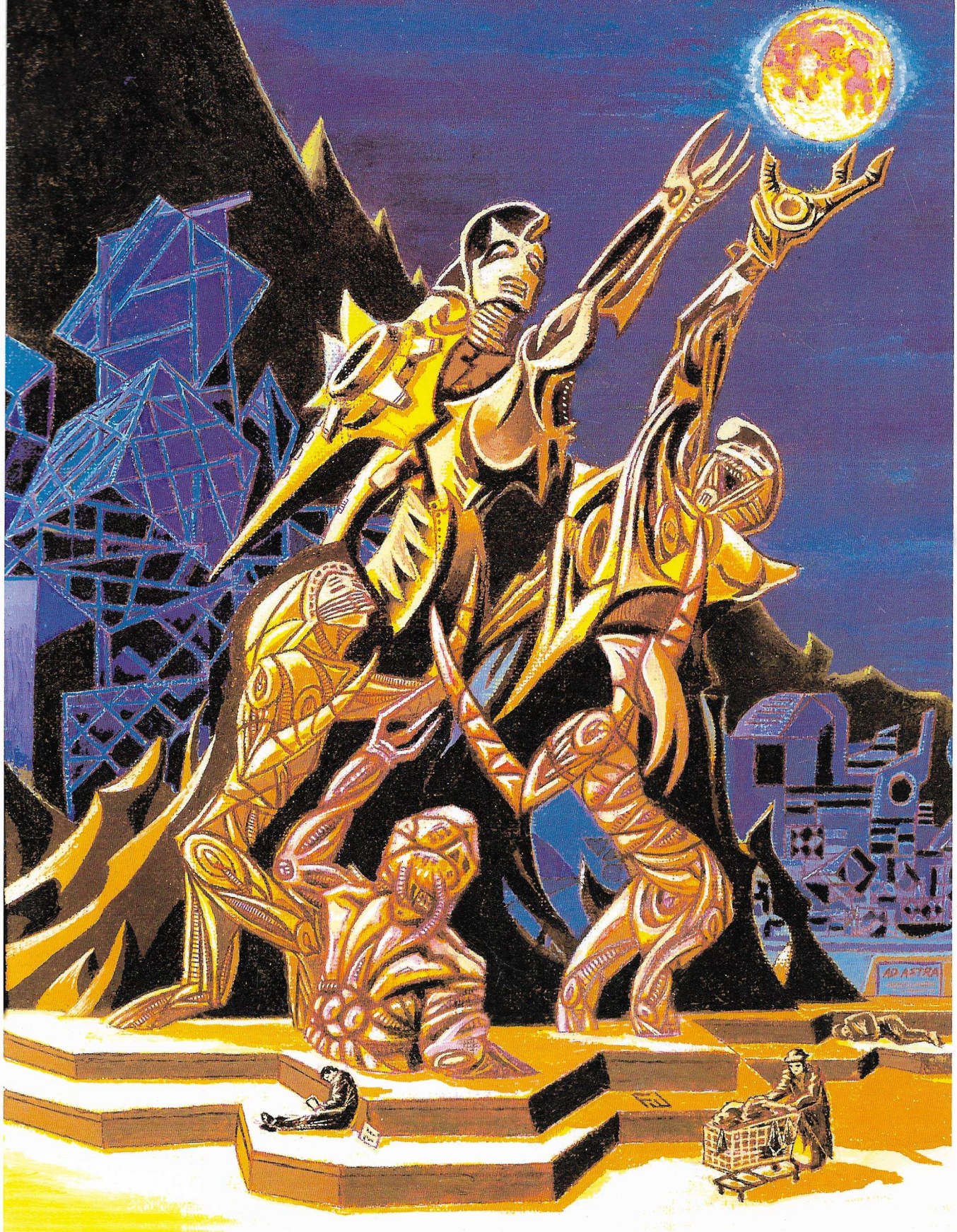


MileHiCon 39



stories **ON** STAGE

Great Actors . . . Great Stories

Out of the Box Series Presents
masterpieces of **SCIENCE** fiction

Nightfall by Isaac Asimov

I Sing the Body Electric by Ray Bradbury

The Wedding Present by Neil Gaiman

in a reader's theater performance

Box Office

303-494- 0523

www.storiesonstage.org

Tickets: \$22

Group discounts and LoDough (name your own price) tickets available

Thursday, November 15th, 2007, 7pm

Jones Theater at the DCPA

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BADGE POLICY

All badges must be worn and displayed on an easily viewed location of the body.

Pre-Reg (multi-colored badges) and 3-Day (purchased at the door) badges are good for all days and all functions at the convention.

Single day badges are good for the designated day only.

Friday – Blue

Saturday – Pink (or Fri & Sat)

Sunday – Orange (or Sat & Sun)

If you wear the incorrect badge for a specific day, you will be asked to change or purchase the correct day badge.

Lost Badges: You will be charged \$10 per replacement for each lost badge. **DO NOT LOSE YOUR BADGE.** This can get expensive.

Parking At The Hotel

Yes, you have to pay for parking in the Hyatt parking structure. But there is good news. It will only cost you \$5 for the entire weekend with in and out privileges. To receive the extra special MileHiCon rate, follow these instructions:

- 1) Get your parking ticket when you enter the parking structure.
- 2) Get your MileHiCon badge.
- 3) Go to the hotel registration desk and show them your parking ticket and MileHiCon badge. Tell them you want to pay the \$5 parking fee.
- 4) When you pay, you will receive a different ticket. **KEEP THIS TICKET WITH YOU ALWAYS.**
- 5) Use the new ticket when exiting and re-entering the parking structure. See how easy that was?
- 6) If you don't get the special MileHiCon parking ticket, you will have to pay the full parking fee. We're sure you don't want to do that!

Registration Information:

The registration desk will be open for the following hours.

Friday 1 - 9 PM

Saturday 9 AM - 7 PM

Sunday 9 AM - 3 PM

You can purchase memberships for MHC 39 or 40, t-shirts, mugs, food function tickets, or buy your votes for the Fictional GoH at the registration desk. Preregistered attendees who arrive after the registration desk closes for the day must wait at least one hour before going to the MHC Operations Office (Rm. 439) to pick up your badge.

Program Book Info

Editor & Designer	Linda Nelson
Proofreading	Rose Beetem
Written By . . .	MileHiCon 39 Con Committee where not noted
Artwork	Frank Wu - Cover, pgs 5 & 23

The MileHiCon program book was produced using Quark Express 6.5 and printed by Mile High Graphics.

As part of an effort to keep MileHiCon attendees entertained, the editor maintains an obligatory mistake count. How many can you find? MileHiCon Web Page <http://www.milehicon.org>
e-mail: lindanel@ix.netcom.com

MileHiCon 39 Convention Committee

ChairpersonLinda Nelson
 Treasurer Johanna Fallis
 Asst. TreasurerGary Plana
 Hotel Liaison Sally Marshall
 Programming Coord. Rose Beetem
 Video Programming ... Marc Gustafson
 Japanimation Prog Barb Edmunds
 Game Programming ... Dustin Hatchett
 Registration Ron & Suzi Montoya
 Operations Cass Marshall
 Security Freya Jackson
 Dealers RoomDavid Medinnus
 Fan TablesMatthew Mishalak
 Volunteers Coord. ... Richard Wetmore

Asst. Volunteers Coord ..Annabel Bugg
 Art Show & Art Auction . Cheryl Sundseth
 & Bruce Miller
 Art Auctioneer Michael Burgess
 Pre-Registration & Database Linda Nelson
 Publications & Mailings .. Linda Nelson
 Publicity Emily Epstein
 Critter Crunch, Float-illa,
 & Mad Scientist Liaison . John Morse
 Logistics Cate Antil
 Asst LogisticsJoel Berger
 ConSuite Suzanne Van Cleave
& David Karowsky
 Masquerade Mary Bennett
 Technical Doug Pintar &
Marc Gustafson
 Literacy Auction Rose Beetem
 Web Master Marc Gustafson
 Guest ServicesMatthew Mishalak
 Dock MasterRobert Marshall

MileHiCon 39

T-shirts and Mugs For Sale

T-shirt artwork by Frank Wu

Full color printing (artwork on front cover)
on a black shirt.

22 oz. white mug with red MHC logo

There is a limited number. Don't miss your
opportunity to add the T-shirt and Mug to your collection!

For Sale at the Registration Table

T-shirts: \$15 (M-XL), \$17 (2X-3X)

Mugs: \$5

General Information

Hotel Info

Room Rates: For those of you not yet checked into the Hyatt Regency Hotel who may be considering a room, the rates are \$84 single/double, \$109 triple, and \$134 quad per night if rooms are still available in the MileHiCon block.

