

1988

San Diego Comic-Con

progress report No. 2



THE FLINTSTONES
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PRODUCTIONS

June 1988

Countdown to the con

Welcome to the second, and last, progress report for the 1988 San Diego Comic-Con. This report will tell you just about everything you need to know about our 19th annual convention, from where to stay to when to get here to who will be joining you in San Diego Aug. 4-7.

In many ways, the '88 con is a lot like its predecessors. We'll draw lots of fans (upwards of 8,000, we expect), professionals (close to 1,000) and dealers and publishers (more than 350 tables). We'll have panels and parties and movies and a masquerade and an art show and an auction and...well, you get the idea.

But we've made some changes, like we do every year in our never-ending quest to make America's finest comic book convention just a little more enjoyable for all our attendees.

For instance, we now have a lounge area for attendees. Those of you who have sat on the floor or stairs in the lobby when you wanted to take a break or just talk to friends should be heartened by this announcement. Golden Hall, which previously housed our masquerade and larger programs (those have been moved to the swanky Civic Theatre), is now a lounge, where you can kick back, catch your breath and ease your aching feet.

But Golden Hall is too big to just be a lounge. It will also be a second dealers room; a portion of the hall will be filled with booths, primarily representing publishing companies. Since Plaza Hall, our

usual dealers room, sold out all its tables a couple of weeks after the '87 convention ended, this should be welcome news all around.

Golden Hall will also be home to two more items this year. Our art show, which for years has been moved from room to room as we tried to find the best possible place for it, will settle in a portion of Golden Hall. And a special 50th anniversary Superman exhibit, put on by Superfan Jim Hambrick, will also be in the hall. (More on that exhibit elsewhere on this page).

What else have we done to make life a little easier for fans? For the first time this year, we are selling one-day memberships in advance along with the usual four-day memberships. We know a lot of our loyal fans show up for one day of the con each year, and advance memberships will give them an opportunity to avoid the long lines that usually plague them, since advance members get to stand in a special line that is usually shorter and moves more quickly.

Once again this year, advance members can skip the opening morning rush and pick up their badges and registration packets on Wednesday afternoon, Aug. 3, at the Omni Horton Plaza, our headquarters hotel. See the article on page 7 for more information on memberships.

And we'll see you in San Diego this August!

Superman collection highlight this year

As part of our celebration of Superman's 50th anniversary, we are turning over 2,000 square feet of space in the hall to Jim Hambrick, proud owner of the largest Superman collection in the world.

We're not exactly sure which items

Jim is bringing to the con, but we do know about some of his most prized possessions. Like the Superman suits George Reeves wore in the television series—both the one for black-and-white episodes and the one for color. And one of the costumes Christopher Reeve wore in the Superman movies. And a George Reeves life mask, used for makeup purposes. And a copy of *Action Comics* No. 1. And wooden Superman dolls made in 1939.

Although Jim has been displaying his Superman collection at various public functions for seven years, this is his first exhibition at Comic-Con. We're glad to have him, and grateful he is bringing his display to San Diego.

New phone number

If you want to reach the Comic-Con on the telephone—to get membership information, to get a question answered, to offer volunteer help, whatever—you now need to dial a new number. The convention's phone number is now (619) 466-6663.

Spread the word, ya hear?

Things to remember

**San Diego Comic-Con
August 4-7, 1988
San Diego Convention
and Performing
Arts Center
& Omni Horton
Plaza Hotel**

Memberships

\$30, May 1-June 30

\$36, at door only

\$12, one-day memberships,
in advance or at door

Children 7-16 half-price

Under 7 free,

with paying adult

Note: Use coupon on page 24 to
buy memberships. No advance
memberships may be pur-
chased after June 30.

**San Diego Comic-Con
progress report No. 2
February, 1988**

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San Diego, CA 92117
(619) 466-6663**

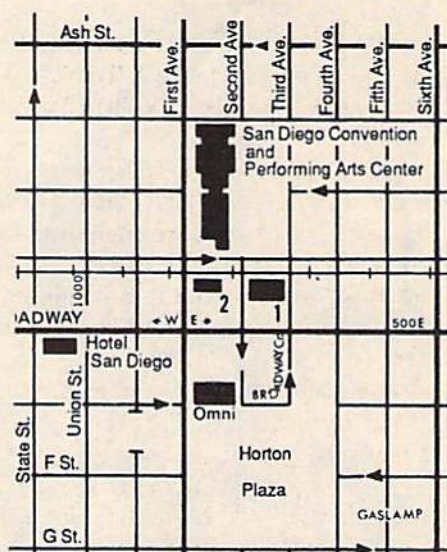
Con gets new headquarters hotel: the luxurious Omni

The Comic-Con will be headquartered at a new hotel this year—the Omni Horton Plaza Hotel, conveniently located adjacent to colorful Horton Plaza shopping center and two blocks from the Convention Center. We also offer attendees rooms at three other hotels, the Westgate, Executive and Hotel San Diego, all situated within easy walking distance of the Convention Center. (See map, this page, for details.)

To reserve a room at any of these hotels, please fill out the reservation form on page 23 and mail it to the address given on the form. The deadline for mail-in reservations is July 1. If you are interested in staying at the Omni, we suggest you mail in the registration form as soon as possible, because the rooms are going fast. Make sure you list a second and third choice; if your first hotel choice is already filled, you will then be signed up for your second choice without any hassle.

Why do so many people stay at one of the Comic-Con hotels, even if they live in San Diego? They know that staying at one of the hotels, particularly the headquarters hotel, lets them enjoy the 24-hour phenomenon of Comic-Con.

As headquarters hotel, the Omni will be home to the late-night movies, parties and dances for which Comic-Con is famous, as well as our hospitality/con suite



Downtown San Diego

This map shows the area of downtown San Diego where the Comic-Con will take place and exactly how close the various hotels are to the Convention and Performing Arts Center. The Convention Center, Omni and Hotel San Diego are marked. Labelled as No. 1 is the Westgate Hotel. Labelled as No. 2 is the Executive Hotel.

and in-house video programming. Many people also just like to sit in the hotel lobby, renewing old friendships, making new ones and talking throughout the night.

The Omni, which will be less than a year old by convention time, offers guests all the amenities of a great hotel. It has several restaurants, ranging in price from reasonable to expensive. It also has a piano lounge and a video disco, City Colors, that is open until 2 a.m. Twenty-four-hour room service is also available.

Of the convention's other three hotels, the Westgate and Executive are both across the street from the Convention

Center. The Westgate was called by Esquire magazine one of the "three greatest hotels in the world," and offers guest rooms furnished with antiques.

The Executive features a 10,000-square-foot athletic club that includes Nautilus and free weight areas; saunas, steam rooms and whirlpools, and squash and racquetball courts. The San Diego, which recently underwent a \$5 million renovation, offers 235 rooms at moderate prices.

Convention rates, which are detailed on the hotel reservation form on page 23, are available between Aug. 1 and 10.

Comic-Con isn't only attraction in San Diego

If you don't live in San Diego, you should know that the city offers more than just the Comic-Con for your entertainment.

