

ALPHA CON III

A SCIENCE FICTION AND GAMING CONVENTION

1981

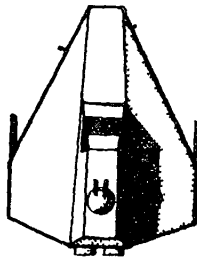
WELCOME TO ALPHACON

Once, on a lazy afternoon, while sitting around a gaming table, someone said, "Why don't we hold a huge tournament?" At the same time, in one of those cosmic coincidences that happen only in introductions, someone across the table said, "Why don't we hold a science fiction convention?" And thus, like the legendary peanut butter cup, the science fiction and gaming convention ALPHACON III was born...

Anyone who has ever attended a con before has heard the old story of the incredibly frantic life of a convention organizer. Well, you may have heard about the desperate phone calls, the vital letters, the search for funds, and the late night marathon planning sessions a thousand times before, but you're going to hear it again!

By Jupiter, a convention is hard to put together! You need steady nerves, an iron will, the ability to go without sleep, and not a little of the masochist in you. And you have to be able to have a good time, and know what it takes to make one. Putting on a convention is like climbing up a mountain and falling back down nine feet everytime you climb ten up, but the view at the top is great. And we think Alphacon is a great little convention. We hope you will agree.

When a convention reaches number III, it begins to take on an air of permanence. Alphacon, we hope, will gain that permanence, and be back again in a year or so, as it has been before. Alphacon I was held in 1977, to raise funds for the Boardman Planetarium, and Alphacon II moved from the Ramada Inn to the Sheraton to appear in 1979. A new group of people are running this year's Alphacon, and we are proud to carry on the tradition. Look forward to more.



The Convention Committee

Bill Freebairn
Eric Hjortshoj
Thomas A. Houpt
Becky Henderson
Roy Greenberg

Convention Chairman
Art and Promotional Director
Program Book Editor
Staff Director
Tournaments Director

Staffers

Daniel Jagendorf
David George
Brian Jones
Emily Adams
Kendra McAdams
Kendra's Friend #1
Kendra's Friend #2
Peter Lichtenbaum
Steve Shea

David Rundle
Debbie Van Bogart
Greg Bowman
Daniel Bessman
John Ewing
Ann Goldfarb
Ellen Simonette
Dave Harshberger
Dave Ellsworth
Tim Doan

Game Masters

John Sievers
Joe Sepe
Glen Boyd
Roy Greenberg
Jeff Van Order
Fred Broughton
Conrad Cady
Carl Torvik
Tom Adams
Eric Hjortshoj
Dave Harshberger

THE CONVENTION FACILITIES

Open Gaming

The first of the large rooms, Open Gaming houses many tables, including the Tournament Table for registration

in any of the Alphacon tourneys, for leisure gaming and chatting. Free games from wide selection can be signed out for play at the Tournament Table; please be careful with them and return them all complete (watch out for those sneaky little counters, in other words.)

Also in the Open Gaming Room is our bank of computers and video games. Please feel free to enjoy them, but let other people have a chance at them too. We are requesting a 15 minute limit on one person playing the computer games. And please, no re-programming of our computers (at least not without checking with a convention committee person first.) thing can be more disturbing then finding that your computer has been totally changed in your absence.

The Dealers' Room

The second big room, and the place where you buy things. No food or other potentially damaging materials, such as waterguns or snowballs will be allowed in.

The Film Room

The last of the big rooms, and one continuously filled with live or film entertainment. All the speakers and half the films can be seen here, the films on a large screen. DON'T TOUCH THE EQUIPMENT!! It's expensive. See the schedule for specific films and speakers.

The Convention Suite

The continuous videotape room, for those that like living in the dark. All the tapes will be shown on a television. Also the site of Saturday night's convention party. All are welcome to attend.

Information

There are four places you can go for information during Alphacon III. For information on the tournaments, go to the Tournament Table in the Open Gaming Room. Help with the convention in general should be secured at the Convention Registration Desk in the lobby or by asking any of the omniscient convention committee persons (they're the ones with the blue tags). If you need anything in connection with the hotel, we recommend you to the Ramada Inn's lobby desk.

The Badges

The kaleidoscope of multicolored badges circulating in the convention can be broken down as follows: cobalt blue badges identify the convention committee persons, who know and understand what is actually happening. The cherry red badges are for our honored guests; feel free to mingle and chat with them. The staffers are emblazoned with tan tags, and the convention-goers have green and orange. Thus enlightened, you should be able to identify everyone at Alphacon III with ease.



