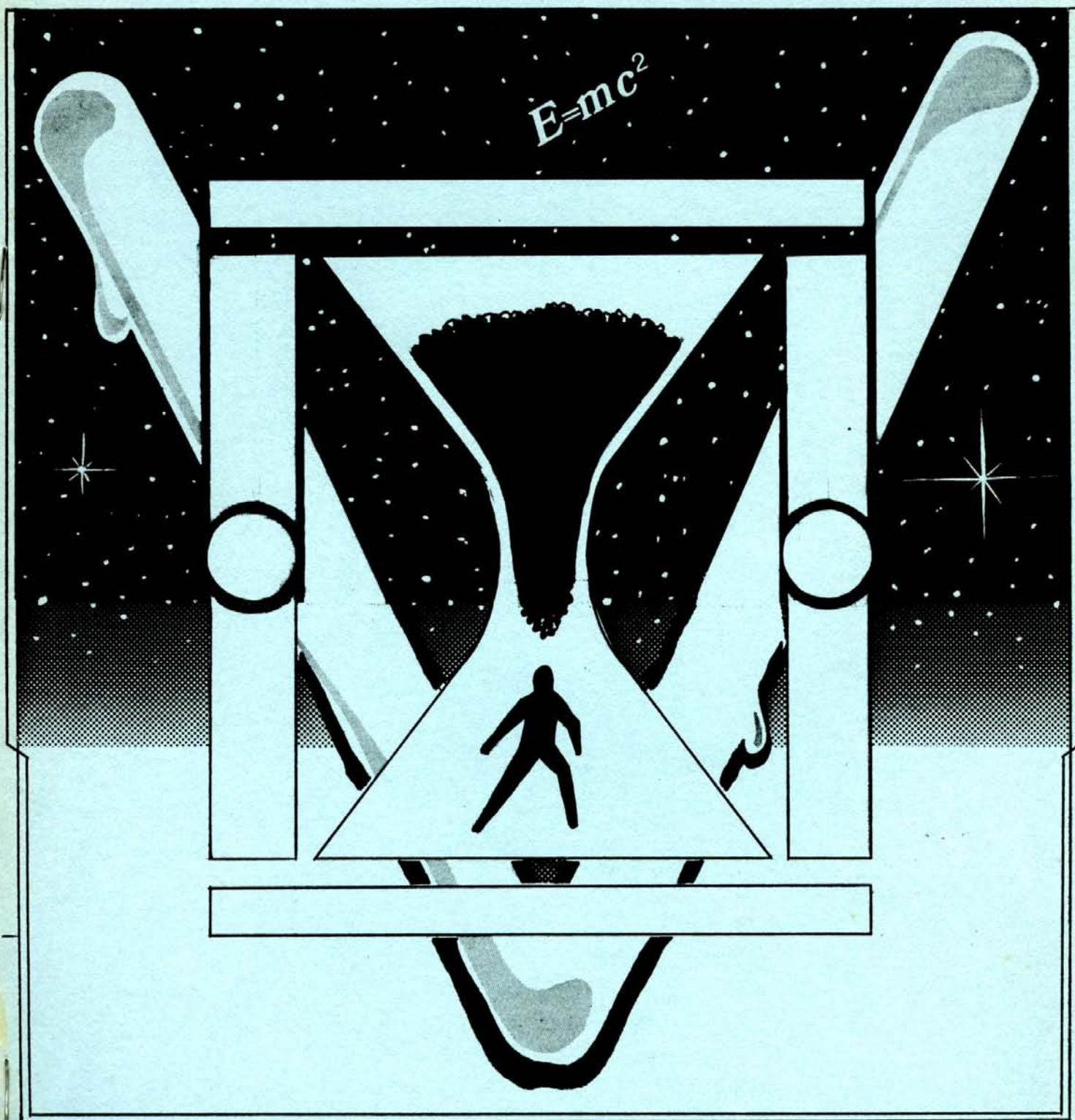




JULY 19, 20, 21 1985

space 1999 con-8

CON COMMITTEE

Chairman: Darla Vasilas

Registration, Dealer's Room, Auction: John Van Camp

Art Show: Susan Wilt

Video Programming: Steven Vasilas

Video Aide: Darleen Masten

Secretary: Dorothy Eckert

Security: Norman Gagnon

Escorts: Rosie Badgett

Publicity: Jeanne Gagnon

Program Book: Jeanne Gagnon

*SOMEWHERE  
far, far away...*

NORMAN GAGNON/NOON 10-84



LOOK KID... I HAVE  
TO VANISH, CHECK  
YOU LATER!



--HAVE YOU SEEN A GHOST?



# This is your survival guide to:

## SPACECON-8



### CONVENTION RULES

1. Weapons should remain holstered and sheathed. They also should not be taken outside.
2. No ALCOHOL in the convention area.
3. Due to VA state law, helmets and masks are not permitted outside of the hotel.
4. We kindly ask that there be no smoking in the convention area.
5. Please have some respect for property. Remember that others have to use the elevators and ice machines.
6. The Alliance will not be responsible for personal property and will NOT post bond.