Come a couple of days early or stay afterward and check out such spots as the San Diego Zoo and neighboring Balboa Park, the Wild Animal Park and Sea World.

Or you can journey south to visit Tijuana or north to check out tourist attractions like Disneyland or the Universal Studios Tour. San Diego, Tijuana and Los Angeles tours, which include transportation, a driver-guide and admission (when applicable), can be arranged through the Holiday Inn.

Culture-lovers may want to take in one of the summer productions at nationally

renowned theaters like the Old Globe or the La Jolla Playhouse. Breathtaking Omnimax movies and popular science-type information are available at the Fleet Space Theatre in Balboa Park. Also in Balboa Park are several museums, devoted to art, natural history, sports, aerospace and photography.

You can also take advantage of tours that stop at the Omni Hotel. Both Gray Line and the "Molly Trolley" tours pick up people who have made reservations. This is a good way to take in the major attractions.

There are also more offbeat attractions and sites you may want to take in while visiting San Diego. Old Town, just up the road off Interstate 5, offers a look back at historic San Diego (as well as

several restaurants with great Margaritas!). If you go to Old Town, don't miss the Whaley House, a documented haunted house. East of Old Town, off Interstate 8, is Mission Basilica San Diego de Alcalá, established in 1769 by Spanish missionaries.

Several companies offer tours of San Diego Harbor, leaving from North Harbor Drive, at the foot of Broadway Street. Cruises depart regularly, day and night.

Or you can just lounge on the beach for a few sunny days.

To make such stays easier for you, the special con room rate at the Holiday Inn extends to three days before and three days after the Comic-Con.

Chaykin, Eisner, Martin join star-studded guest list

The official guest list for the 1988 con is finally complete (unless we wind up adding one or two surprise guests, of course). New to our list since the first progress report are:

Howard Chaykin, creator of *American Flagg!*, writer/artist of the recent *Blackhawk* miniseries and creator of the *Time 2* series of graphic novels, among many other accomplishments.

Will Eisner, an innovator in comics since the 1940s, best known for *The Spirit* and for his recent graphic novels from Kitchen Sink. He will be here to present the newly created Eisner Awards.

George R.R. Martin, science fiction and fantasy writer/editor and producer of the popular TV series, "Beauty and the Beast."

These three gentlemen will be joining our previously announced special guests: Jules Feiffer (who will be here Aug. 6 and 7 only), Mort Drucker, Arthur Adams, Matt Wagner, Max Allan Collins, Kirk Alyn, Robert Asprin, Raymond Feist, June Foray, Scott Shaw!, Lynda Barry, Matt Groening, Kevin Fagan and Jack Kirby.

Enki Bilal, who previously indicated he would be able to attend, had to cancel because the film he is working on is behind schedule and he will not be able to leave the site.

Have we got pros for you!

Aside from our official guests, many other pros also attend. In fact, the San Diego con is noted as a gathering place for professional artists, writers, editor, animators and others from the comic book, comic strip, science fiction and animation fields. Here is a listing of just a few of the pros who have let us know they're attending:

From Marvel Comics: Tom DeFalco, editor-in-chief and writer of *Thor* and *Hawkeye*; Mark Gruenwald, executive editor and writer of *Captain America* and *DP7*; Ralph Macchio, writer and penciller of the *Hawkeye* mini-series and writer of *Project Pegasus*. Plus a number of other writers and artists, including Chris Claremont, John Bolton, Brett



Jules Feiffer



Matt Groening
(Photo by Jackie Estrada)



Scott Shaw, a Comic-Con regular, is an official guest this year.

(Photo by Jackie Estrada)

Continued on next page



Among this year's special guests are Jack Kirby, pictured above celebrating his birthday at last year's con, and Matt Wagner.

(Jackie Estrada photos)



Breeding, Marc Silvestri, Kieron Dwyer, Jon J. Muth, Kent Williams, Peter David, Dan Schaefer, Ian Akin, Brian Garvey and Sergio Aragones, to name a few.

From DC Comics: Editor-in-chief Dick Giordano, plus creators Berni Wrightson, Mike Grell, Mike Barr, Alfredo Alcala, Norm Breyfogle, Doug Rice, Jerry Bingham and many others.

From First Comics: Publisher Rick Obadiah and such writers and artists as Mike Baron, Steve Rude, Paul Smith, Eric Shanower, Steve and Linda Grant, Ron Lim, Neil Hansen, Ken Hooper, Rick Taylor and Jill Thompson.

From Comico: Ringleaders Bob Schreck and Diana Schutz plus gang members Dave Stevens, Steve Moncuse, Steve Purcell, Norman Dog, Adam Hughes, Tim Sale, Mike Gustovich, Doug Wildey, Scott Beaderstadt, Paul Fricke, Marc Hempel, Mark Wheatley and others too numerous to mention.

From Renegade: Publisher Deni Loubert and luminaries Arn Saba, Terry Beatty, Larry Hancock, Trina Robbins, Steve Leialoha, Bill Mumy, Miguel Ferrer, Barbara Rausch, Brian Chin, Wendi Lee, et al.

From Eclipse: Celebrating their 10th anniversary, bosses Dean Mullaney and cat yronwode plus such stars as Marv Wolfman, Scott McCloud, Richard Howell, Ron Randall, Larry Marder, Tom

Yeates, Steven Beau Smith and more to be named later.

From Dark Horse: Chris Warner, Paul Chadwick, Michael T. Gilbert, Mark A. Nelson, Mark Badger, Harrison Fong, Randy Stradley and the always bizarre Bob Burden.

From Fantagraphics: The Hernandez Brothers, Mike Kazaleh, Peter Kuper and Stan Sakai, to name only a few.

From Mirage Studios: Kevin Eastman, Peter Laird, Ryan Brown, Jim Lawson, Steve Levigne, Eric Talbot and Michael Dooney.

Plus representatives and creators from most of the other independent companies, including Blackthorne, Hero, WaRP/Apple, Blue Comet, Fishwrap, Comics Interview, Kitchen Sink, Nicotat and Slave Labor.

Among the other many creators you can expect to see at the con are Michael Kaluta, Charles Vess, Gil Kane, Ray (Mr. 3D) Zone, Ken Steacy, Mike Friedrich, Markalan Joplin, Greg Evans, Phil Foglio, Krystine Krytt, Dell Barras, Joe Rubinstein, Dave Garcia, Donald Simpson, Sam Kieth, Steve Bissette, Lamar Waldron, Ted Boonthanakit, Wayne Van Sant, Mark Propst, Mary Fleener, Tom Poston, David Dorman, Roberta Gregory, James Dean Smith, Ken Meyer Jr., Joshua Quagmire, Dennis Mallonee, Wendy and Richard Pini, Lea Hernandez, Bob Pinaha, Will Meugniot, Rick Hoberg, Bernie Mireault, Tim Burgard, Valentino, Mark Bode, R.A. Jones, Mario Hernandez and Rebecca Wright—not to mention the entire Strawberry Jam gang.