Food and Drinks: The hotel has asked that food and drinks not provided by the hotel not be brought into any of the function space rooms. Food and beverages will be available at the following hotel restaurants and bar:

The Cafe: Breakfast 6:30 - 11AM
Lunch 11 AM - 3 PM
Dinner 5:30 - 9:30 PM

Sarah's Pantry: 5:30 AM - 5 PM

Garrity;s Bar & Grill: 3 PM - 1AM

Pool, Jacuzzi, & Spa: open 6 AM to 11 PM for anyone with a room key.

Weapons Policy

1. No real projectile weapons, even if deactivated, and no lasers more powerful than OSHA class 3 are allowed. Projectile weapons that are weaponry for a critter and conform to the Critter Crunch rules are exempt from this rule.
2. Any prop weapon must have a sheath, sling, codpiece, or other container.
3. Any prop weapon must be IN its sheath, sling, codpiece, etc. (not in your hands, your teeth or in your neighbor) except when you are in the dealer's room, a private room (door shut), or Operations. However, in the case of codpiece-covered items, we must ask that they stay covered EVERYWHERE unless someone specifically asks to see it. Remember—you wave it, you eat it.
4. Every prop weapon must be marked to show that it has been checked, and that you have read these rules. Weapons can be marked at **Operations, Room 439**.

Wanted: Volunteers

All conventions need volunteers to keep operations running smoothly, and MileHiCon is no exception. This year we will again have the official MileHiCon 39 Staff T-Shirt on the list of items available to volunteers only. A sample of the artwork (by Frank Wu) is on page 5. You can acquire a free staff t-shirt by volunteering for at least eight hours. Or you can volunteer for six hours and purchase the staff t-shirt for \$6. Again, this shirt is available to volunteers and staff only.

We also have a special raffle for the people who offer their time and energy. For every hour you work you get one raffle ticket. The more hours worked, the more tickets you receive, and the more chances you have of winning some wonderful prizes. We have been collecting prizes the last several months; everything from books autographed by our guests, to DVDs, puppets, games, puzzles, t-shirts, hats, jewelry, and whatever other fun prizes we can find.

If you would like to contribute your greatly appreciated time and energy to MileHiCon, come to the convention **Volunteers Office/Gopher Hole (Thunderpass)** and sign up. There you will receive a small time card that must be signed by one of the ConCom for hours worked. Then, just take your time card to the Gopher Hole and receive your raffle tickets any time. The raffle will take place at **7:30 pm Sunday** in the **Con Suite** (Room 431) You don't have to be present to receive your prizes—however, you must write your name and address clearly on each raffle ticket to assure that prizes are mailed to the correct place and person.

Child Policy

It is important to us and the future of fandom that we involve our children in the multifaceted worlds of science fiction and fantasy. To that end, we encourage parents to bring children of all ages to the convention and its events.

Children six and younger may attend MileHiCon for free, but must be with a parent at all times. Children 7-11 are half price, but must have a parent in close proximity. Teens 12-17 pay full price and may attend the convention unaccompanied by a parent. However, if adult activities or programs are in progress, they may be asked by a staff member to leave the room.

Because of the lack of demand for babysitting services in the past and a lack of dependable, professional help that we feel comfortable leaving children with, MileHiCon does not offer babysitting services. We apologize for any inconvenience this may cause. You may want to check with hotel registration for babysitting services.

Please monitor your child's experience—some programs at MileHiCon cover adult topics. MileHiCon makes every attempt to schedule adult-topic programming in the late night hours, but this may not always be possible.

We want to remind parents that they are responsible for their children at all times. If a child wanders away, please check with Operations. If your child is left unattended and a staff member observes a child misbehaving to the point of endangering self or others, destroying hotel property or disrupting programming, the child's membership badge will be confiscated. The child will

be taken to Operations until a parent can be located and informed of the situation. Upon the third offense, both the child's and parent's membership will be revoked, and the parent will be asked to remove the child and themselves from convention areas.

Please have your child stay close to you when in public areas of the hotel, as it is often hard to distinguish that the parent is at hand and the child is not lost. If parents believe that their convention activities will be constrained too much by the required monitoring of their children's activities, they are encouraged to arrange for appropriate childcare at home.



How to Buy Art

Art on display in the Art Show (**Grand Mesa DE**) is for sale, except for pieces with "NFS" on the bid sheet.

The show is divided into two sections: the Print Shop and displayed art. Print Shop pieces are not displayed on panels, and are simply for sale at the marked price. Take the piece to the Art Show desk and pay for it.

Displayed art may be bought by Quick Sale, voice auction, or written bid. Each piece may have two prices: "Minimum Bid" and a "Quick Sale" price. Pieces with a Quick Sale price may be bought instantly for that price if no one else has bid on it. Just bring the bid sheet to the desk, pay for it and it's yours (but we hope you will leave it on display until the auction). If a piece has no Quick Sale price, you can't buy it via Quick Sale. Once a piece has a written bid, it can no longer be sold by Quick Sale.

If you would rather try to pay less than the Quick Sale price, or if you cannot buy the piece via Quick Sale (no QS price or someone else already bid on it), you must bid on the piece, following these three rules:

1. Your bid, written or voice, is a promise to buy the piece at the bid price. To make a written bid, just write your name, badge number, and the amount you are offering on the first blank line of the bid sheet.
2. The first bid on a piece must be at least the minimum bid, but may be more. Each following bid must be more than the previous bid. All bids must be whole dollar amounts.
3. If yours is the only or second written bid on a piece when the Art Show closes for the auction, it's yours for that price. Three or more written bids send a piece to voice auction, and it goes to the highest

bidder at the auction. If there are no voice bids at the auction, the piece goes for the highest written bid.

If you want to bid at the auction, but are unable to attend, you can leave a proxy bid with us.

You can find out whether a piece you bid on will go to voice auction half an hour before the auction. If you won the piece with a single bid, we ask you to wait until the auction starts to pay for it, because other people also want to find out whether their pieces are going to auction.

Art you buy may be paid for and picked up during or after the auction on Sunday. If you need to pick up your art before this, or cannot pick up your art before 5 PM Sunday, see the Art Show staff. If you want your art to be picked up by someone else, notify the Art Show staff—we won't give your art to the first person to walk up and say they want it.

Art Show Schedule

Hours Open:

Friday 7 - 11 PM

Saturday 10 AM - 8 PM

Sunday 8:30 - 10:30 AM

Art Auction: Grand Mesa ABC

Sunday 1 PM (approx.) - 3 PM

Art Show Tours:

Friday 9 PM, E.D. Trimm

Saturday 9:30 AM, Mark Ferrari

1 PM, Deb Taber

3 PM, Frank Wu

Literacy Auction

Last year, MileHiCon 38's Literacy Auction raised nearly \$1,700 which was donated to Friends of Food for Thought. We'd like to make this year's auction the best ever. Proceeds this year will go to The Gathering Place; for more information, visit www.the-gatheringplace.org

If you have brought items with you for the auction, please drop them off in the **ART SHOW** before **2 PM** on **Saturday**. **You must COMPLETE A DONATION CARD FOR EACH ITEM.** This will help us describe the item to the audience and let potential buyers make decisions about bidding, as well as insuring that you get the tax benefit.

The Literacy Auction will take place in the Main Events room (Grand Mesa ABC) on Saturday night during masquerade judging. **Items donated for the auction will be displayed in the Art Show until the auction takes place.**

Items may be picked up immediately after the conclusion of the auction at the Art Show. **ITEMS MUST BE PAID FOR BEFORE THE BUYER TAKES POSSESSION.** (Cash, checks and credit cards accepted.) Any items not claimed and paid for on Saturday night will be presumed abandoned, and may be re-auctioned at the Art Auction on Sunday.