THANKS FOR YOUR COOPERATION!!!!!!!!!!

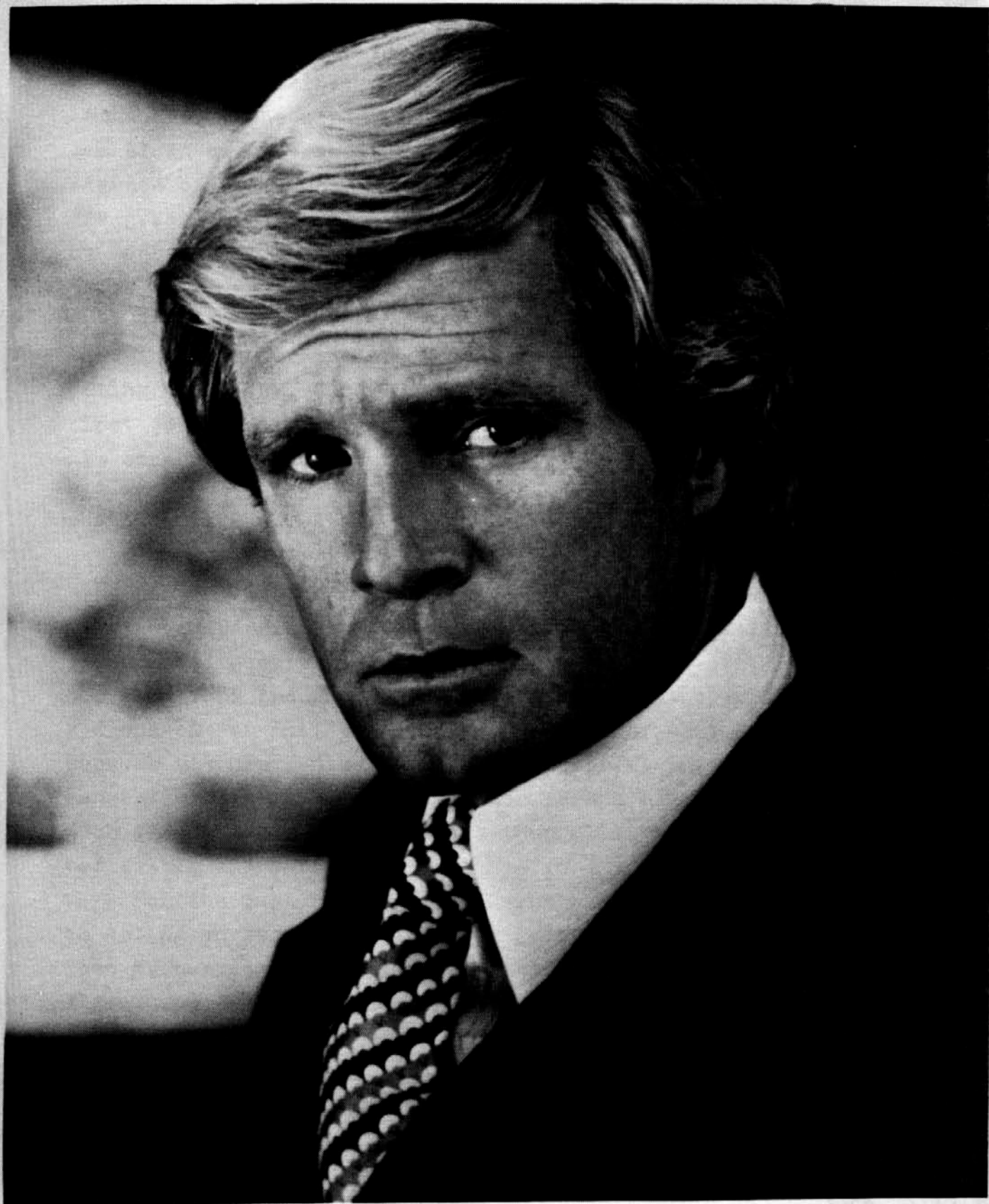
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### SPECIAL THANKS

We would like to thank all the members of Caperican Federation for donating their time and effort to host this years convention.

We would also like to thank MR. DJ for the donating his time freely to the convention.

We also thank Stouffer's Hotel for being patient and very helpful. And thanks to all the staff for their cooperation and help.



## FRANK ASHMORE

Born in El Paso, Texas, Frank Ashmore was raised in Los Angeles. At the age of 9, Frank visited a sound stage and suddenly the world of fantasy opened up for him. "I was blown away," recalls Frank. "I'll never forget the essence of that musky soundstage mixed with the smell of the greasepaint. I felt it right down to the marrow of my bones and I knew without a doubt that was where I wanted to be."

After a stint in the navy, Frank started working with the Equity Waiver theatre and studying with the reknowned acting coach Jeff Corey. It was Corey who gave him his first job; a part in "Alias Smith and Jones". From there, his career lauched him into doing T.V., movies, and plays. His credits include recurring roles on Days Of Our Lives and General Hospital to episodes of "Chips", "Battlestar Galactica", and his last role in "V".