In short, you'll be surrounded by hundreds of pros here. They'll be participating in panels, appearing at company tables in the two dealers rooms, signing autographs, wandering through the halls, whooping it up at parties and generally having a good time—just like you.



Yes, you can get here from there

While it isn't quite true that all roads lead to San Diego, it still isn't difficult to find your way to the San Diego Convention and Performing Arts Center and the Comic-Con.

If you are driving: Coming from the north on I-5, take the freeway into downtown San Diego until you reach the Front Street offramp. Take Front south to A Street, where you make a left and drive about two blocks. The Convention Center will be off to your right (as you can see on the maps elsewhere on this page).

If you come from the north on I-15, take 15 until you reach I-8. Go west on 8 until you come to I-5. Take 5 south and follow the above directions.

Coming from the east on I-8, take the freeway until you reach I-5. Take 5 south and follow the above directions.

Coming from the south on I-5, take the freeway until you reach the Sixth Avenue offramp. Make a left on Sixth and proceed to Ash Street, where you turn right. Go to Second Avenue, turn left and drive about two blocks until the Convention Center looms before you.

If you then want to get to the Omni Hotel (910 Broadway Circle), take either Front or Sixth south to Broadway Street. From Front, turn left on Broadway, drive two blocks to Second and make a right; the hotel will be off to your left one block down. From Sixth, turn right and drive to Second, where you make a left.

Parking can be a problem at both the Convention Center and the Omni. There is a huge parking structure at the center, but it will be full early on Thursday and Friday, Aug. 6 and 7, because all the City Hall employees park there.

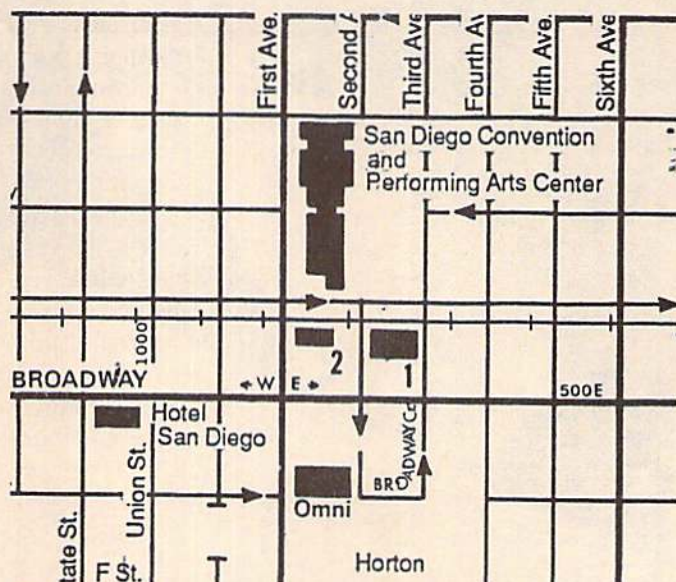
The structure is also relatively expensive, as are many of the lots directly adjacent to the Convention Center. If you're looking for a parking bargain, check the lots several blocks away from the center, or drive about seven blocks north, where the free curbside parking isn't regulated by time.

The Omni has a small lot for guests; the charge is \$7 per day and it is not reimbursed although you do get in-and-out privileges. You should be able to find something less expensive in neighboring lots, although they won't necessarily be as secure as the hotel's underground garage.

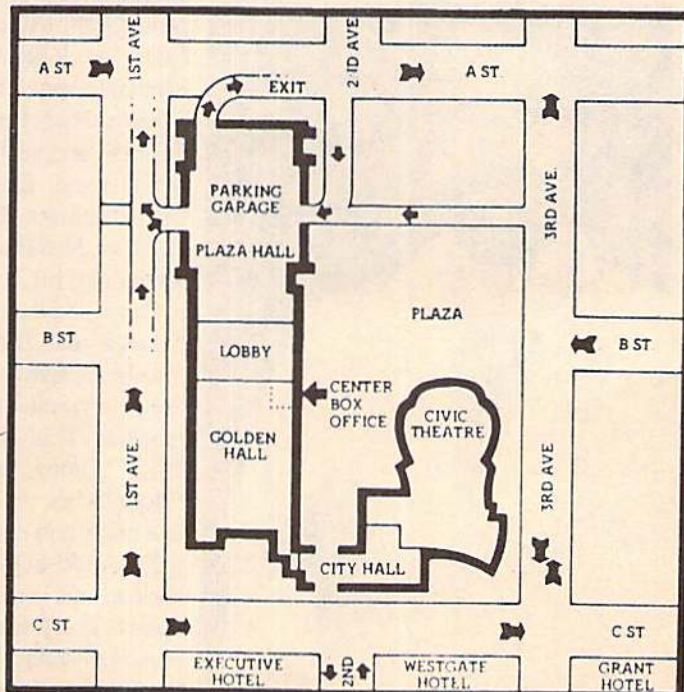
One way for San Diegans to beat the parking problem is to take San Diego Transit (or have some kind soul drop you off at the convention). For information on local bus lines, call 233-3004 between 5:30 a.m. and 8:30 p.m. daily.

If you are coming by plane: Lindbergh Field is adjacent to downtown San Diego. The best thing to do would be take the airport shuttle to your hotel, check in there, then take the Comic-Con shuttle to the Convention Center. You can also take the bus or a taxi directly to the center.

If you are coming by Greyhound: The Greyhound



The above map shows downtown San Diego, emphasizing the Convention Center and our hotels. The Omni and Hotel San Diego are labelled. Number one is the Westgate; number two is the Executive. The map below shows the traffic pattern around the Convention Center, and how to get into the parking garage.



depot is in the middle of downtown San Diego, at First and Broadway. The Convention Center is a block north, at Second and C streets.

If you are coming by Trailways: The Trailways terminal is also downtown, at 310 West C Street, a couple of blocks from the Convention Center.

One-day advance sales set this year

Unlike many conventions, the San Diego Comic-Con tends to draw many fans who attend for just one day. They return loyally each year, but they only come for a day. And they often face long registration lines to get their memberships.

This year, we've decided to try something new, something that should make life a little easier for one-day attendees. For the first time, we are selling one-day memberships in advance, through the mail.

Daily memberships cost \$12 for adults and \$6 for children 7-16 in advance or at the door. (Kids 6 and under are free with paying adults). You can buy yours in advance by filling out the coupon on page 22 and mailing it to the convention address by June 30. Or, as in the past, you can get a membership at the door.

When filling out the form for a daily membership, please help us out by doing two things: Indicate which day or days you plan to attend (this doesn't mean you

have to attend those days, but it helps us for planning purposes) and let us know whether you are buying memberships for friends, or just for yourself so we can put the correct names on the badges.

Of course, we are still selling full, four-day memberships in advance as well. Through June 30, the price is \$30 for adults, half that for kids 7-16 and free for those under seven (yes, they have to be accompanied by an adult member). Fill out the coupon on page 22 and mail it in; no advance registration will be accepted after June 30 and the price is \$6 higher for adults at the door. You should receive a receipt for your membership before the convention; if not, your cancelled check will serve as your receipt.