Literacy Auction Items Promised at Press Time

- >Frank Wu – will donate the work from his painting demo and a special luxury edition of *Greetings from Lake Wu* (stories by Jay Lake, illustrations by Frank Wu) with hand-made slipcase box, wrapped in iridescent Thai silk, printed on high-quality acid-free Japanese paper, with fancy end papers, and FULL COLOR illustrations throughout!
- >Daniel Abraham - author's copy of *Shadow Twin*, the chapbook of a collaborative novella by Daniel Abraham, George RR. Martin, and Gardner Dozois (no longer available in stores)
- >Mario Acevedo – signed copies, *Nymphs of Rocky Flats* and *X-rated Bloodsuckers*
- >Hilari Bell – German ARCS of *The Prophecy* and *Goblin Wood*
- >Carol Berg – autographed books and galleys
- >Gaddy Bergmann – signed copy, *Migration of the Kamishi*
- >Fred Cleaver – audiobook of *Dune* by Frank Herbert, 18-CD set read by Scott Brick, Orlagh Cassidy, Euan Morton and Simon Vance
- >Michael D'Ambrosio - first edition copies of his book, *Fractured Time* (only 1,000 copies were published by Pentland Press)
- >A.E. Ellis - package with the original release of his novel *Worldmaker*, the German edition of the same novel, and the newly released edition
- >Brian Enke – signed copy, *Shadows of Medusa*
- >Stephen Fawcette – signed copy, *The Archangels of Dreamland*
- >Mark Ferrari – signed copy of *Book of Joby* and signed limited edition print of fantasy artwork by the artist now known as Mark Ferrari the author, formerly known as Mark Ferrari the artist
- >Victoria Hanley – British set of her books (*The Seer and the*

- Sword, The Healer's Keep, and The Light of the Oracle*)
- >Nicole Kurtz –autographed copy, *Zephyr Unfolding*
- >Geoffrey Landis – hardcover of *Interstellar Travel and Multi-generation Space Ships*, nonfiction book with contributions from several SF writers, including Landis, Charles Sheffield, Robert Forward, Joe Haldeman, Doug Beason, and Yoji Kondo and an SF collection from Thailand! A real collector's item! Paperback anthology with American SF stories translated into Thai; stories by Darrell Schweitzer, Timothy Zahn, and Cyril Kornbluth, among others; and NASA Space Shuttle souvenir. Historic collectable! This is a NASA souvenir commemorating the launch of space shuttle mission 114, the "Return to Flight" mission following the Columbia disaster, on July 26, 2005. It comprises a large (1.5 inch diameter) bronze and blue pin, labelled "Return to Flight/First Step in Exploration", plus the space station and shuttle image; and a smaller tie-tac size (3/4 inch diameter) enamelled pin with the STS-114 mission logo and the names of the astronauts. Still on their original mounting, a 4-1/4 x 5-1/2 in. card, with the NASA logo and images of the space shuttle, Earth, moon, and Mars, and the wording "Explore. Discover. Understand" plus the flags of all the nations contributing to the space station project.
- > Signed copy of Geoffrey Landis short story collection, *Impact Parameter* (and other quantum fictions).
- >Jane Lindskold – signed hardcover book
- >Laurey Patten – books and a 3' stuffed Chinese dragons
- >Patricia Pierce-Phillips - signed fantasy art dagger, featuring artwork titled *Violets in the Snow* (if still available, she will include a matching print)
- >Rebecca Rowe – *Forbidden Cargo* baskets
- >David Rozansky – *Migration of the Kadishi* (Bergmann) and *Looking Glass* (Strickland)
- >Tony Ruggiero – signed copy of short story collection, *Aliens and Satanic Creatures Wanted: Humans Need Not Apply*
- >Jeanne Stein – books
- >James Strickland – signed copy, *Looking Glass*
- >David Lee Summers – signed set of trilogy: *The Pirates of Sufiro*, *Children of the Old Stars* and *Heirs of the New Earth*
- >Kristy Tallman – copy of *The All Soul's Faire*
- >Carrie Vaughn – if ready, an ARC of *Kitty and the Silver Bullet*. If not, something else.
- >Karen Anne Webb – signed copy of book, autographed photo of Walter Koenig as Bester (Babylon-5)
- >Connie Willis – lots of books and a limited edition signed copy of *D.A.*
- >Craig Chrissinger--*The Legion of Space* by Jack Williamson. Paperback, 1977, signed. Comes with issue of *ASFacts* featuring Williams's obituary.
- >*Berserker Blue Death* by Fred Saberhagen. Paperback, 1987, signed. Comes with issue of *ASFacts* featuring Saberhagen's obituary.
- >Bubonicon Memorabilia Pack - Misc. program books from the Albuquerque convention, B39 t-shirt, B34 staff button & possibly more.
- >Movie swag pack - various buttons, wrist bands, pencils, caps, t-shirts, etc.

Plus loads more will show-up at the convention. You never know what may appear, so be sure to check out all the donations in the art show.

Masquerade Madness

Well, it's just about showtime! I hope everyone has their costumes finished. Please be sure to review the rules and register early. Masquerade registration will be next to main registration and will be open from 10 AM until 3 PM on Saturday. Entrants should report to the **Masquerade Green Room (Chasm Creek B)** at **5:30 PM**. The Masquerade begins at **7:30 PM**.

Masquerade Rules

The MileHiCon 2007 Masquerade Contest Director is Mary Bennett. She wishes to change as little as possible of successful masquerade policies but there may be differences. Whether you have been a masquerade contestant for years, or are new to the MHC Masquerade, please read the following rules and contact Mary with any questions.

1. MileHiCon invites anyone in costume to participate, for an award or just for show. Entries will be judged on the individual merits of the costume and its presentation. There will be a Best of Show Award, a Best In Class Award for the Children, Novice and Master classes, and an Audience Favorite Award as well as individual judge's awards. (The children's class presentation and award will happen before the Masquerade so the little ones can go to bed early.)

2. The MileHiCon Masquerade is for costumes derived from science fiction, fantasy, mythology, anime, theater, and other realms of the imagination. We accept costumes meant to accurately represent historical or cultural dress. The masquerade is not for "street clothes" of the current era no matter how well they represent a character.

3. Anyone wishing to participate in the Masquerade must register with Masquerade Staff at the MileHiCon registration table between 10 AM and 3 PM on the Saturday of the convention. Please contact the Masquerade Director if you have special circumstances that would prevent you from registering during that time.

4. You may register individually or as a group. A person registering individually may not also be part of a group. Each person only gets to appear on stage once. A group may consist of up to 8 individuals. A group will be considered a single competitive entity: it will only receive one prize per any category it might win and group members will have to figure out how to share it (them).

5. Costumes that have won a major award (Best of Show, Best in Class) at a previous MileHiCon

are not permitted to compete. The person wearing that costume is able to compete this year, as long as they are wearing a new or different costume. Even if your costume won a minor award at a previous MileHiCon, we would like to see you in something new, but will not bar you from participating.

6. Individual presentations may not exceed two (2) minutes on stage. Group entry presentations may not exceed five (5) minutes on stage. Remember, shorter is generally better. The judges can be easily bored, and a bored judge is an unhappy judge. Action is generally better than words. Plan your presentation to give the judges enough time to view your costume from all sides. Presentation can make a mediocre costume great, or it can ruin a good one.

7. At this time, due to changes in equipment and personnel, microphones may or may not be available on the stage. We suggest you do not plan on having one available. We encourage you to have your voiceover or music prerecorded to be played by our sound technician, or have it read by the Masquerade MC. If you have excellent stage projection, you are of course welcome to speak directly to the audience.

8. We will have audio available for musical and/or vocal accompaniment to your presentation. Tapes must be cued up and labeled as to the correct side. CDs must have the track # clearly marked on the jewel box. It is also a good idea to have your track # identified on the CD itself. Please be sure your name and phone # are on the jewel box, as well. Please plan your music length to start and end with your presentation. It is much easier if our tech crew does not have to deal with fancy musical cues. The more the tech crew has to do for your presentation, the better the chance that something will go wrong. If you have any question as to the type of media we can accept, please contact the Masquerade Director.

9. To simplify things this year, we will only have basic stage lighting available. Lights will be dimmed before and after each entry. We will not be able to provide other lighting effects.

10. Weapons and combat routines must be cleared with the Masquerade Director prior to the contest. You will perform at your own risk. Fire, flame or projectiles of any sort will not be allowed. Nor will messy or sticky substances (wet, dry or oily) be allowed as part of the costume or presentation.

11. You must leave the stage as clean as it was when you set foot on it. Arrange to pick up any

props, costume pieces (like dramatically discarded capes) or any mess that your costume generates. If you have a particularly intricate costume or presentation, we recommend coming equipped with your own stage ninja. (We probably won't have a volunteer we can assign to you, so draft a friend.)

12. All costumes and presentations must be PG-13. This is not your try out night for a cable comedy show: think network television. If you think your costume or skit might be too risqué or offensive, it probably is. Costumes judged prior to the Masquerade as being indecent or inappropriate will be disqualified and not allowed on stage. Skits/presentations deemed inappropriate or too raunchy will have the lights dimmed during your performance and you will be disqualified – even if the audience loved it. This would apply to even “accidental” wardrobe malfunctions. This also applies to dialogue and vocal or musical accompaniment that might contain material intentionally offensive to persons of any ethnic, racial, religious, gender, or sexual orientation. (Obviously, even a fairly chaste female costume might be offensive to members of certain orthodox religions, but we seriously doubt people with beliefs of that nature will be in our audience at a science fiction/fantasy convention. This rule is meant to encompass material, such as jokes, that make fun of people from such a religion, or of a different sexual persuasion, or of a different race or ethnic group.) Do not have swear words (blasphemous, scatological, or sexual) as part of your routine or

your musical accompaniment. Also – and this really should go without saying, but sadly must be said – do not have presentations or skits that might promote or make fun of child molestation/pornography, cruelty to animals, rape, etc... Also (sigh) avoid depictions of drug use or underage drinking. The Masquerade Director gets to make the decision as to what is inappropriate, offensive, or risqué. She does not have to explain her decision. So, it would be best if you have any question as to the suitability of your costume or presentation that you contact her in advance.