His role as Martin deserves some attention. Martin was the compassionate alien who proved that not all lizards are created equal. His character was doomed to die, but die hard fans brought him back to life. In the wake of a flood of fan mail the producers of "V" brought Frank back as his own brother Phillip, a powerful inspector-general with a true sense of honor. Frank's ability to arouse such a reaction only proves his true ability to create a believable character.

For the past three years, Frank has been conducting an acting workshop. His ultimate goal, however, is to "own my own company someday, option properties, write some, direct some, and continue my career as an actor."





Robert Colbert

## ROBERT COLBERT

Robert Colbert is no stranger to the Hollywood scene. He has been in the industry for almost thirty years. He started as a radio announcer and participated in theatrical groups. Soon he was on his way to the movies. He appeared in such titles as "Agent 52", "Joyride", and "Macabre".

During the sixties, Mr. Colbert became involved with television. He showed up in various shows like "Bronco", "Hawaii Eye", and "77 Sunset Strip" just to name a few.

In 1966, he made a pilot for 20th Century Fox called "The Time Tunnel", which became part of their line up for 1967-68.

Most people, however, will recognize him best for his portrayal of David Hasselhoff's father on "The Young and The Restless". CBS knew a good thing when they had it; he lasted 10½ years on that show. During that time he also appeared on such prime time shows as "Quincy" and "O' Hare".

This is one man who really gets around, so keep your eyes open. You never know where he will pop up next.



ARE YOU SATISFIED HARRIET?  
E'RE LOST.

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FRIDAY'S

## SCHEDULE

|                                                                                    | ADMIRALTY<br>BALLROOM |  FILM ROOM | AUTOGRAPHS |  ART<br>SHOW |  DEALERS<br>ROOM |
|------------------------------------------------------------------------------------|-----------------------|---------------------------------------------------------------------------------------------|------------|-------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------|
|                                                                                    | DECATUR<br>FARRAGUT   | DEWEY I DEWEY II                                                                            | DEWEY III  | CHARLESTON ROOM<br>PORT STARBOARD                                                               | CHESAPEAKE HALL<br>RAPPAHANOCK JAMES<br>ROANOKE POTOMAC                                             |
| <b>am</b>                                                                          |                       |                                                                                             |            |                                                                                                 |                                                                                                     |
| 0800                                                                               |                       |                                                                                             |            |                                                                                                 |                                                                                                     |
| 0900                                                                               |                       | BREAKAWAY<br>(space 1999)                                                                   |            |                                                                                                 |                                                                                                     |
| 1000                                                                               |                       | CITY BENEATH THE<br>SEA                                                                     |            | OPEN                                                                                            | OPEN                                                                                                |
| 1100                                                                               |                       |                                                                                             |            |                                                                                                 |                                                                                                     |
| 1200                                                                               |                       | TIME TUNNEL<br>(movie)                                                                      |            |                                                                                                 |                                                                                                     |
| <b>pm</b>                                                                          |                       |                                                                                             |            |                                                                                                 |                                                                                                     |
| 0100                                                                               |                       |                                                                                             |            |                                                                                                 | CLOSES                                                                                              |
| 0200                                                                               |                       | GALAXY EXPRESS                                                                              |            |                                                                                                 | OPENS                                                                                               |
| 0300                                                                               | OPENING<br>CEREMONY   |                                                                                             |            |                                                                                                 |                                                                                                     |
| 0400                                                                               |                       | AIRPLANE II                                                                                 |            |                                                                                                 |                                                                                                     |
| 0500                                                                               |                       |                                                                                             |            |                                                                                                 |                                                                                                     |
| 0600                                                                               |                       | COLLISION COURSE<br>(space 1999)                                                            |            | CLOSED                                                                                          | CLOSED                                                                                              |
| 0700                                                                               | BANQUET               | BRINGERS OF WONDER<br>(space 1999)                                                          |            |                                                                                                 |                                                                                                     |
| 0800                                                                               |                       |                                                                                             |            |                                                                                                 |                                                                                                     |
| 0900                                                                               | CHARITY<br>AUCTION    |                                                                                             |            |                                                                                                 |                                                                                                     |
| 1000                                                                               |                       | FILM CONTEST                                                                                |            |                                                                                                 |                                                                                                     |
| 1100                                                                               |                       |                                                                                             |            |                                                                                                 |                                                                                                     |
| 1200                                                                               |                       | ICE PIRATES                                                                                 |            |                                                                                                 |                                                                                                     |
|  |                       |                                                                                             |            |                                                                                                 |                                                                                                     |

Saturday

## SCHEDULE

ADMIRALTY  
BALLROOM

FILM ROOM

AUTOGRAPHS

ART  
SHOWDEALERS  
ROOMDECATUR  
FARRAGUT

DEWEY I DEWEY II

DEWEY III

CHARLESTON ROOM  
PORT STARBOARDCHESAPEAKE HALL  
RAPPAHANOCK JAMES  
ROANOKE POTOMACam  
0800Ashmore  
Fan ClubFive Doctors  
(Dr. Who)L/B  
Fan Club