This year, the "registration twins," Carol Kalesky and Julie Roloff, plan to keep the pre-registration desk in the same place as it occupied last year—to the right of the entrance doors in front of the Convention Center. But this year the desk will be expanded, to make things faster and

easier for all concerned.

Once again this year, advance members can pick up their badges at the con headquarters hotel, the Omni Horton Plaza, on Wednesday, Aug. 3—the day before the convention begins.

The response for pre-registration has been fantastic thus far. The total number of advance members in 1987 was around 850. As of March 31 of this year, the 1988 pre-registration figure is 728.

But while the workload has gone up for the registration department, the age of computerization has hit in a big way. Julie, Carol and friends are able to keep a closer tab on important duties as well as important members (like you!). The badge numbers this year were easier to count because we started the badges with, gasp, number one.

Remember, whether you pre-register or buy your membership at the door, you need to get your registration packet when you enter the convention. This includes the souvenir program book, program guide and lots of other important stuff. And pick up the daily newsletter, *The Comic Chronicle*, each day.

S.T.A.R.

San Diego's Science Fiction Society

Meetings are the third Saturday
of every month, at 8:00 P.M.
on San Diego State University's campus

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very big, neither is
a hydrogen atom!**

(think about it.....)

**Our mascot
"Irving the wonder Flamingo"**



Programming to emphasize alternatives, diversity

The programming division is still hard at work on ideas for panels and other events. Coordinators Bill Stoddard and Janet Tait particularly emphasize developing alternatives in addition to the Comic-Con's traditional panel discussions.

Among this year's events will be a "meeting of the minds" discussion among super-heroes from science fiction and comics on "The Super-hero in Society"; a murder mystery live-action event; a trivia bowl, and workshops designed to offer hands-on experiences in varied art forms.

To help run this diverse programming, the new position of Special Events Coordinator has been created. Mark Yturalde was elected to the post and will be in charge of after-dark events, including an ice cream social.

The schedule will also include Comic-Con's established pattern of strong panel programming. Some topics being considered are: "Alternative Animation Techniques," "Are Comics Too Realistics?," the Film Noir Approach in Comics," "Japanimation's Appeal in the United States," Martial Arts in Comics," "New Directions in Comic Strips," "The Physics of Super-heroes," "Presenting Taboo Material in Comics" and "Why Aren't Comics Fun Anymore?"

Panels will also be offered on costuming, with the assistance of Masquerade Coordinator Brian Mix; on gaming, with help from Gaming Coordinator Alan Kellogg, and on art. In addition, the convention will continue to welcome science fiction fans, offering them a programming track dedicated to sf.

Bill and Janet look forward enthusiastically to this year's program and hope to see all of you enjoying it!

Japanimation to screen

The Comic-Con's Japanese animation program, which is open to all fans, will not only include a mixture of episodes from old and newer shows in the daytime programming, but it will also feature some of the shorter—that is, 45 minutes to one hour—features. Nighttime programming will be composed of longer features.

Daytime programming hours are tentatively scheduled for noon to five on Thursday, Aug. 4, and 10 a.m. to 5 p.m. on Friday through Sunday, Aug. 5-7, at the Convention Center. Nighttime programming is tentatively set for 6 p.m. to midnight on Aug. 4-6 at the Omni Hotel. Rooms will be announced at the convention.

Film czar sets Disney matinees

Ray Rapaport, this year's film coordinator, promises something new to go along with the assortment of classics, golden turkeys, science fiction, fantasy, comedies and animation usually found in the Comic-Con's movie program.

This year, a special Disney matinee will take place each day—a Disney feature, plus cartoons, daily at 1 p.m.

In addition, in honor of Superman's 50th birthday, film historian and Man of Steel fan extraordinaire John Field will show Superman films each night of the con.

Also scheduled is a salute to 1950s monster movies. You'll be able to see your favorite giant crabs, praying mantises and spiders, not to mention 3D monsters reaching out for you right off the screen.

In Orange County, there's **ONE** comic shop that offers the full selection of comic art for every age.



169 North Glassell
Orange, CA 92666
714-633-3440

Because there's more to
comics than two guys
in their underwear
punching each other.

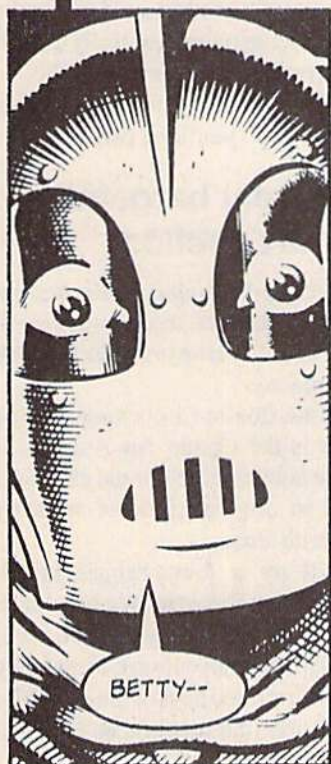
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COMING THIS FALL  FROM EPIC COMICS

Comico The Comic Company is looking forward to seeing all of you at this year's San Diego Comic-Con. Comico creators and staff attending will include:



**Dave Stevens
Michael Kaluta
Charles Vess
Mike Baron
Jay Geldhof
Steve Moncuse
Steve Purcell
Tim Sale**

**Mike W. Barr
Adam Hughes
Dave Dorman
Marc Hempel
Mark Wheatley
Jill Thompson
Diana Schutz
Doug Wildey (tentative)**



**Arthur Adams
Matt Wagner
Bernie Mireault
John K. Snyder
Joe Matt
Norman Dog
Bill Anderson
Markalan Joplin**

**Dell Barras
Mike Gustovich
Rick Taylor
Bob Schreck
Bob Pinaha
Jeff Lang
Phil LaSorda**



Comico will be making major announcements at this year's convention concerning several upcoming projects. Be sure to stop by our booth and say hello.

COMICO THE COMIC COMPANY

Art Show gets spacious new home

The con's Art Show has found a home at last! After several years of trial and error and moving around, we've found a suitable place for the show—Golden Hall, which previously served as stage for the masquerade. Directly across the lobby from Plaza Hall, Golden Hall is now home to the Art Show, a flock of dealers booths and a lounge area.

To celebrate this prominent location

Seminars offer chance to learn from pros

Shel Dorf, who founded the Comic-Con with a small group of volunteers in 1970, returns to active duty with the committee this year as coordinator of art seminars. Shel has drawn up a schedule of six new seminars for the 1988 convention.

There is no extra charge for the seminars, but attendance is limited and early registration is suggested. You can sign up (using the coupon on page 22) for one or more of the following seminars:

Sculpture—This seminar will be led by A. Wasil, who has a masters degree in sculpture from San Diego State and is currently a freelance illustrator and sculptor in San Diego. He will talk about his craft, show slides of his work and lead students in an actual head sculpture, using comics super-star Jack Kirby as a model.

Voice acting—June Foray, "the voice that launched a thousand characters," from Rocky the Flying Squirrel to Jokey Smurf in "The Smurfs," will reveal tricks of the trade. She will discuss how her voice is matched to cartoon characters

and expanded floor space, Art Show organizers purchased more than 100 new pegboard display flats. And, to top off the good news, this year's show will have special lighting.