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GUESTS

JACK DANN, Guest of Honor

Jack Dann was born in 1945 in Johnson City, NY, where he lives today. He began writing SF in the late sixties, and has been a Nebula Award finalist four times and a British Science Fiction Association Award Finalist once. Dann's writings include two novels, Starhiker and Junction, his latest book, and Christs and Other Poems, and Timetipping (short stories). He has edited numerous anthologies alone and with others, including Future Power and Immortal with Gardner Dozois; Wandering Stars of Jewish Fantasy and Science Fiction; Aliens; and others. He has just completed another anthology, More Wandering Stars. Dann has also published many short stories in such magazines as Fantasy and Science Fiction, Amazing, and Fantastic. Jack is now an instructor at Broome Community College, and was formerly an assistant professor at Cornell. Jack is also managing editor of the SFWA Bulletin.

Jack comments: "I remember being asked why I write sf -- that was about ten years ago when I first began to publish. I answered by saying that science fiction gave me the most room to investigate/work out my ideas. I feel differently about that today. Indeed, I feel that science fiction can be very restricting. One can easily get lost in all the small details that have to be invented and lose the main thrust of the work, which might be why so many science fiction novels are still populated by cardboard characters. It's not that the authors don't care about characterization, but that they are overwhelmed by the details of their creation."

JAY K. KLEIN, Fan Guest of Honor

Jay K. Klein was born in Philadelphia, and began reading SF at the age of 7. When he was 14, he joined the Philadelphia Science Fiction Society, and ever since then has been very involved in SF fandom. Jay K. attended Syracuse University, and taught English for three years. He sold his first story to Worlds of If in November 1967, and was the Fan Guest of Honor at the 1974 Worldcon, not to mention the 1977 Alphacon. Jay K. is THE photographer of the science fiction world, and attends many conventions with his camera in tow. Now he writes a monthly biographical column on SF writers in Analog magazine, entitled "Biolog."

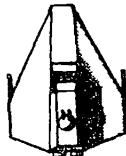
OMNIVAC I, Mechanical Guest of Honor

Omnivac's head was the first part of him to appear, and his first words will always be remembered: "Up your joystick." In responding to a call from Omni Magazine for working robots, Omnivac was taken to publisher Bob Guccione's home in NYC, with the staff of Omni assembled. It was a disasterous meeting, for rain got on his circuit boards and Omnivac failed to respond. However, he was perceived to be real, and those who thought it was a hoax were quieted.

Thus Omnivac was adopted by Omni magazine, and was supplied with a body, mobility, and a pair of arms. While at first he could not hold conversations, he now has a vocabulary of 300 or so words, at a cost of around \$100,000. Omnivac has appeared on television for an interview on the program, "Jobs in the Future."

Carl Frederick

Carl is Omnivac I's inventor. He has been an SF fan for many years, and has a fondness for machines, particularly robotics, ever since reading Isaac Asimov's I, Robot stories. Carl admits to schooling, and holds a doctorate in physics. He worked for NASA building radio-controlled telescopes to hang from high-altitude balloons. General relativity theory and quantum mechanics are Carl's specialties, although he also fences, plays the bagpipes, and plays chess. Carl taught at Cornell, and is now technical director for a local computer company. He built Omnivac I in 1979.



Gardner Dozois

Gardner Dozois was born in 1947, and published his first SF, entitled "The Empty Man", in 1966 in If. After military service as a military journalist, Gardner rose to prominence in the ranks of New Wave writers. His first novel was Strangers, published in 1974. Gardner has been a Nebula Award Finalist five times, and a Hugo Award Finalist four times. Gardner is also active in writing SF criticism, and has edited many anthologies including several with Jack Dann. His other works include Another World, Best SF Stories of the Year, 1977, A Day in the Life, and Nightmare Blue with George Alec Effinger. His latest anthology with Jack Dann is Unicorns. Gardner is currently an associate editor of Isaac Asimov's Science Fiction Magazine.

Prof. Don Greenberg

Dr. Greenberg joined the faculty of Cornell with a joint appointment in the Departments of Architecture and of Structural Engineering. His prior education consisted of both the architecture and engineering disciplines at Cornell University and Columbia University. From 1960 to 1965 he served as consulting engineer with Severud Associates of New York City. During this time, he was involved with the design of numerous building projects, including the St. Louis Arch, N.Y.S. Theater of the Dance at Lincoln Center, Madison Square Garden, and others.