0900

1000

Robert  
Colbert

Last Unicorn

Open

Open

1100

Universal

Colbert  
Auto

1200

"V" Series Opener

Film  
Panelpm  
0100Frank  
Ashmore

Metamorph

Closes

0200

Mindbender (UFO)

Ashmore  
Auto

Opens

0300

Dance  
Demo

Time Tunnel-Pilot

Costume  
Panel

0400

Charity  
Auction

Stingray-Movie

Gaming

0500

0600

Match  
Game

Japanese Film

Closed

Closed

0700

Kobyashi  
Maru

0800

COSTUME  
CONTEST

0900

1000

Masquerade  
Ball

Conan

1100

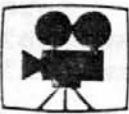
1200

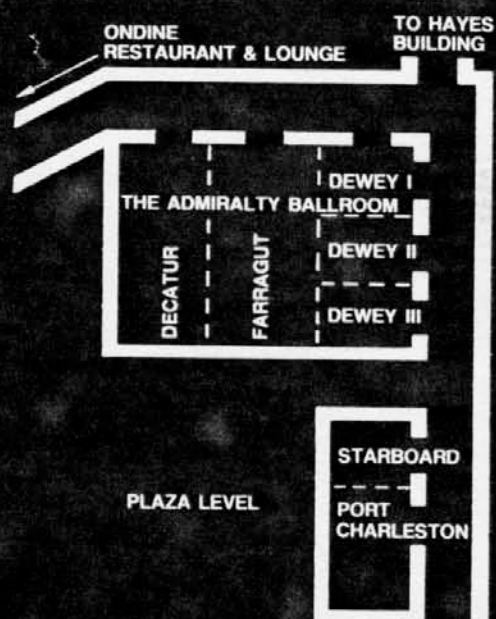
Creepshow



SUNDAY'S

## SCHEDULE

|      | ADMIRALTY<br>BALLROOM |  FILM ROOM | AUTOGRAPHS |  ART<br>SHOW |  DEALERS<br>ROOM |
|------|-----------------------|---------------------------------------------------------------------------------------------|------------|-------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------|
|      | DECATUR<br>FARRAGUT   | DEWEY I DEWEY II                                                                            | DEWEY III  | CHARLESTON ROOM<br>PORT STARBOARD                                                               | CHESAPEAKE HALL<br>RAPPAHANNOCK JAMES<br>ROANOKE POTOMAC                                            |
| am   |                       |                                                                                             |            |                                                                                                 |                                                                                                     |
| 0800 |                       | CAPTAIN SCARLET                                                                             |            |                                                                                                 |                                                                                                     |
| 0900 |                       |                                                                                             |            |                                                                                                 |                                                                                                     |
| 1000 |                       | THUNDER BIRDS                                                                               |            | OPEN                                                                                            | OPEN                                                                                                |
| 1100 | ROBERT<br>COLBERT     |                                                                                             |            |                                                                                                 |                                                                                                     |
| 1200 |                       | JOE 90                                                                                      | COLBERT    |                                                                                                 |                                                                                                     |
| pm   |                       |                                                                                             |            |                                                                                                 |                                                                                                     |
| 0100 | FRANK<br>ASHMORE      |                                                                                             |            | CLOSES                                                                                          |                                                                                                     |
| 0200 | ART<br>AUCTION        | LAST SUNSET<br>(space 1999)                                                                 | ASHMORE    |                                                                                                 |                                                                                                     |
| 0300 |                       | WARGAME<br>(space 1999)                                                                     |            |                                                                                                 |                                                                                                     |
| 0400 |                       | LAST STAR FIGHTER                                                                           |            |                                                                                                 | CLOSES                                                                                              |
| 0500 | CLOSING<br>CEREMONY   |                                                                                             |            |                                                                                                 |                                                                                                     |



## DRAGON'S TREASURE THEFT

I walked into disaster  
And followed all my training  
The dragon's dearest treasure  
revealed the secret  
And I stole it far away  
I stole it far away

Suddenly his fury sounded  
As he learned of our escape  
And he came at us with anger  
As we boldly rode away  
We boldly rode away

Yet he never lets those go  
Who steal of his treasures  
And he threw at us his weapons  
As we hurried off, away  
We hurried off, away

To duck just for a moment  
Was my life surviving death  
I'll always hear that roar  
Of the flame that killed my mates  
Who stood there right beside me  
As we tried to get away  
We tried to get away

I also felt the anger  
As I spied the mass destruction  
Of those three men beside me  
Now ashes in their boots  
And I headed back again  
I headed back again

For I hated that living dragon  
And I wished to show him more  
To never destroy my quest mates  
For it is I who am left to fight  
Now with a fury that makes might  
Yet again I sail away  
Again I sail away