There's just one more thing we need to make this year's show the best ever—your artwork. If for one reason or another you've never entered the Art Show, this would be a good year to start. And those of

and tell how to work toward a career in animation.

Comic book inking—Dick Giordano, the executive editor of DC Comics and an award-winning artist, will teach this seminar. He will work on a book in progress, answer questions and view portfolios.

Television acting—Patrick Culliton, who played Wylie on the *Starman* TV show, will draw on his extensive experience to tell how to break into the TV industry.

Newspaper comic strips as a career—Kevin Fagan, writer/artist of the newspaper strip "Drabble," will create a Sunday "Drabble" strip and talk about his career. "Drabble" is carried in more than 200 papers.

Cartoonist as social critic and dramatist—Jules Feiffer, whose award-winning career spans super-heroes (the Spirit), comic strips, plays, screenplays and novels, will discuss his career and writing techniques.

Find your favorite artists in Artists Alley

The area of the dealers room set off for artists—Artists Alley—was completely sold out to professional artists by mid-March. Among the 50-plus artists who have reserved space are:

Mike Grell, Wendy Pini, Terry Beatty, Trina Robbins, Richard Howell, Scott McCloud, Tom Poston, Phil Foglio, Scott Boonthanakit, Dave Garcia, Don Simpson, Todd Kurosawa, Chris Miller, Ken Hooper, Greg Espinoza, Shepherd Hendrix, David Leong, Dave Dorman, James Dean Smith, Steve Mattson, Ken Meyer Jr. and Edward Luena.

Also; Brett Breeding, Joe Rubinstein,

you who have entered work in the past should find the new surroundings a welcome change.

For more information on the Art Show, fill out the coupon on page 22, checking the line near the bottom concerning the Art Show. Please return it to Holly Carroll at the convention address by June 30.

This year's art show promises to be a great one. I hope you'll be part of it.

Snag great bargains at our art auction

2 col-lect/ke-'lect/vb (L *collectus*, pp. of *colligere* to collect, fr. *com* + *legere* to gather) vt 1 a: to bring together into one body or place...

One of the Comic-Con's longstanding traditions is the Comic Art Auction. It allows the comics collector the chance to purchase an original piece of work by their favorite artist.

We will try a few changes in the auction's format this year. We hope to be able to set aside times for artists to draw at the easels in the Convention Center lobby during the first three days of the con. Prior to the auction, the artwork will be displayed.

Once all the drawings are completed, the auction will take place sometime during mid-afternoon Saturday, Aug. 6.

Since the most popular items in the auction have been the large, poster-sized artwork, we will be encouraging all the participating artists to spend time in front of the easels.



If you're going to Comic-Con and you're reading this ad...



such a
deal
have I
got for
you!

It's 1988. **Elfquest** is ten years old. And as part of the birthday celebration, Father Tree Press (Warp Graphics) is publishing a newly revised anniversary edition of the **Elfquest** Graphic Novels — the complete edition! Six beautiful volumes! The original story, completely recolored in an exciting animation style as artist Wendy Pini always intended. Printed by a new technique to bring out every sharp detail. Including the entire **Elfquest** saga from the first adventure all the way through "Siege at Blue Mountain." Each volume fattened by new pages of additional artwork not found in previous editions. Six striking new covers, making this anniversary series a set to cherish for years to come.

So what's the deal? Simply this — the retail cost of all six books will be close to \$100.00 (which really isn't that much per volume, when you think about it). But Father Tree Press wants to make the set available to you, as a charter subscriber to the series, for just \$60.00 — ten dollars per volume — as our way of saying "thanks" for helping **Elfquest** reach its tenth anniversary. The first title in the set — "Fire and Flight" — will be sent to you in August right after the Comic-Con, and you'll receive one book a month until you have all six! And, only charter subscribers like yourself will receive a special **Elfquest** print as well with your first volume. It will be available to no one else. Use the handy coupon below to place your order — this offer is good until July 31, 1988 — and join the celebration!



Count me in! Enclosed is my check or money order in U.S. funds, made out to "Father Tree Press," for \$60.00 (Canada & Mexico add \$6.00, rest of world add \$12.00 for postage).

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*...and be sure to stop by the Warp Graphics display
along "Publisher's Row" at the convention!*

Awards event features Mexican buffet

In keeping with the San Diego's Hispanic roots, the Comic-Con is going south of the border for this year's Awards banquet. The Omni Hotel will offer banquet-goers a wide selection of Mexican goodies.

After we eat, the brief but entertaining awards ceremony will be conducted. About a dozen of the Comic-Con's coveted Inkpot Awards for artistic achievement will be handed out, as will the Russ Manning Award for most promising newcomer and the Bob Clampett Humanitarian Award.

The banquet will be held the evening of Friday, Aug. 5 at the Omni Hotel. Doors

It's party time Friday night after banquet!

Following the banquet, everyone will pop out of their seats and hop into the next room to bop to the tunes of Seduction of the Innocent, an all-star band that will debut at this year's Comic-Con.

Seduction of the Innocent was the brain child of Bill Mumy, who has played guitar professionally with the band America as well as being half of the crazed recording duo Barnes & Barnes, and his pal Miguel Ferrer, who happens to play drums. Miguel hooked up with bassist Steve Leialoha and keyboard player Max Allan Collins, who shares vocals with Mumy and is leader of the group.

will open at 7 p.m. Space at the event is limited, so, to ensure yourself a place at the banquet, use the coupon on page 22 to order your tickets in advance. The price is \$24 (\$22 for working pros, who must be preregistered with the con to get that discount). A limited number of tickets will also be on sale at the convention, at a table in the convention center lobby.

Whether you order in advance or wait until the con, you can pick up your tickets from Banquet Coordinator Mary Henderson at the banquet table on Aug. 4 or 5.

The party, a no-host cocktail event, will be at the Omni Hotel. It will begin Friday, Aug. 5, immediately after the banquet, which is estimated to end about 9:30 p.m. All those who attend the banquet will automatically be admitted to the party, as will guests and professionals who have received a special invitation.

Once things are set up and underway (about 10:30), the doors will be opened to all other convention members—but you *must* have your badge with out to get in the door.

24-hour video planned

This year, Comic-Con TV—known to its friends as CCTV—joins forces with Major Video Production to produce four days of 24-hour programming, broadcast to all the convention's major hotels (if all goes as plans and Murphy is willing).

If you are interested in advertising on CCTV (prime time, standard and fan rate, all of which will be publicized in the next dealers mailing) or working on our camera crews (or anywhere else), call Victor O'Rear at (619) 588-7423.

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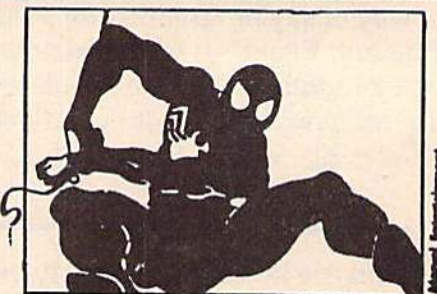
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YES! I'd like to register for CopperCon 8!