Since 1966, Dr. Greenberg has been researching and teaching in the field of computer graphics. He is primarily concerned with research advancing the state-of-the-art in computer graphics and with utilizing these techniques as they may be applied to a wide variety of disciplines. His specialties include hidden surface algorithms, geometric modeling, color science, and synthetic image generation. He presently teaches the new computer graphics and computer aided design sequence in the Department of Computer Science. He is director of the Program of Computer Graphics and the Computer-Aided Design Instructional Facility at Cornell University..

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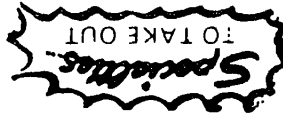
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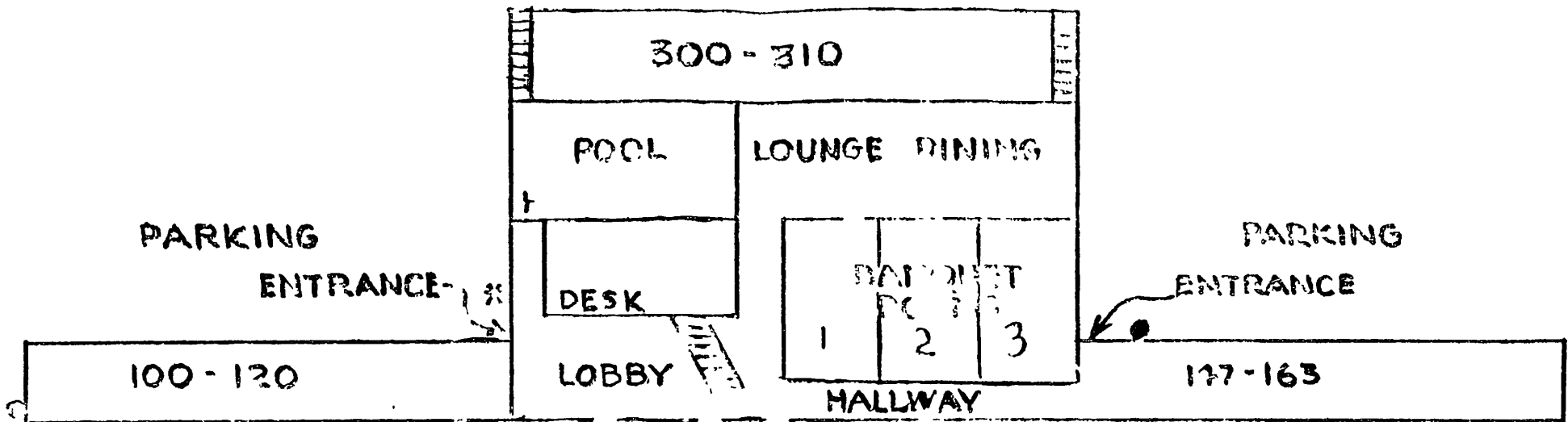
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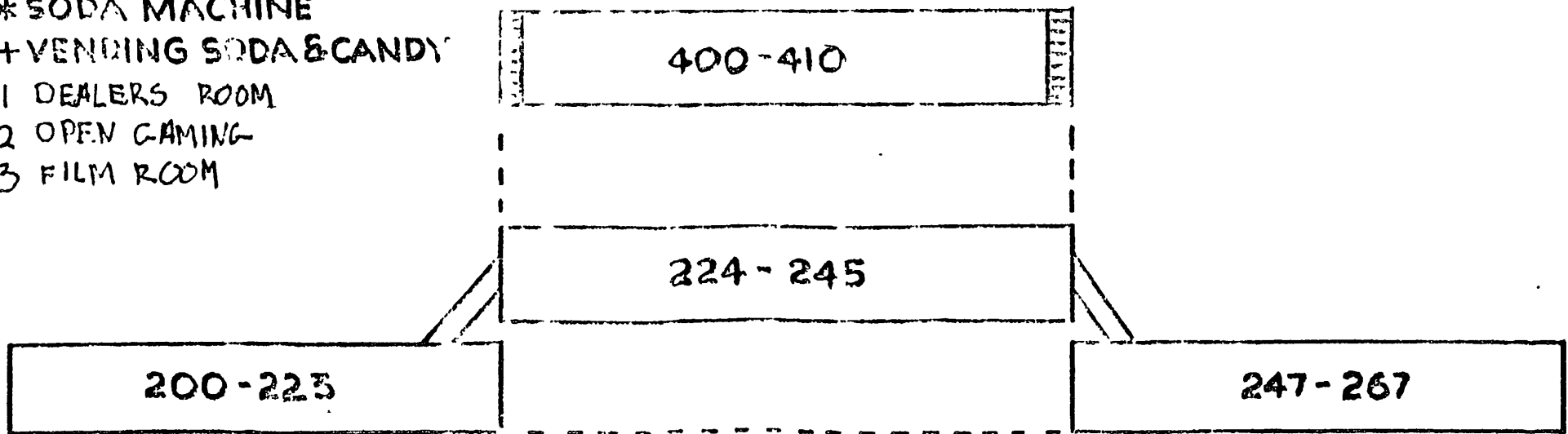
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TOURNAMENTS