Someone else has grabbed me  
Deprived me of my sword's  
Baning this scornful brute  
Now they keep me with them  
As we quickly sail away  
We quickly sail away

Yet how can I ever forget  
The sound of their destruction  
That well might have been mine  
No matter how far away  
How far I continue to run

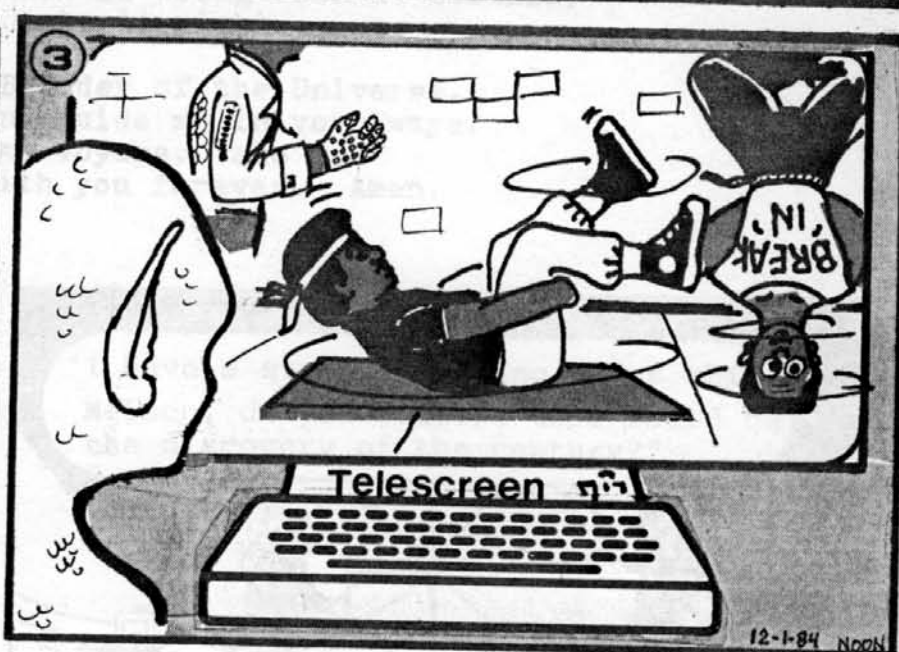
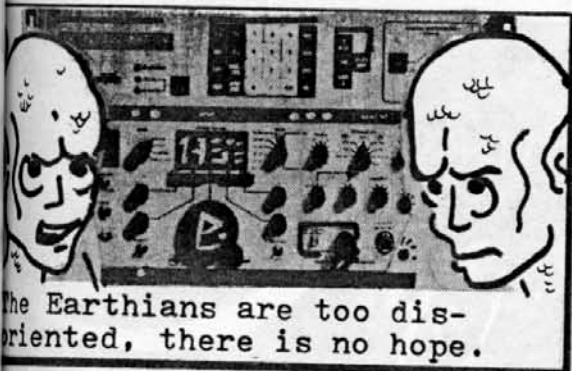
by

Phillip D. Shade

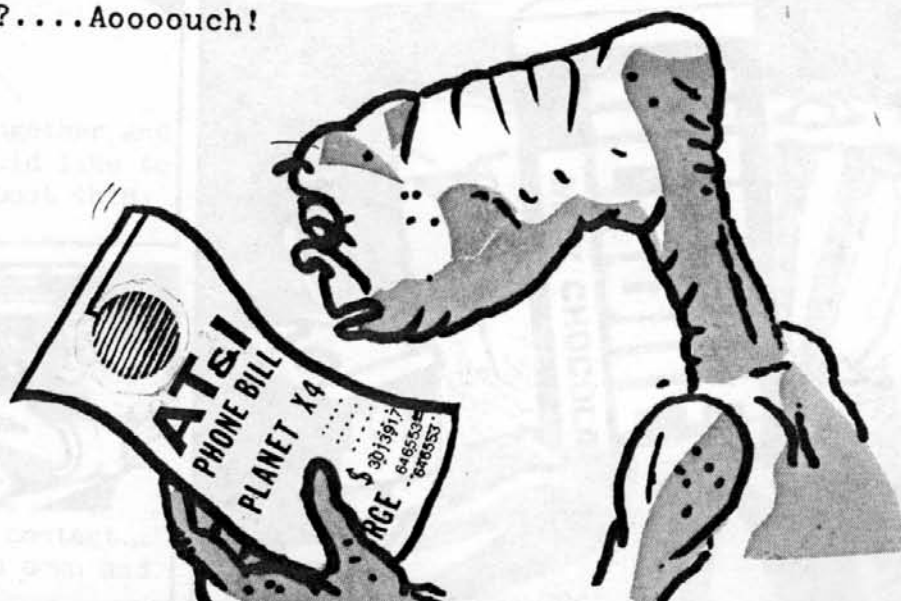
Dedicated to  
Forgotten Friends



# GALAXY GAGS®



Call home?....Aooooouch!