13. Live animals will not be allowed on stage, unless they are assisting the handicapped.

14. Surprise the audience, surprise the judges, surprise yourself, but do not surprise the Masquerade Director or her staff! (See rule #12)

If you feel that your costume or presentation will violate any of these rules, please check with the Masquerade Director prior to construction or any substantial cost to yourself.

15. Finally, the Masquerade Director has full and final authority over all aspects of the masquerade. She also has the authority to waive the above rules if the costumer can convince her of the merit of the exception. We look forward to seeing your costumes.

INTRODUCING THE NEWEST NOVEL IN THE DARKEN REALM SERIES

IRON MESSIAH

BY J. SCHIMSCHAL

The Saga Continues

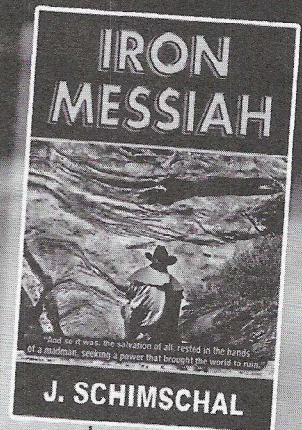
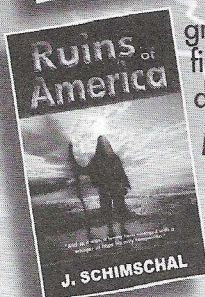
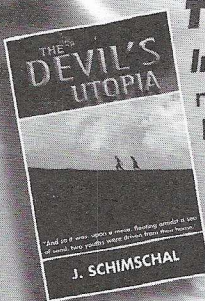
Iron Messiah, that will release November 2007, is the third novel in the series and further expands the Darken Realm world. Hailed as the best so far in the series, book three is not to be missed.

An Epic Tale Began

With *The Devil's Utopia*, released in January 2006, the first novel in the Darken Realm series of books. The post apocalyptic world is the staging ground for one of the most ambitious, creative series of books conceived. From the very first page, the reader is transported into a surreal world filled with strong character development and intriguing plots.

Ruins of America, released August 2006, is the second novel in the series and expands upon the intriguing Darken Realm world.

Available online at www.darkenrealm.com
or available at local book stores.



GRAND NATIONAL CRITTER CRUNCH

This is the eighteenth Critter Crunch competition to be held at MileHiCon. Critter crunches are now taking place at other conventions as far away as Atlanta. This year the crunch promises to be as much fun as ever. The 2-pound competition will take place at 9:30 AM on Sunday in the Main Events room (Grand Mesa ABC). The 20-pound competition will take place at 3 PM (or immediately after the Art Auction) on Sunday, also in Main Events.

Contestants must pay their entry fees at the convention registration table at least one hour before the competition. If you have pre-paid your entry fee, please check in at the registra-

tion table. Each critter entry must complete the Critter Crunch registration form (acquire it at the registration table) and present it to the Critter Crunch coordinator one hour before the competition for technical check-in. If your critter is acceptable, you will be allowed to compete in the Crunch. If your critter does not pass technical check-out, you will be allowed to make modifications before the competition starts. All modifications must be inspected and approved by the Crunch coordinator before competition begins.

Remember, the judges' decisions are final!

Critter Crunch Rules 3.2

The Denver Mad Scientists Club, February 2003

*This version supersedes all
previous versions.*

O. SPIRIT RULES:

- A. No Cheating! You know, like intentionally subverting the rules.
- B. Frankenstein Rule: In honor of the most famous Mad Scientist, and of Mad Scientists everywhere, the audience may verbally behave like an offended and outraged populace towards any and all critters/operators that they deem offensive and outrageous.

I. CRITTERS:

- A. Critter size at the start of combat will be a cube 12" x 12" x 12". The critter must be able to stand alone on the combat surface within these dimensions until combat begins. After the start of combat, the 12" cube restriction no longer applies and the critter may transform to fighting mode in any way not other-

wise restricted.

- B. Critter weight limit is 20 pounds in class 1, and 2 pounds in class 2. A 2.5 percent error factor will be allowed to account for variations in scales.
- C. Critters may be powered by any source socially acceptable (OSHA approved) for indoor use. Critter power source must be 100% contained in the critter and packaged appropriately for the expected abuse.
- D. Control pendants, cables, or other external control devices do not count against the critter weight or size. Critter control may be by any means not prohibited by rules I(C) or II(E). However, radio controlled critters must be able to operate on at least two frequencies (or perhaps, an R/C tether combination) to avoid radio frequency conflicts.
- E. All critters must be capable of movement at a rate of not less than two inches per minute.
- F. No critter may, under any circumstances, present a hazard to the judge(s), spectators, or the opposing operator(s). No critter may in its operation cause damage to anything other than the opposing critter or the combat surface. Any questions regarding the acceptability of

any weapons should be addressed, as far as possible, before the event.

- G. All critters must conform to the general rules of the hotel and the convention.
- H. All critters will be subject to a technical inspection prior to combat. Failure to disclose any operating principle shall be grounds for disqualification. Judges may restrict any function deemed excessively hazardous.
- I. Weapons directed specifically toward attacking critter control systems (cable cutter, R/C jamming, etc.) are not allowed.
- J. Critters (including multipart critters) are allowed to have only one designated operator.

II. COMBAT:

- A. The current "combat surface" is defined as the surface of an unfinished wood platform 8 feet long by 8 feet wide and 4 inches high.
- B. The combat volume is defined as the combat surface and the air-space above it to the height of whatever ceiling is present, not including the ceiling or anything attached to it.
- C. Leaving the combat volume entire-

ly is considered a loss. Up to 50% of the critter may leave the combat volume provided that the remaining portion is capable of movement per rule I.E. In the case of two-part critters, the heaviest and/or main part of the critter must be designated and clearly marked as the main or 51% part. The other part is considered as expendable. Loss of the main part is a loss for both.

D. No part of any operator's body may intentionally impinge on the combat volume during combat.

E. Projectiles:

1. A projectile is defined as an object thrown with the expectation that its kinetic energy will affect its target.

2. Projectiles, if employed, must be tethered. Tethers must be no longer than four feet.

F. Non-projectile, loose items may be deployed from your critter but must be picked or cleaned up, to the best of your ability, after combat.

III. JUDGES:

A. Judges shall be impartial non-participants.

B. Judges may declare a contest completed at any time.

C. Judges' decisions are final.

IV. COMPETITION:

A. The manner of elimination (single elimination, double, etc.) will be at the discretion of the competition organizers, and will be announced prior to the competition.

B. Critters will start on opposite sides of the combat surface with the aft end of the critter even with the edge of the combat surface.

C. The critters must be ready when the combat begins. Combat will not be restarted due to mistakes, radio conflicts, or other setup problems. A brief pretest may be allowed by the judge(s).

D. Victory:

1. To claim victory your critter must show mobility and be at least 50% within the combat volume. You will

be declared defeated if your critter has been rendered immobile, or if 51% or more of the critter is outside the combat volume.

2. If both critters are immobile, the critter controlling mobility will be declared the winner.

3. If both critters leave the combat volume, last one out wins.

4. Absent a clear victory, combat will proceed for 3 minutes after which the judge(s) may declare a winner, a draw, or grant more time.

E. No critter shall be required to compete within 10 minutes of its previous combat to permit recharge

engine powered by propane. Please include a tilt switch to shut it off if it is turned over, where appropriate.

Combat Surface:

Check with the organizers before spreading oil slicks or deploying chainsaws. Clean up will be accomplished by the critter operator(s).

Deployables:

In the interests of keeping the construction simple, self-retraction of deployed appendages is not required. That is, you may hand-prepare your critter to fit the 12" cube, although it must fit the cube un-assisted. Deployments must be an automatic function.

Spirit of the Rules:

It is not the wish of the organizers to disqualify entries on niggling technicalities. Rather, the rules should be interpreted as broadly as possible to permit the widest variety of endeavor.

Projectiles:

A stream of liquid is not a projectile. Something that is tossed, so as to disperse or place it across the table, is not a projectile. Use common sense and don't quibble.

Expected Abuse:

(From paragraph 1C) Note that your critter may, during the course of competition, be severely damaged or even destroyed. Past competitions have seen critters equipped with pneumatic cylinders, spear-throwing CO₂ cannons, and flame throwers. Please consider this when packaging your power source if it involves such potential hazards as acid (batteries), flammable liquids (engines), or plutonium (reactors).

Developing an emotional attachment to your critter is recommended, as it contributes to creative vengeance!

