 Mt Wellington Highway
Mt Wellington, Auckland**

Meet our Guests of Honour

Joan Vinge

Joan was born in 1948 in Baltimore, Maryland. She has been reading science fiction since junior high school, and has been writing professionally since 1973. She now lives in Madison, Wisconsin, with her husband, editor Jim Frenkel, and two children. She also has four cats, a guinea pig, a gerbil, two hamsters, plus rats and fish whose numbers vary.



She studied art in college, but eventually changed to a major in anthropology, and received a BA degree from San Diego State University, with highest honours. She has worked as a salvage archaeologist, and finds her background in anthropology very useful in writing science fiction. Her first story, "Tin Soldier", a novelette, appeared in *Orbit 14* in 1974. Her stories have appeared in *Analog*, *Millennial Women*, *Isaac Asimov's Sf Magazine*, *Omni*, and other magazines and anthologies, including several "Best of the Year" anthologies.

Her novel *The Snow Queen* won the 1981 Hugo Award for Best SF Novel. She has been nominated for several other Hugo and Nebula Awards, as well as for the John W. Campbell New Writer Award. Her novel *Psion* was named a "Best Book for Young Adults" by the American Library Association. Her *Return Of The Jedi Storybook* was the #1 Bestseller on the New York Times Book Review List for two months.

Her most recent novels are the third book in the "Snow Queen Cycle", *The Summer Queen*, her longest novel; and *Dreamfall*, her third novel about the character Cat, the protagonist of *Psion* and *Catspaw*. She also recently finished a novelisation of the new movie, *Lost In Space*. She is currently at work on *Lady-smith*, the first in a series of "prehistorical" novels set in Europe.

Jim Frenkel

Jim has edited all sorts of books including several hundred science fiction and fantasy novels, dozens of film and TV tie-ins, mysteries, Westerns, thrillers, historical novels, comic-strip books, crossword puzzle books, and various non-fiction works. He packages the award-winning *Year's Best Fantasy and Horror* series edited by Ellen Datlow and Terri Windling, and was until recently a literary agent for a select group of talented writers. He is an editor for Tor Books where he has edited a number of well-known Science Fiction authors.



Steve Jackson

Steve Jackson graduated from Rice University in Houston. While there, he spent most of his time playing wargames and working on the student paper, the *Thresher*. He became a writer and game publisher, proving that college can be very valuable if you don't let classes get in your way. He has survived involvements with the Republican Party (alternate delegate to the 1972 convention, but he got better - he now considers himself a Libertarian), the SCA (former landed baron and National Chronicler) and law school (escaping before the bar exam; game design was more fun).

Steve's first professional design work was for Metagaming, which published his *Ogre*, *G.E.V.*, *Melee*, *Wizard*, and several other games. In 1980, Steve bought *The Space Gamer* magazine from Metagaming and started his own company. One of his first games, *Raid on Iran*, was a critical and sales success. The next year, Steve Jackson Games released its first big hit, *Car Wars* . . . followed shortly by *Illuminati*, and later by *GURPS*, the "Generic Universal Roleplaying System."

In 1983, Steve was elected to the Adventure Gaming Hall of Fame - the youngest person ever so honored. He now spends far too much time helping to manage Steve Jackson Games Incorporated, which at the moment employs 15 people. The company made national news in 1990 after the disastrous Secret Service intrusion, which nearly forced the company out of business by seizing hardware and data files. SJ Games filed suit against the Secret Service and the US government, and won more than \$50,000 in damages. He still writes, when he finds the time. In the 1980s, he tried his hand at interactive books or "game novels" (his first, *Scorpion Swamp*, was published by Penguin and spent six months on the British children's bestseller list). In 1994, he reworked the old faithful *Illuminati* to jump on the trading-card bandwagon. *INWO (Illuminati: New World Order)* became the company's biggest hit yet, and its first million-dollar ship.

In addition to gaming, Steve is a dedicated SF reader and fan, and enjoys attending both gaming and SF conventions. He writes filksongs (adequately) and sings (very badly). He still claims to be working on an interactive computer game about running the Worldcon; the beta-test version has been due Real Soon Now for several years. He is a confirmed computerphile and net addict. His other interests include gardening (especially water gardening), beekeeping, dinosaurs and tropical fish. In his copious free time, he reads, eats and sleeps.