11-20-84 NOON

## AN ENGINEER'S PRAYER

by Dorthy Eckert

O greatest engineer of all  
You who built the universe.  
Watch over my ship as she flies thru the void.

Thru wormholes and ion storms,  
Impulse power and warp drive,  
Protect my ship thru them all.  
Thru these things and more  
And bring her safely to port at the end of her journey.

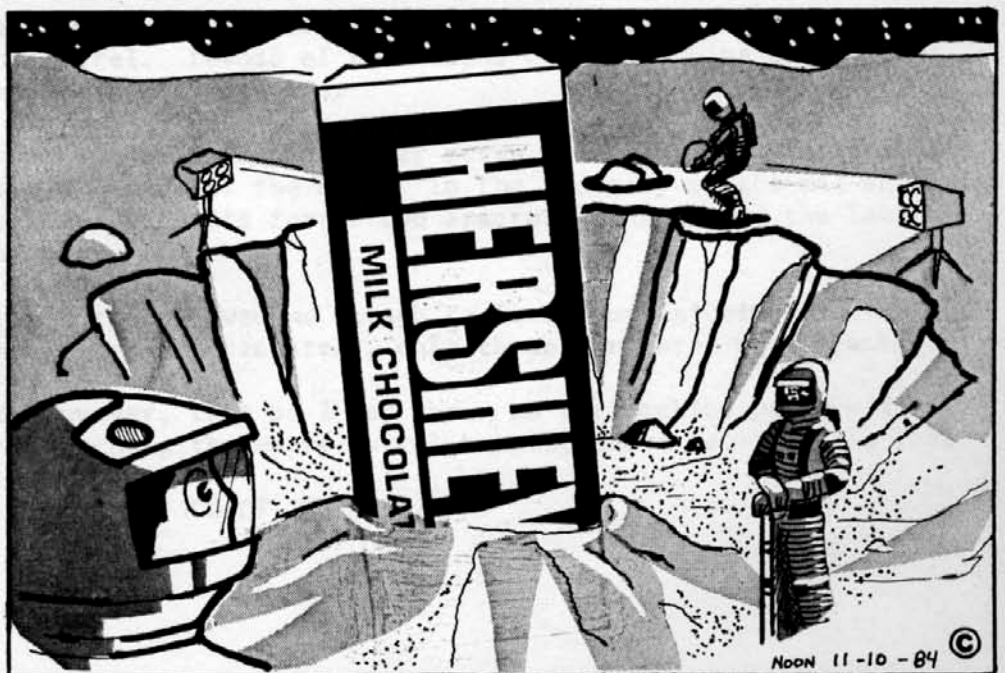
Also, if you will, watch over those who care for her.  
Let their hands be sure, and their repairs roght.  
Help us to know the feel of the ship,  
That we might know what is wrong when it befalls;  
And the best way to make it right.

Last of all, Great Builder of the Universe,  
Be with me always and guide me in your ways.  
And, at the end of my voyage, take me  
That I might work with you forever. Amen.

In the year 2001

"I have a strange feeling about this.  
Nelson, do you realize this could be  
the discovery of the century?"

"Get your men together and  
dig it up. I would like to  
find out more about this  
monolith."



"Major, we've made contact...  
you've better come down and  
see."

To: Galactic Insurance Co.

From: Han Solo, Captain, Millenium Falcon

Subj: Insurance Report

Dear Sir:

I am writing in response to your request for additional information. In Block #3 of the accident reporting form, I put quote - poor planning - unquote as the cause of my accident. You said in you letter that I sould explain more fully, and I trust that the following details will be sufficient.

I am a pilot, by trade, but my ship has only a two-man crew it is necessary for us to facilitate our own repairs, as well as the loading and unloading of cargo. On the day of the accident, I was working alone, unloading cargo from my ship, when the wench used to lift the cargo jammed. Rather than carry the machine parts down, one by one, I decided to put them into a barrel and secure a rope to the barrel and to a pully, attached to the hull of the ship.

Securing the rope at deck-level, I went up to the cargo hold and swung the barrel out and placed the parts into it. Then I went back to the ground and untied the rope, holding it tightly to insure a slow descent of the 500 pounds of parts. You will note in block number seven of the accident reporting form that I weigh 185 pounds.

Due to my surprise on being jerked off the ground so suddenly I LOST MY PRESENCE OF MIND and forgot to let go of the rope. Needless to say I proceeded at a rather rapid rate up the side of the ship.

In the vicinity of the middle of the ship, I met the barrel coming down. This explains the fractured skull and broken collarbone.

Slowed only slightly, I continued my rapid ascent, not stopping until the fingers of my right hadn were two knuckles deep into the pulley.

Fortunately, by this time I had regained my presence of mind and was able to hold tightly to the rope in spite of my pain.