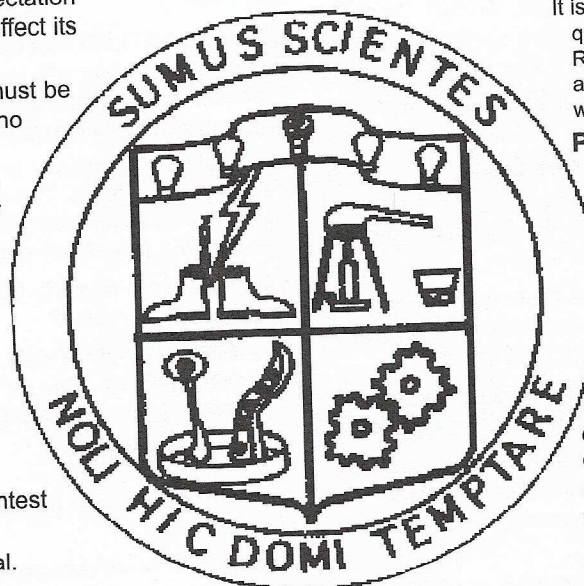
Autonomous Critters:

At present there is no separate division for autonomous critters. An autonomous competition demonstration will take place during the 2-pound competition on Sunday morning.

Crawl Entries:

This division is for those who don't want their craft possibly destroyed. Nearly any craft showing mobility can be entered; size or weight are not limited; hazardous critters are DISCOURAGED. Use common sense, be creative!

Please inform the organizers of the event that you wish to submit a Crawl entry, so they can schedule you in.



ing of batteries, replenishment of expendables, damage repair, etc.

Machines requiring excessive time to prepare for their next combat may be declared defeated by forfeit, at the discretion of the judges.

CLARIFICATIONS

The following are some clarifications and examples to aid builders in the Critter Crunch. These are based on the questions we get asked most often.

Power Sources:

The most obvious is batteries, but don't let yourself be limited. Any source designated by OSHA as suitable for indoor use is okay. This includes, for example, a four-stroke internal combustion

You (Yes, You) Could Be The MileHiCon 39 Fictional Guest of Honor!

Seven years ago MileHiCon decided to bring back the old tradition of having a "big-name" fan be a Guest of Honor (GoH) at the convention. However, because many younger fans don't know about this tradition, we subsequently changed it so that anyone could be the Fan GoH. So, for the past seven years MileHiCon has had the Fan Guest of Honor voted on by those attending the convention. This has been a great success and a lot of fun. However, over the last couple of years the Fan GoHs have morphed into fictional characters. We thought, WOW! This is even more fun. Why not change the competition into one for Fictional Guest of Honor? So, MileHiCon has changed the Fan Guest of Honor into the Fictional Guest(s) of Honor. Here's how it works.

How to Become a Fictional GOH

- 1) Any registered fictional character or group attending MileHiCon this year can become the Fictional Guest(s) of Honor.
- 2) Fictional GoH nominees must be in costume and assume the persona of the character for at least part of the time they are attending the convention.
- 3) Several individuals may register as a related group. In that case, they will be elected (or not) as a group.
- 4) Any fictional character(s) at the convention can be voted for, whether they know about it or not. (That's right, they don't even have to know about it.) Surprise someone and register them.
- 5) You may run a campaign for yourself or someone else. Get as many people as possible to throw in their votes.
- 6) If you plan to run, come to Opening Ceremonies for the Parade of Potential Fictional GoHs (optional), and attend the Fictional GoH Rally (optional) which will be held Saturday at 2 PM. Grand Mesa BC.
- 7) Fictional Guest campaigns may be anything from simple to elaborate. You may: talk to people, shake hands, hand out fliers, campaign buttons, hang signs (in designated areas only), have debates and rallies, or you could have purchased ad space in the MileHiCon program book, or have video ads presented in the video room.

How to Register Yourself as a Potential Fictional GoH:

- 1) Go to the MileHiCon registration table.
- 2) Tell them you want to register for the Fictional GoH voting.
- 3) Complete the registration form.

4) Pay one dollar.

5) A container with the Fictional GoH nominee's name on it and four quarters will be placed in the voting area.

How to Vote:

The polls will be open Friday 3 PM to Saturday 5 PM.

Place one or more quarters in the container for the name of the nominee you wish to vote for. That's right — you may vote as many times as you like and/or for more than one GoH.

ONLY QUARTERS can be used for voting. No other forms of currency will be accepted. We recommend that vote collectors have a supply of quarters to accommodate as many votes as possible.

Fictional GoH nominees and campaigners may carry vote collection containers. These vote collection containers must be periodically emptied in the official vote collection boxes at the MileHiCon registration table.

Vote early, vote often. In this case, votes can be bought. Heck, money is votes!

*IF BOGUS VOTE COLLECTORS ARE CAUGHT
POCKETING COLLECTED MONIES, THEY WILL BE
EXPULSED FROM MILEHICON IMMEDIATELY.*

Vote Counting:

Votes will be counted Saturday after 5 PM by MileHiCon Registration.

All collected votes (quarters) must be deposited at the MileHiCon registration table no later than 5 PM on Saturday.

All monies collected for voting goes toward the literacy auction charity.

The winner(s) will be notified and presented to the convention before the masquerade. A victory party will be held in the Con Suite at 6 PM on Saturday night.

What Does the Fictional GoH Get?

The distinction and honor of being the MileHiCon 39 Fictional Guest of Honor.

A special Guest of Honor badge.

A party in the Con Suite dedicated to you.

A chance to hobnob with the other guests.

A chance to participate in closing ceremonies, or even appear at the GoH Remarks.

A free membership to MileHiCon 40.

... and loads of fun!

MileHiCon Mix, Munch, & Mingle - with Food, Even!

On Friday night at 8 PM in the second floor Atrium the MileHiCon Mix, Munch, and Mingle, will take place. "MMMM" is a great way to meet the Guests of Honor, other authors, artists, and fans attending the convention. Various munchies & hors d'oeuvres prepared by the Hyatt's gourmet chefs will be served. A very modest fee of only \$5 will be charged for the food. You can purchase your "MMMM" ticket at the registration desk. A cash bar will also be open for both alcoholic and non-alcoholic beverages.

BARDIC CIRCLES and FILK SINGING

Beginning at 8 PM and continuing throughout the night, **Wind River B** will be available for Bardic Circles and filk singing on Friday and Saturday nights. For those who don't know, here are the rules for a Bardic Circle (Denver version).

1. The singing proceeds around the circle. We allow followers (songs which fit what was just heard) very rarely and only at the Circle Master's discretion.
2. When your turn comes, you may pick, pass, or perform. If you're unsure of what to do, pass.
3. When performing, keep it short.(< five mins.).
4. When picking, you will be given two chances to find a song everyone knows.
5. Please try to have your selection ready. There are many people who come from far away to participate. Be considerate.
6. If you are sitting toward the back of the room and have been skipped over, speak up!

The Fourth Annual MileHiCon Critter Float-illa Race

Join us at the indoor pool Friday night for a new competition and, now a new tradition: the MileHiCon Critter Float-illa Race. What can be done with a milk carton? How fast can a design go? Show up at the indoor pool on Friday at 9 PM and find out just how inventive and creative the designers can be.

Rules:

First Rule—The official hotel rules cannot be circumnavigated. This includes: no glass in the pool area and **NO CHANGING THE POOL CHEMISTRY!**

Spirit Rule: NO CHEATING!

Frankenstein Rule: If a yacht proves sufficiently offensive to the audience, the audience may throw bricks at it until propriety is satisfied. (Bricks will be provided by MileHiCon.)

Construction Rules:

- * Hull size is 1/2-gallon capacity. Any shape is allowed.
- * Hull material must be clean milk carton cardboard.
- * There is no weight limit.
- * Power sources must be self-contained. No electrical, internal combustion, or other potentially explosive power sources are allowed.
- * All other accouterments are as you will.

Competition Rules:

- * All entrants must pass a judge's inspection. There are no secrets from the judges.
 - * All yachts will start with at least a four-foot spacing from the pool edge or another competitor.
- NOTE**—the pool is somewhat irregularly shaped. This results in some boats having to cover an extra space during the races. We regard lane assignments as luck-of-the-draw.
- * The race consists of one-pool-width with as many heats as necessary to find a winner.
 - * Competition style is at the judge's whim, but will be announced prior to the first heat. Typically the winner of each heat advances to the finals.
 - * All pieces of a yacht must finish the race for it to be declared a winner.

Author GOH David Weber

Fortune's Favorite

by Jane Lindskold

He has narrowly missed being hit by a tree branch—so narrowly that the sweater he was wearing was torn by the passing tree limb—while seated at his desk.

He has been hit by a car—while walking his dogs along the sidewalk.

Then there was the time I was hurrying off to a panel at the World Fantasy Convention and Weber called to me from across the hotel lobby. His voice held a faint wail, quite unlike his usual robust tones...

"Jane..."

"Weber, I'm late for this panel. I'll catch you after..."

"Jane... I've been stabbed!"

He had been, too. The knife just caught the edge of his arm, slicing into the nice new shirt he'd bought especially to wear to dinner that night with his editors and beading the fabric lightly with blood.