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Masquerade moves to fancy quarters: the Civic Theatre

The San Diego Comic-Con hosts the world's largest convention masquerade held every year in the same city. Our masquerade is also the most prestigious comics-oriented costume competition in the world.

For several years now, the major comics companies have supplied cash prizes to the best costumes drawn from their publications. In addition, a separate panel of judges will select winners in several categories, including Outstanding Original Design, Outstanding Re-Creation and overall Best of Show. There will be a special prize for contestants up to age 12, and other awards as well.

The masquerade will be held, for the first time ever, on the stage of the San Diego Civic Theatre (a couple of hundred feet east of the convention center). The stage is huge and there is no runway. The theater is commonly used for operas and plays, so the lighting and acoustics are superb. The use of music and dialogue will be unusually effective in this arena. Presentations, however, will be limited to no longer than one minute unless special arrangements have been made.

All contests should register for the masquerade in advance, preferably by mail (using the coupon on page 11) well in advance of the con. However, registration will remain open through Saturday afternoon, Aug. 6.

The masquerade will begin at 7:30 p.m., and don't rely on a late start—we mean business when we say we plan to start *on time*. The audience will be admitted no later than 7 p.m.; the stage will be available for contestants to walk through and block out their presentations beginning at 5 p.m. If possible, we will make the stage available for such rehearsals in the early morning hours as well, but this is doubtful.

If you plan any acrobatics, swordplay

Preregistration convenient for pros

Are you a pro planning to attend this year's convention? If so, be sure to notify us that you are coming if you haven't done so yet. All pros who preregister will have their badges made up for them, which will speed up

or special effects on stage, it must be cleared with masquerade coordinators Brian Mix or Scott Norton in advance. Regulations are tighter in the Civic Theatre than they were in our old stage, Golden Hall, and the audience extends much closer, making safety an even greater concern than before. A good rule of thumb—if you're not sure you should do it, don't.

This is not to say we won't be flexible about making special arrangements. If you are truly skilled at mock melee with live steel, and are prepared to demonstrate that skill, we'll be happy to have you. If you have the entire Legion of Super-Heroes and want to stage a pageant, we'll give you the time you need—but not too much; never, *never* bore the audience.

We will have a large and highly trained staff of sound and lighting techs, seamstresses, gophers, den mothers and other people to help you with virtually anything you might need.

One of the most vital ingredients of the success of any masquerade, and one rarely mentioned in reports like this, is the audience. Ours is one of the largest (close to 1,500 last year) and most responsive audiences found anywhere (and we appreciate them, too), so contestants need not be afraid to try esoteric or experimental ideas.

On the flip side of this is that very common costumes—Darth Vader, Frank N. Furter, Mr. Spock, etc.—have been seen many times. Re-creations in general, however, are very popular here, from movies and TV as well as comics. Also, since the audience will be much closer to the stage this year, some subtle and intricate designs will be more practical than they usually are. And you will be able to entirely avoid stairs and ramps, and will have the backstage facilities of a real theater.

processing at the pro registration table, located in the Convention Center lobby.

To preregister, write to Jackie Estrada at 4657 Cajon Way, San Diego, CA 92115. If you have any questions for her, you can also call (619) 286-1591.



Convention offers handicapped services

Robert P. Goodwin is coordinator of a new Comic-Con department—Handicapped Liaison Services. This department provides information and services for handicapped con-goers.

Robert has a lot of experience with the convention, having worked in the security department (now called convention services) for the past 15 years.

While he is still planning exactly what services to offer, Robert does know he will provide maps of all accessible bathrooms and elevators, pointing out stairs and wheelchair ramps as well. If you have any suggestions or questions for him, write to Robert at the convention address.

Blood drive sets several changes

Richard Campbell, the new coordinator of the Robert A. Heinlein Memorial Blood Drive, reports that this year the convention and the San Diego Blood Bank will have two bloodmobiles on hand at the convention center on Friday, Aug. 5. From 10 a.m. to 3 p.m., these two vehicles will be on First Avenue, right outside the center. This should cut back on the long wait some donors had last year.

And, remember, donations made up to two weeks before the con qualify the donor for our package of nifty premiums this year. But you must bring a receipt from the facility where you made the donation.

If you are a store owner, distributor or publisher, we welcome donations of a different sort as well—merchandise for our premium packages. We need 100 to 150 copies of any items you send; if you wish we can send you a receipt for the donations.

Send premiums and any questions to Richard Campbell at the Comic-Con address.

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Helpful hints on getting the most from the con

Attending the San Diego Comic-Con can be a confusing experience, especially if you've never been to a big convention before. Here are a few helpful hints for making your convention experience as enjoyable as possible:

After you check in at the registration desk in the Convention Center lobby, make sure you get your membership packet. This will include the convention souvenir book, full of interesting articles and snazzy artwork; issue #0 of the daily Comic-Con newsletter, with the rundown about actual con happenings; a schedule of programs and films; a video schedule, and maps of the convention sites.

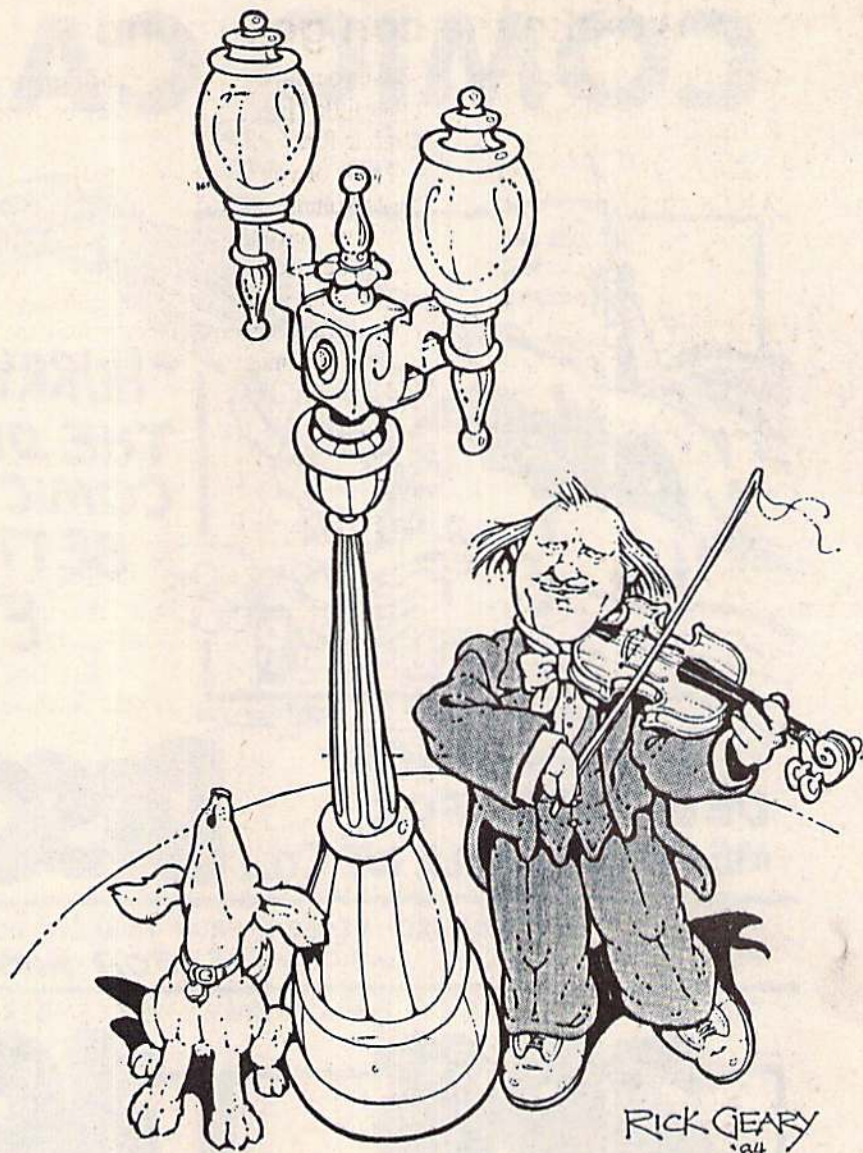
Many fans turn immediately to the program/film schedule, and start planning their day. This can be difficult, especially when it turns out that your favorite artist is on a panel that is scheduled directly opposite your favorite movie, but generally things work out.