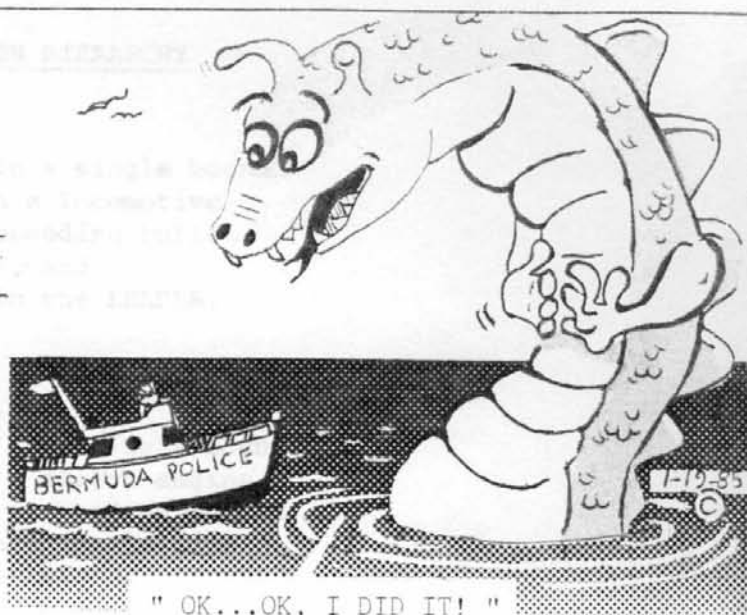
At approximately the same time, however, the barrel of parts hit the ground and the bottom fell out of the barrel. Devoid of the weight of the machine parts, the barrel now weighed approximately fifty pounds.

I refer you again to my weight in block number seven. As you might imagine, I began a rapid descent down the side of the ship. In the vicinity of the mid-ship, I met the barrel coming up. This accounts forthe two fractured ankles and the lacera-tions of my legs and lower body.

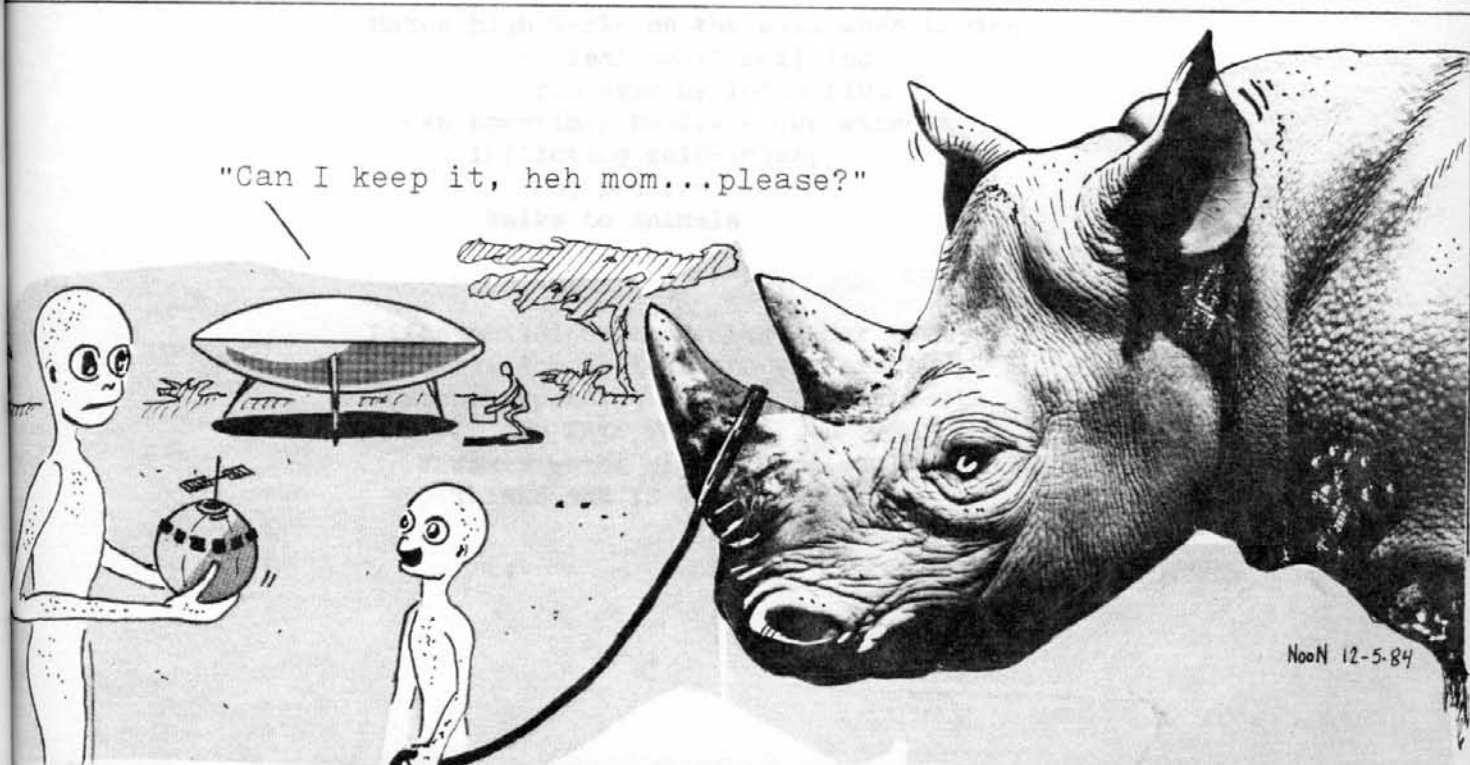
The encounter with the barrel slowed me enough to lessen my injuries when I fell onto the pile of machine parts and, fortunately, only three vertebrae were cracked.