The drunk who had assaulted him—deceived into thinking him a safe victim by the cane Weber was walking with at that time—ran when Weber pulled a gun on him. The police nabbed Weber, not his assailant, but let him go with a warning not to carry a gun on the streets of Baltimore.

(He hadn't been carrying a gun, not really, just transporting it from his car to his hotel room).

Weber's father said that David has the worst luck of anyone he knew. Weber's response was that he figured his luck was pretty good—after all, he keeps surviving.

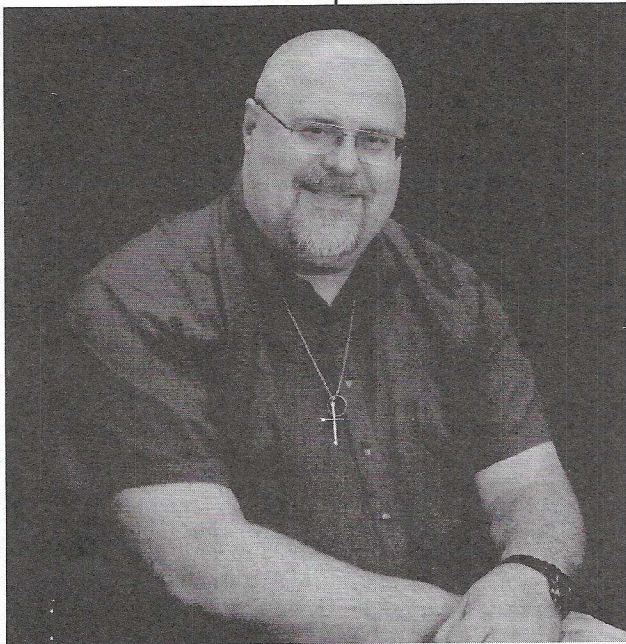
That's David Weber for you—a pitcher half-full fellow if there ever was one.

Actually, I'm grateful to Weber's peculiar luck. If it hadn't been for his elderly Volvo breaking down on the outskirts of the town in which I was then living, I might have missed out on getting to know someone I'm proud to say is one of my best friends. We might have stayed professional acquaintances, meeting at the odd convention or book-signing. Instead, during the week or so it took for his car to be repaired we forged a friendship that has seen us both through divorces, deaths, and more than a few triumphs, too.

It's Sharon, Weber's wife, I credit for pressing the balance of his luck firmly on the side of good, rather than leaving it teetering in the reaches of almost bad. With her at his side, he manages to avoid most of the ill winds of fate—and to recover from those that do blow through more quickly than he would have otherwise.

Weber's numerous writing credits are listed elsewhere. I'll concentrate on the man himself. Like his not-quite bad luck, he's a host of contradictions. He's a gun-owner and avid target shooter who is one of the gentlest people I know. Although he's enormously skilled at keeping in order the plots of his complicated novels, he can be so absentminded that he has been known to look for his keys when they're in his hand. He's as talkative as can be, but perhaps the best listener you could ever hope to meet.

His loves—other than his family—include the card games Spades and Hearts, Atlanta Braves baseball,



Total War in the Stars!

"Reading like a fusion of Horatio Hornblower, Robert A. Heinlein and Tom Clancy, this is easily the best installment in the series." —*Publishers Weekly*

"[A] fast-paced tale that brings together all the elements developed in previous books, and pushes them a good way along toward an ultimate conclusion." —*Booklist*

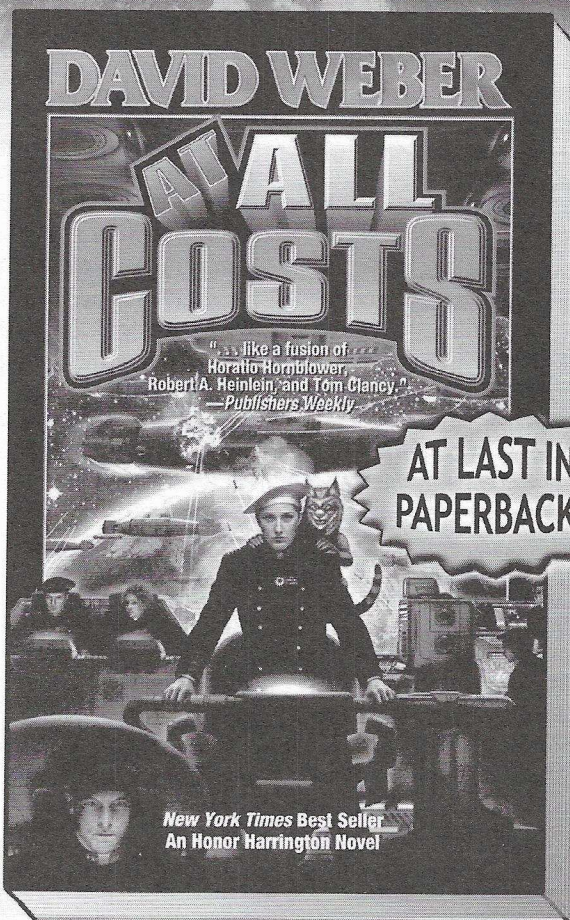
Divide and conquer – a brilliant strategy from an implacable foe. Now the Manticoran Star Kingdom and the newly-created Republic of Haven are set at one another's throats, even as intrepid Lady Dame Honor Harrington and her Eighth Fleet face the ultimate reckoning against a totalitarian interstellar juggernaut. Honor's task: to hold back a massive attack until the Star Kingdom can regain its technological advantage and battle its foe on equal footing once again.

The impact of David Weber's "Honorverse" has become the stuff of science fiction legend. Hugely popular. Critically acclaimed. The series a repeated entry on the *New York Times* best-seller lists. Now Weber returns "with Honor," delivering an enthralling and climactic chapter in his much-celebrated saga – along with, of course, the best spaceship battles in the galaxy!

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OCTOBER 2007



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1-4165-4414-3 * 608pp * \$7.99/9.99

and animals. As if three children with ages in single digits were not enough, Weber and Sharon have room in their home and hearts for numerous dogs and a couple of cats.

Weber is a cheerful fellow with a bellowing laugh as big as he is, and a vast capacity for conversation on almost any topic—but especially on history, books (his own or others), and baseball.

People always ask me why I call someone I'm obviously so fond of by his surname. The simple answer is that I know many Davids, but to me there is only one Weber.

David Weber Bibliography

On Basilisk Station (1993)
The Honor of the Queen (1993)
The Short Victorious War (1994)
Field of Dishonor (1994)
Flag in Exile (1995)
Honor Among Enemies (1996)
In Enemy Hands (1997)
Echoes of Honor (1998)
Ashes of Victory (2000)
War of Honor (October 2002)
At All Costs (November 2005)

Worlds of Honor Collections

Short Stories related to the Honor Harrington Series - edited by David Weber
More than Honor (1998)
Worlds of Honor (1999)
Changer of Worlds (2001)
Service of the Sword (2003)

Novels related to the Honor Harrington Series

Crown of Slaves (2003)
The Shadow of Saganami (2004)
 A sequel to both *Crown* and *Shadow* are currently being written and are expected early '08, with a chance of late '07.

Heirs of Empire Series

Mutineers' Moon
The Armageddon Inheritance
Heirs of Empire
Empire From the Ashes is an omnibus re-issue of *Mutineers' Moon*, *The Armageddon Inheritance*, and *Heirs of Empire*.

War God Series

Oath of Swords
The War God's Own
Wind Rider's Oath
Oath of Swords and Sword Brothe. *Sword Brother* is

the fourth part to this series; however, *Sword Brother* is only a novella and was bundled with *Oath of Swords*.

Other Novels

The Apocalypse Troll
The Excalibur Alternative
Bolo! (January '05)
Old Soldiers
Path of the Fury
In Fury Born (April '06) is an expanded reissue of *Path of the Fury*

Safehold Series

Off Armageddon Reef (January '07)
By Schism Rent Asunder (currently being finished; due early '08)
By Heresies Distressed (unknown; likely end '08/early '09)

Collaborations

With Steve White

These books are based on the *Starfire* games.

Insurrection
Crusade
In Death Ground excerpt
The Shiva Option excerpt
The Stars at War is an omnibus hardcover re-issue of *Crusade* and *In Death Ground*
The Stars at War II is an omnibus hardcover re-issue of *The Shiva Option* and *Insurrection* with 20,000 words of connecting material and restored edits.

With John Ringo

Empire of Man series.

March Upcountry
March to the Sea (novel)

David Weber Autograph Sessions

David will be scheduled for several autographing sessions at MileHiCon. He has some wrist issues and does better that way than with one or two long ones. Because of this necessary restriction, there will be a two-book limit per person at a time. If someone has more books that they would like signed, they can go back through the line a second time or attend multiple signings.