The newsletter will be a daily feature full of information about program changes, new guests who decide at the last minute to show up, schedule highlights, awards, parties and anything else the editor thinks is worth writing about. Be sure to pick up a copy of the newsletter each morning at the information desk in the convention center lobby.

Veteran convention-goers know that Comic-Con is a 24-hour experience, taking place at two locations. Most of the daytime activities are at the Convention Center, but at night the action shifts to our headquarters hotel, the Omni San Diego. Parties and all-night films take place at the hotel; make sure you get down there to check it out.

Remember, whenever you have questions about this three-ring circus we call Comic-Con, come to the Information Desk. The folks there are full of helpful information and are just waiting to answer your questions.

So when you wonder where the heck the Copper Room is, or when Jules Feiffer is scheduled to speak, or when such-and-such movie will screen, just ask at the Information Desk. We'll be glad to help.



Poster contest: We have some winners!

In the first 1988 progress report, we asked you to design a poster for us for this year's convention. We were gratified by the great response and all the wonderful entries. The judging was difficult, but we finally arrived at the following winners:

Pro category: First prize went to Janet L. Hetherington of Ottawa, Ontario; her sketch will be the basis for our final poster. The runners-up were Brian Swift of Sparks Comics Co. in Verdi, Nevada, and Ellis Goodson of San Diego.

Amateur category: First prize went to Keithan Jones of San Diego, who created a character named C.C. to symbolize the Comic-Con. Runners-up were April Lee, who finished a very close second with her two designs; Steve Schloegel of Irvine, age 16; Mel Henshaw of San Diego;

Michael Lindsay of San Diego, age 10 and already warped!, and Daryl Coats of Powell, Wyoming.

The winner in the pro category gets two banquet tickets and a con T-shirt. The winner in the amateur category gets a free con membership, a banquet ticket and a T-shirt. All runners-up get con T-shirts. And everyone who entered the contest gets our thanks.



Volunteers make the con go around

Again the cry goes out loud and clear to all interested in helping the convention as volunteers. Volunteers are what make this and all conventions work, and with your help this year's con will work that much more easily.

There are spaces open on the registration desk and in programming and operations. All you need do to volunteer is send a letter or the handy membership form on page 22 to Albert Lafreniere at the convention address, and tell us that you're interested in helping out.

For your help, the convention will

Silver Card honors past members

Attention, veterans of the Comic-Con wars! You may be eligible for the new San Diego Comic-Con Silver Card.

The Silver Card was established recently by the con committee to honor those who have served the convention as active, working members of the committee or the board of directors (or earlier versions of these). You must have been active for at least five years.

waive your membership fee, and there are other little "perks" that you may become eligible for.

Those of you who have already sent in cards volunteering your time shouldn't fret—we haven't forgotten you. You should be receiving a detailed form in the mail within a month, including a questionnaire and a parental consent form that those of you under 18 must have filled out and signed.

Thanks for your support and enthusiasm.

The Silver Card grants lifetime free admission to the Comic-Con. If you think you qualify, send a letter: San Diego Comic-Con, Silver Card, P.O. Box 17066, San Diego, CA 92117. Include your name, address, years on the committee, offices and jobs held, responsibilities and references (people who can verify your committee membership, etc...).

Any questions? Call (213) 483-7731.

24-hour gaming slated this year

Open gaming will take place throughout the day and night at Comic-Con this year. During the day, games will be held at the Convention Center. Twenty-four-hour gaming will take place at the Hotel San Diego.

A gaming trivia quiz will be held. Gaming tournaments will take place, courtesy of GDW. You have to register for the tournaments at the convention because seating is limited.

Also of interest to gamers, TSR and possible other gaming companies will have tables in the dealers rooms.

Con memorabilia sought

Archives Coordinator Larry Blanchard, the convention's unofficial historian, is looking for memorabilia from any past Comic-Cons for display at next year's 20th anniversary Comic-Con. Buttons, pins, books, patches, etc... can be donated or loaned to the convention.

For more information about this effort, write Larry at the Comic-Con address.



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Help us celebrate our 20th birthday!

The San Diego Comic-Con turns 20 in 1989.

We hope you'll join us for the fun.

How?

*Buy an advance membership for 1989 at the '88 con. The prices will never be lower.

*Get information on dealers tables. We have more room now, but you still need to get your tables early, or risk being shut out.

*Advertise your products in our 20th anniversary publications.

**For details, write to the convention address,
or come to the Information Desk at the con.**

Con now has 2 dealers rooms

The Comic-Con will have more than 300 dealers tables this year, in two rooms. In addition to our traditional dealers room in Plaza Hall, this year we will also have at least 50 booths in Golden Hall, across the lobby from Plaza. These booths will mainly represent publishers.

There are no more tables or booths available, but a waiting list has been compiled in case space opens up. To get on the waiting list, contact Tom French at the convention address.

For those of you who have never attended a convention, or the San Diego con in particular, a dealers room is a place where you can find a large variety of collectables. It is a room filled with tables that are piled high with merchandise; each is not unlike an individual comics or hobby shop.

The San Diego Comic-Con's dealers room has the largest gathering of comic books, poster, fantasy and science fiction books, artwork, Star Trek and Star Wars items, sports memorabilia and related materials available for sale in one location. Anywhere.

So, if you're looking for a scarce golden age comic or a piece of original art from your favorite artist, the dealers room is the place for you.

Help us find 'missing people'

Send out the search teams and sled dogs. We have some missing people.

The con's registration department is trying to locate several people who pre-registered for memberships but moved before receiving confirmation letters and progress reports. The missing people and their membership numbers are:

#066—James Murray

#079—Al Falcon

#144—David W. Dick

#240—Trent N. Beck

#401—Tim Noyes

#444—John Waite

If anyone knows these people, please have them send their old and new addresses to the convention so we can send them membership information. The Registration Twins thank you.