All tournament registration will be handled at the Tournament Table in the Open Gaming Room. Information will be available here as well, along with the tournament winners. Tournament registration will be filled on a first come first served basis. If you have pre-registered for a tournament, check in at the Tournament Table. Characters for the role playing expeditions will also be given out there. Decisions of the referees are final. No refunds.

D1: Advanced Dungeons & Dragons Open. The big AD&D tournament.

Expeditions leaving every hour, on the hour, lasting approximately two hours each. All players participate in two expeditions of their choice and accumulate victory points. The players with the most victory points at the end of Saturday's expeditions will take part in Sunday's finals. A winner will emerge from Sunday's finals. The prize offered is an authentic medieval replica battle axe. \$5.00. Complexity Level 3

D2: An Introduction to TSR's Advanced Dungeons and Dragons. Those players with little or no experience in AD&D will learn about the game and participate in a beginning expedition. No prizes offered. \$1.50. Complexity Level 1

D3: Two groups of players go on two identical three hour scenarios. The group and the individual accumulating the most victory points will be the winners. The first group plays on Saturday and the second on Sunday with the winner announced by 5 PM Sunday. A prize will be offered to the outstanding player. \$3.50. Complexity Level 4

D4: "The Battle of the Gods". A three hour AD&D scenario for intermediate and advanced players. Prize will be awarded. \$2.50. Complexity Level 3

T1: Introduction to GDW's science fiction role-playing game, Traveller. Perfect for those just getting into the hobby. No prize. \$1.80. Complexity Level 1

T2: A intricate Traveller scenario. The big Traveller event of the convention for players familiar with the Traveller system. Prize will be offered to the outstanding player. \$3.00. Complexity Level 3

T3: Traveller Adventure for intermediate players. A prize will be offered. \$2.50. Complexity Level 2

V1: An adventure in FGU's Villians & Vigilantes, a game of superhero role-playing. A prize is offered. \$3.00. Complexity Level 2



M1: An intermediate scenario set in the post-holocaust world of The Morrow Project Teams, who try to survive in the ruins of a civilization. Prize offered.

\$2.50. Complexity

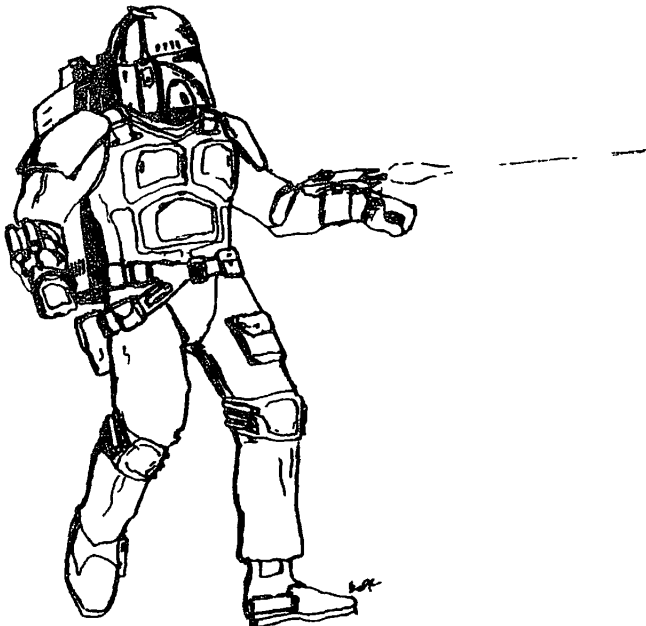
Level 3

AA: Large Diplomacy tournament for intermediate and advanced player. Strategy will be the key in this multiplayer game. Prize to be awarded. \$3.00. Complexity Level 4