March to the Stars
We Few (April '05)

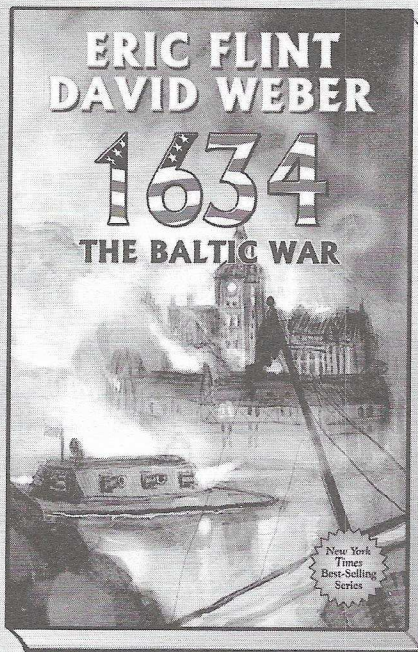
With Eric Flint

In the 1632 series:
1633
 preceded by *1632*
1634: The Baltic War
 In the Honor Harrington series:
Crown of Slaves

With Linda Evans

Multiverse series.

(Note: The complete and unabridged ebooks from the "Hell Hath No Fury" CD are also available online.)
Hell's Gate
Hell Hath No Fury



1-4165-2102-X * 448pp * \$26.00/34.99

“This is a thoughtful and exciting look at just how powerful are the ideals we sometimes take for granted, and is highly recommended.” —Publishers Weekly

“[R]eads like a Tom Clancy techno-thriller set in the age of the Medicis...” —Publishers Weekly

Fight for Freedom in a Dark and Bloody Age!

After a cosmic accident sets the modern West Virginia town of Grantsville down in war-torn 17th century Europe, the United States of Europe is forged in the fire of battle. The Baltic War reaches a climax as France, Spain, England, and Denmark besiege the U.S.E. in the Prussian stronghold of Lubeck. The invention of ironclads, the introduction of special force tactics during a spectacular rescue operation at the Tower of London – the up-timers plan to use every trick in the time traveler’s book to avoid a defeat that will send Europe back to a new Dark Age!

Two *New York Times* bestselling authors team up to tell that tale of the little town that remade a continent and rang in freedom for a battle-ravaged land.

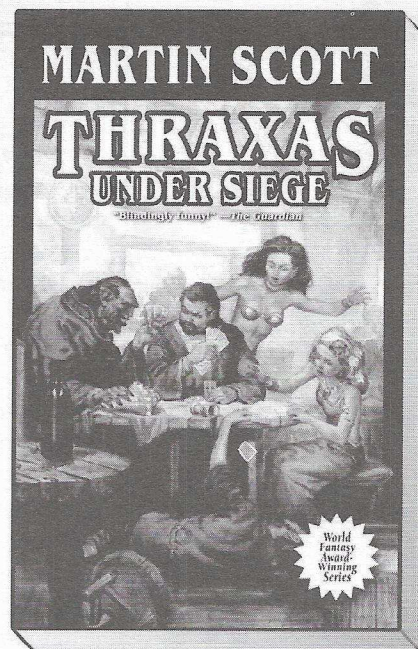
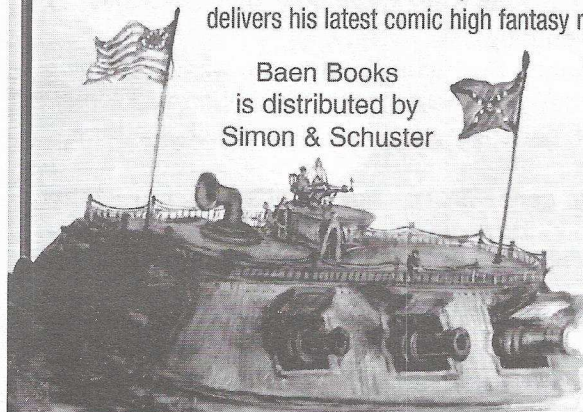
“Blindingly funny.” —The Guardian

A Heaping Helping of Death and Thraxas!

Hardboiled. Devious. Fat, and getting fatter. That is Thraxas. This time the down-on-his-heels private eye magician is up against a rogue mage who is picking off the corrupt city of Turai’s Assemblage of Sorcerers one by one. Thraxas may have flunked the test to be counted as one of that august congregation of conjurers, but now the sorcerers’ dropout has become their only hope!

With echoes of Piers Anthony’s “Xanth” and Terry Pratchett’s “Discworld” books, World-Fantasy-Award-winning Martin Scott delivers his latest comic high fantasy masterpiece.

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1-4165-2124-0 * 320pp * \$6.99



MAY 2007

Author GOH Chelsea Quinn Yarbro

Suomenistically Chelsea Quinn Yarbro, Bifurcated

by Walter Jon Williams

In a recent email, Chelsea Quinn Yarbro signed herself "suomenistically yours." Which, other than demonstrating her gift for tossing off sesquipedalian neologisms, is a reference to the heritage that she and I share.

We both have Finnish genes. All four of my grandparents came from Finland, known to its inhabitants as Suomi. (How the Welsh name "Williams" became attached to my family is a long story, and should be saved for the day when I get to be a guest of honor.)



Finns have certain characteristics, all of which I possess to one degree or another. Finns are dependable, dutiful, uncomplaining, and rather gloomy. Finns are said to possess a unique and untranslatable quality called "sisu," which has been defined as "resilience in the face of a relentless fate."

Above all, Finns are Silent. Finns only talk when they have something to say. They say it, and then they shut up.

However much you might want a Finn around when you want something repaired, or when you need to deliver a message across a hundred kilometers of frozen swamp, Finns are not, generally speaking, your first choice for a tango partner.

Quinn, however, has Finnish genes only on her father's side. Her mother was Italian.

Italians are pretty much the opposite of Finns. Italians are mercurial, emotional, histrionic, and romantic.

Unlike the Finns, who eat something called "kala mojjakka," the Italians have a Cuisine.

Italian music is sung by Tenors. Finnish music is played by an Accordionist.

Italians Talk. They Talk so much and so quickly that their tongues can't keep up, and they have to Talk with their hands as well.

I can't help but enjoy my mental picture of Quinn's childhood home, with her mother talking and gesturing and cooking and singing and emoting, while her father grows ever more gloomy and ever more silent.

I doubt that this is a complete picture, but I enjoy it anyway.

But however profound the contrasts of Quinn's ancestors, in Quinn herself they have produced a fine balance.

Of the Finnish virtues, dependability and reliability have helped to produce the more than 80 books that Quinn has written in her career, along with the 70 shorter works. She writes two or three books a year, and has written fantasy, science fiction, mysteries, historical fiction, and nonfiction.

On the Italian side of the ledger, consider her subject matter. Her best-known works feature the Comte de St. Germain, one of the first attempts (along with Fred Saberhagen's version of Dracula) to create a fictional vampire who is an intelligent, cultured, self-aware being, rather than a murderous beast. St. Germain is a romantic, attractive figure, devoted to culture and knowledge, and is clearly a product of the Italian side of Quinn's nature.

On the other hand, it was clearly the diligent Finnish aspect of Quinn's character that produced the excellent research on which the St. Germain series is based. Each book, beginning with *Hotel Transylvania*, is set in a different historical epoch, each vividly described. Even the character of the Count himself is based on research—St. Germain was a real person, who claimed to be immortal and who actually lived at the Hotel Transylvania. (Which, by the way, is not in Transylvania but in Paris.)

The St. Germain series, with its spinoffs, now stands at 25 volumes. The next, *Borne in Blood*, will appear in December, and the second volume of St. Germain stories, *St. Germain: Memoirs*, from Elder Sign Press, should now be on a shelf near you.

Quinn's expressive, creative Italian nature is also revealed in fantasy novels like *Ariosto*, the graphic novel *The Lost Prince*, mysteries featuring the Indian shaman Charlie Moon, historical fiction like *Locadio's Apprentice*, and transcriptions of the metaphysical entities known collectively as Michael. She's written military SF with Gordon Dickson, and mysteries with Bill Fawcett under the transparent pseudonym "Quinn Fawcett."

She adores opera and rides horses. She lives with three cats in her hometown of Berkeley, California, and she cooks Cuisine.

If the gloomy side of her Finnish character ever predominates, I haven't seen it.

And as for *sisu*, "resilience in the face of a relentless fate," consider that Quinn is about to celebrate her 40th anniversary as a professional writer of fiction.

That says it all.