Comic-Con advance members

Following are the names of advance members in the 1988 San Diego Comic-Con, through April 10. The last name is given, then the first name and the person's registration number:

FRISBEE 074
SUNSHINE 695
ABLARD DIANA 060
ADAMS ROBERT 649
ALBERS MICHAEL C 683
ALCANTARA STEVE 731
ALDEN CHRIS 051
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ALSOPE KEVIN 004
AMEND PETE 143
AMOS KEN 717
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ARMSTRONG ALLISON 132
ARNUSH CRAIG 647
ASHBOUGH BILL 709
ASHBOUGH BILL 710
ASHLEY PAUL 071
ASTORGA EFRAN 608
AUSTIN JAY 368
AYERS STAN 588
BACK DAVID 630
BAILEY JANET 019
BAKER GARY 073
BAKER SCOTT 072
BALINGIT JACK 628
BANGASAN REMAL 339
BARCENA RICARDO 661
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BARRACK LOUIS 264
BARTHOLOMEW KIMBERLY P 295
BAVARO TERRY 058
BEAR ROBERT 202
BEAULIEU DENNIS 280
BEAULIEU WENDI 281
BECK TRENT N. 240
BECKER NANCY 245
BEIRO MITCHEL 341
BENHAM KELLEY 146
BERKEBILE DAVE 393
BERKEL MARJORIE 519
BERTRAM JACK 575
BERTRAM SUSAN 576
BIERBAUM MARY 283
BIGGAR MARK 059
BLACK RONALD 397
BONNER DANN 677
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BOOTH TOM 118
BOWOSKI MARK 481
BOSTER JOE 483
BOWERS DAVID 498
BOWMAN ERIC 703

BRACHWITZ ANN 011
BRADY DAVID 180
BREWSTER MICHAEL 123
BROCHTRUP MICHAEL
BROCK ERIC 219
BROWN JOSH 378
BROWN TAMARA 609
BROWNE LANCE 124
BUCHMON ED 030
BUDNIAK AL 673
BUDNIAK ANTHONY 672
BULTER JOHN ROBERT
BULURAN EDWARD 807
BURKE JAMES 049
BURKE LAURIE 447
BURKE YOLANDA 048
BURKERT TOM 599
BUSH J. BART 252
BYRNES MARK S. 319
CACHO JOHN 507
CALLACIBILL 538
CALLACIROSE 539
CALOROSO CHRISTINE 84 L
CAMPBELL ALAN R 269
CANYON GEOFFREY 726
CARASI PAUL 126
CAREY STEVE 261
CARNAHAN SHAWN 282
CARRASCO GARE 463
CARRILLO RICHARD 48
CARTER GREG 687
CASADA DELBERT 140
CHANDLER ROB 452
CHENEY KEN 662
CHIN TIMOTHY 361
CHIODIN JEAN-MARE 72
CHRISTIAN JAMES 156
CHUGEOGE 258
CHUTEMPLE 257
CLARK JIM 226
CLARK JOHN 527
CLAUSEN MICKEY 658
CLEGG MARK 363
COATNEY CARY 632
COLLINS ROBERT A 657
COMPANIK CHRIS 611
CONNALLY PAT 558
CONNALLY TERRY 559
COOK DAVID A 635
COOPER DANNY 159
CORBETT STEVE 721
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CROOK TYLER 487
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DERSHEM CARL 708
DESY JOHN 684
DEVOL MARK 644
DEVON MARTIN 172
DEVON SABRE 173
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EMERICH BRIAN 364
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FIDLON SERGE 024
FIK DENISE M 379
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FLETCHER ERIC 589

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FORD COLLEEN A 574
FORESTER MICHAEL 389
FORMAN ROBERT 681
FORTUNO LEILANI 572
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GALAMBOS ANDREW 7
GALDE BEN 550
GALGINAITIS MICHAEL 19
GARANCHON MICHAEL 11
GARRETT JERRY 472
GARRETT JOE 299
GARTIN JOHN 592
GATTUSO STEVE 315
GAUGHAN BRIAN 278
GEE WENDELL 365
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Multipurpose coupon for:
Memberships • Art Show • Art Seminars
Banquet • Masquerade • Volunteers

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OFFICIAL HOTEL RESERVATION FORM

San Diego Comic-Con

Aug. 4-7, 1988

San Diego, CA

Headquarters hotel: Omni San Diego

Please mail this entire completed form to:

Comic-Con Housing

San Diego Convention and Visitors Bureau

1200 Third Ave., Suite 824

San Diego, CA 92101

Phone: (619) 232-3101 (ask for Housing Department)

IMPORTANT INSTRUCTIONS—PLEASE READ CAREFULLY

The San Diego Convention and Visitors Bureau is making hotel assignments for Comic-Con attendees this year. Fill out this form completely and mail the entire page to the Convention and Visitors Bureau, at the address below.

ConVis will make hotel assignments on a first-come, first-serve basis according to choice and availability upon receipt of this official housing application, provided that it is properly completed and all necessary information is given. **Telephone reservations will not be accepted by ConVis, until after the deadline date (see below).**

The bureau will send acknowledgment of the hotel assignment directly to you, the attendee/occupant; the hotel will send confirmation requesting a deposit. At that time, please send the required deposit **directly to the hotel** in order to guarantee the reservation. If you wish, you can take care of the deposit now by filling out the credit card information below.

To cancel or make changes in reservations, contact the bureau up to 15 days prior to the convention. After that, contact the hotel directly.

Please make **at least three** hotel choices in order of preference: 1, 2, 3, etc... Use one reservation form for each hotel room you are requesting; make copies of this blank form if extra forms are needed.

Please **circle** occupancy and rate choices. Note: Single=1 adult, 1 bed; double=2 adults, 1 or 2 beds; triple=3 adults, 2 beds and rollaway; quad=4 adults, 2 beds and 2 rollaways. If you are interested in a suite, check with hotel for prices. There is usually no charge for children. Age policies vary; check with individual hotels on charges for children.

HOTEL CHOICE	HOTEL NAME	HOTEL CODE	SINGLE	DOUBLE	TRIPLE	QUAD
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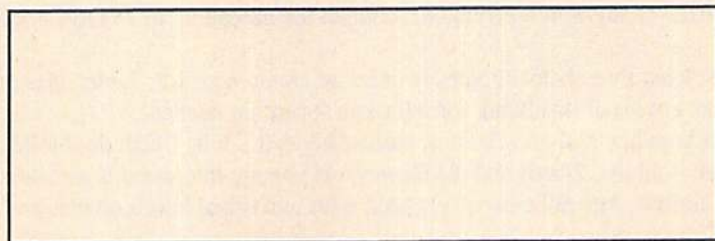
Note: Send only hotel form to this address. Memberships and all other mail goes to the Comic-Con address, given on page two!

Note number two: Deadline for room reservations at the special Comic-Con rate is July 1. Make your reservation early!



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