BB: Cosmic Encounter Tournament. Easily learnt game of strategic conquest throughout many solar systems. There will be a prize. \$3.00. Complexity Level 2

CC: Third Reich Tournament. Grand strategic game of World War II. For advanced players strongly familiar with the rules. Prize will be offered to the player emerging victorious. \$3.50. Complexity Level 5

EE: Wizard/Melee Tournament of arena combat. Short, single elimination rounds will narrow the field down to one winner. Prize will be offered. \$2.00. Complexity Level 2



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EVENTS

Saturday

The Trivia contest is available at the Registration Desk and is open free to all. Completed contests should be returned by 8:00 PM Saturday for judging. winners to be announced at 10:00 PM at the Con Party.

The Society for Creative Anachronism will be represented by local members who will be around all day in costume. The SCA is an historical society dedicated to reenacting the medieval past, and will be on hand to give practical advice to all D&D'ers. A mock battle will be held sometime, either inside or out depending on the weather. Check at the Registration Desk for specifics.

12:00 - 1:00 pm

Jack Dann will give a talk on himself, and present a dramatic reading of his work. In the Film Room.

2:00 PM

Micro Armor Demonstration Battle with miniatures in the Open Gaming Room. A display of unusual model World War II vehicles will be on display through out Saturday.

3:00 - 4:00 PM

Omnivac and Carl Frederick will talk and answer questions on our Mechanical Guest of Honor. Also, videotapes of Omnivac's filming for Omni Magazine's new television show, The New Frontier, will be shown. In the Film Room.

6:00 - 7:00 PM

Jay K. Klein's world famous slide show! Featuring slides from a multitude of SF conventions, including Alphacon I. In the Film Room.

7:00 - 8:00 JACK DANN & GARDNER DOZBIS READ THEIR NEW STORY

10:00 PM

The Open Convention and Autograph Party in the Convention Suite with the guests and anyone else that wishes to come. There is a rumor that refreshments will be served....

Sunday

1:00 PM

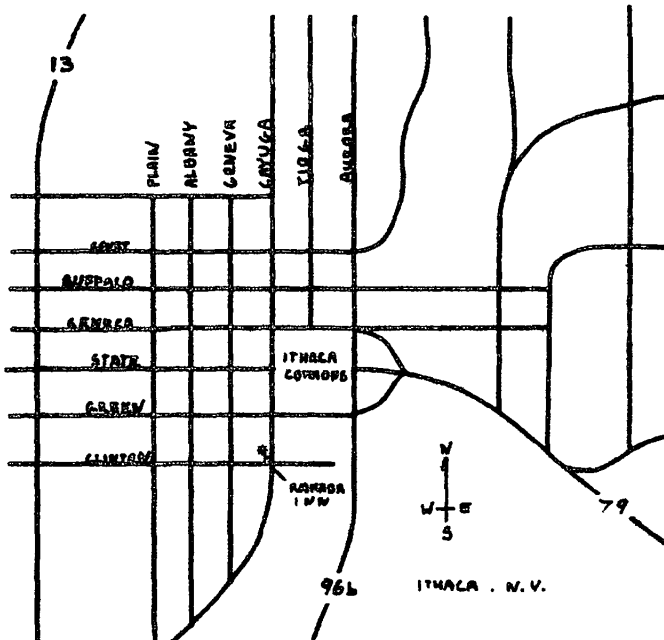
Dr. Greenberg of Cornell University's Department of Computer Graphics will lecture on computer animation and graphics, and present demonstrations on film. Followed by The Making of Star Wars. In the Film Room.



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Special Thanks

To Marge Donnen of the Sorcerer's Apprentice for going all out to help us.

To Dan Gasteiger, for lending us the name and some experienced advice.

To Carl Frederick, for inspiration and computers.

To Mrs. Waterman (wait 'till she sees the bill!)

To Rebecca, for no help at all

To Bill for moving mountains and other feats of facing certain death (or bankruptcy...) He's worth his weight in gummy bears.

To Anne Goldfarb, for giving us a club.

To Mr. Pullman, for putting up with the club for a year.