I am sorry to report, however, that as I lay there on the machine parts - in pain, unable to stand, and watching the empty barrel hanging above me - I again lost my presence of mind--

I LET GO OF THE ROPE!!!



## THE KUNG FU KID



## VISITOR HIERARCHY

### CHARLES

Leaps tall buildings in a single bound  
Is more powerful than a locomotive  
Is faster than a speeding bullet  
Walks on water, and  
Gives policy to the LEADER.

### PHILLIP

Leaps short buildings in a single bound  
Is more powerful than a switch engine  
Is just as fast as a speeding bullet  
Walks on water if the sea is calm  
Talks with the LEADER.

### LYDIA

Leaps short buildings with a running jump  
AND favorable winds....  
Is almost as powerful as a switch engine  
Is faster than a speeding BB  
Walks on water in an indoor swimming pool  
Talks with the LEADER if special request  
is approved.

### LT. JAMES

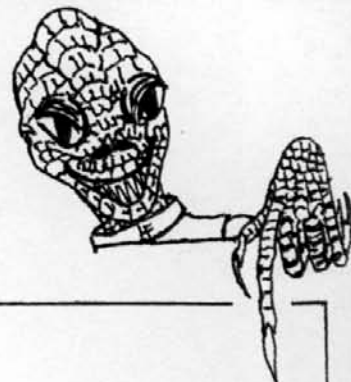
Barely clears a quonset hut  
Loses tug-of-war with a locomotive  
Can fire a speeding bullet  
Swims well  
Is occasionally addressed by the LEADER.

### WILLIE

Makes high marks on the wall when trying  
to leap small building  
Is run over by locomotive  
Can sometimes handle a gun without  
inflicting self-injury  
Dog paddles  
Talks to animals

### DIANA

Lifts buildings and walks under them  
Kicks locomotives off the track  
Catches speeding bullets in her teeth  
AND EATS THEM  
Freezes water with a single glance  
THINKS SHE IS THE LEADER!!!



If We Can Dream It We Can Do It!



Terry S. Bowers -- 603 N. Clark St.  
River Falls, WI. --54022--USA

Check out the only  
fan club for these two  
very interesting and  
dynamic people!!

Our quarterly newsletter,  
The Landau - Bain Con-  
cordance features color

and B&W photos, news updates, fiction, fan participation, trivia, fun, and much much  
more. Dues are \$10.00/year - U.S. & Canada; \$12.00/year - Overseas. For more info,  
SASE: LBFA / c/o Terry S. Bowers/ 603 N. Clark St./ River Falls, WI./ 54022/ U.S.A.

OR

Attend our annual "business" meeting during Con (time and place on Con schedule)  
and join the fun. Meet some of SPACE: 1999 and MISSION:IMPOSSIBLE's most  
enthusiastic participants!

Member: NAFC/ NAFC Advisory Board



Mobile Music For Your:

WEDDING

POOL



PARTY



BANQUET

CLUB

We'd like to tell you about our mobile music services. "Mr. D.J." provides an experienced DeeJay with a professional sound system and a large variety of music including the following:

Disco • Top 40 • Rock 'n' Roll • Oldies • Big Band  
Dancing • Listening • Background

All entertainment services are provided by "Mr. D.J." using a standard contract. The Party Contract stipulates a retainer fee, with the remaining balance due and payable at the event. The Club Contract specifies which days/hours the service is provided, sound system fee (if any) and the total weekly fee.

Generally "Mr. D.J." fees are a flat rate. There is no hourly charge. Most parties run for 4 to 5 hours. (No breaks--continuous music.) If services are required over and above the contract, this may be done by verbal agreement with the DeeJay. "Mr. D.J." will discount the fee to some clubs, charities or non-profit organizations where cost is critical. Call "Mr. D.J." for exact price quotations.

The DeeJay will require only about 20 square feet to set up the sound system and records. One or two large tables reserved for the DeeJay would be extremely helpful.

"Mr. D.J." de-emphasizes special lighting with heavy accent on the music instead. While such "disco" lighting can be supplied, at additional cost, it is the policy of "Mr. D.J." to keep such costs--but most importantly--the fees you pay to a minimum.

"Mr. D.J." wants your party to be a huge success. We welcome your assistance in planning the type of musical format that suits your tastes. We hope to hear from you soon.



Phone: (703) 437-0434  
(24 hours a day - 7 days a week)