Chelsea Quinn Yarbro: An Incomplete Bibliography

Novels

Against The Brotherhood (with Bill Fawcett as Quinn Fawcett)

Aristo Bad Medicine (originally published as *Ogilvie, Tallant & Moon*)

A Baroque Fable

Beastnights

Better In The Darkblood Games

Blood Roses

Borne In Blood

A Candle For D'Artagnan

Cat's Claw

Charity, Colorado

Come Twilight

Communion Blood

Crown Of Empire (collaboration with David Drake)

Crusader's Torch

Dark Light (tie-in to *Shattered Light* computer game)

Darker Jewels

Dark Of The Sun

Dead & Buried (novelization)

Death To Spies (with Bill Fawcett as Quinn Fawcett)

Death Wears A Crown (with Bill Fawcett as Quinn Fawcett)

The Deceptive Oracle (as Camille Gabor)

Embassy Row (with Bill Fawcett as Quinn Fawcett)

False Dawn

False Notes (originally published as *Music When Sweet Voices Die*)

A Feast In Exile

Fence: Soul Of An Angel

Flirescode

A Flame In Byzantium

Floating Illusions:

The Flying Scotsman (with Bill Fawcett as Quinn Fawcett)

Four Horses For Tishtry

The Godforsaken

Hotel Transylvania

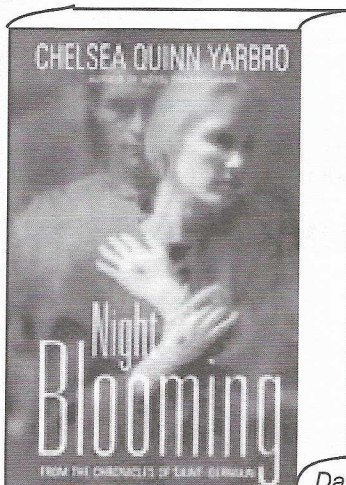
Hyacinths

Kelene: The Angry Angel

The Law In Charity

Locadio's Apprentice

Lost Prince: see *The Godforsaken*)



The Making Of Australia Number 5: The Outback (as Terry Nelson Bonner)
Mansions Of Darkness
Midnight Harvest
Monet's Ghost
A Mortal Glamour
Music When Sweet Voices Die (reprinted as *False Notes*)
Napoleon Must Die (with Bill Fawcett as "Quinn Fawcett")
Night Blooming
Nimuar's Loss (as "Camille Gabor")
Nomads (novelization)
Ogilvie, Tallant & Moon (reprinted as *Bad Medicine*)
Out Of The House Of Life
The Palace
Path Of The Eclipse
Poison Fruit
Roman Dusk
The Scottish Ploy (with Bill Fawcett as "Quinn Fawcett")
Sins Of Omission
States Of Grace
Taji's Syndrome
A Taste Of Wine (as Vanessa Pryor)
Tempting Fate
Time Of The Fourth Horseman
To The High Redoubt
Trouble In The Forest vol I: A Cold Summer Night (as Trystam Kith)
Trouble In The Forest vol II: A Bright Winter Sun (as Trystam Kith)
Writ In Blood
Zhameni: The Angel Of Death

Anthologies and Collections

Apprehensions And Other Delusions
Cautionary Tales
The Lord Ruthven Assembly Presents: Forgotten Gems Of Horror Fiction, an anthology
The Saint-Germain Chronicles
Saint-Germain: Memoirs
Signs & Portents
Two Views Of Wonder
The Vampire Stories Of Chelsea Quinn Yarbro

Non-fiction

Confrontation At Lepanto (as T. C. F. Hopkins)
Empires, Wars, And Battles: The Middle East: (as T. C. F. Hopkins)
Fine-Tuning Fiction
Messages From Michael
Michael For The Millennium
Michael's People
More Messages From Michael

Recognitions

- The Fine Foundation Award for Literary Achievement, 1993.
- The First World Dracula Congress, sponsored by the Transylvanian Society of Dracula, the Romanian Bureau of Tourism, and the Romanian Ministry of Culture, the only novelist guest of the Romanian government, 1995.
- With Fred Saberhagen, the Knightly Order of the Brasov

Citadel, the Transylvanian Society of Dracula, 1997.
 - Grand Master Award, World Horror Association, the World Horror Convention, 2003
 - Living Legend award, International Horror Guild, World Fantasy Convention, 2006.

FAN TABLES

Local groups will be demonstrating their specialties and looking for new members. Stop by and talk to them about their activities. Most of the groups will be in the second floor Atrium area on Saturday and Sunday. As of print time, the following groups are scheduled to be there:

Denvention 3 The 2008 World Science Fiction Convention will be held in Denver. Stop by and find out more!

The Heinlein Society The Heinlein Society is a charitable and educational organization that strives to place the books of Robert Heinlein in libraries everywhere.

Browncoats Firefly/Serenity Fans

SG-14 SG-14 is the regional team for www.NGcommand.net, a Stargate costuming and propmaking website. The team covers CO, WY, UT and MT.

CoSine CoSine is a science fiction convention in Colorado Springs. It will feature multi-track programming including interesting panels, great guests, cool art, dealers, video room, gaming, anime and everything else needed for a fun-filled weekend.

AUTOGRAPH SIGNING

Chelsea Quinn Yarbro, Frank Wu and Ed Bryant will be participating in Autograph Alley and at least one other autographing session—check the programming schedule and the board in the dealers' room.

This year, our autograph signings will be held at Autograph Tables inside the **Dealers Room (Grand Mesa F)**. As the signing schedule is subject to change without notice, the most current version will be posted on the wall next to the tables.

Guests and panelists who have questions about autograph signings (including being added to the schedule) are asked to inquire in the Summit Room on Friday or in the Dealers Room on Saturday or Sunday.

1. Create a single file line. No crowding, cutting in line, or mobbing, please.
2. Be considerate of the authors and others in line. If you have a large number of items to be signed, have some signed and get in line again for the rest.
3. Please, no long conversations with the authors, if others are in line and waiting for autographs. Plan to see them at readings and panels.

A Mile Closer to the Stars

DENVENTION 3

The 66th World Science Fiction Convention

**August 6-August 10, 2008
Denver, CO USA**

**Lois McMaster Bujold – Guest of Honor
Rick Sternbach – Artist Guest of Honor
Tom Whitmore – Fan Guest of Honor
Robert Heinlein – Ghost of Honor
Wil McCarthy - Toastmaster**



**For Membership and Information
<http://denvention3.org>
info@denvention3.org**

Denvention 3, P.O. Box 1349, Denver, CO 80201

Photos courtesy of the Denver Convention and Visitor's Bureau and the Hubble Site Web Gallery

Artist GOH Frank Wu

Wisdom Droppings From Frank Wu

By Miki Garrison

Slightly sozzled, with hair in cute braids like a schoolgirl, Frank Wu agreed to answer any question I could throw at him in the time it took for us to watch the birthday girl slave over an oven, baking her own birthday cakes. "There are no barriers. Today we will have all honesty," he said. Luckily, I had pen and paper to capture it all.

Frank Wu is a three-time Hugo winner for Best Fan Artist. If you've made it to an art show at a con or two in North America, chances are good that you've seen some Frank Wu pieces. A good chunk of them seem inspired by dinosaurs, bugs, and obscure marine creatures from the depths.

What's up with the dinosaur and insect fascination?

"I don't understand why everyone doesn't get excited about them. It just doesn't make sense."

Frank spent much of this last year working on his first animation project, "The Tragical Historie of Guidolon the Giant Space Chicken." And in addition to the giant space chicken, it does indeed include dinosaurs, giant insects, and an obscure marine creature or two. You can see the film at their website, Guidolon.com; the site also has all sorts of cool bits and pieces about the behind-the-scenes stuff.

Are there any hidden truths in your film that no one will ever know about unless they read this?

"The obvious truth is that I am Guidolon, but that's too obvious. Really, it's about giant squids, and how they rule the world. Oh, and if you play it backwards, the secret messages tell you to buy cranberry sauce. Make sure to watch it again just before Thanksgiving."

It has also been rumored that Frank has some secret superpowers. After all, he created 16 original paintings in under three days for RadCon 2007. Does that sound human to you?

What superhero would you bet on to defeat the greatest evil in the world?

"DonLarsen Man. He was the only guy to throw a perfect game in the World Series. If I had his powers, I could throw, like, really good—and then the evils would be defeated by my mighty

balls. I would be DonLarsen Man."

What's the source of your real super powers?

"It's like Aquaman and the forcebeams that shot from his forehead, allowing him to communicate with dolphins. Except that they come from my



facial hair, and allow me to command an army of Chihuahuas."

Do you have a sidekick?

"Nah. Hey, you can be my sidekick! You can be Epidemiology Girl, and your superpower can be counting the dead!"

Do you keep any weapons in your pockets?

"Only this kleenex. I need to shove it in my ears in the mornings. Here, do you want it?"

If you see Frank wandering around, feel free to ask him to show you his powers. He's friendly like that, even if he does wear threatening footwear.

Is there a secret message behind your immense

shoes?

"They're a symbol of the future. A boot stamping on a face, forever."

What does the future hold, Frank?

"I drink a toast to the marvelous things that are coming around the corner that will shock the socks off of us."

Whatever comes, Frank will still be doing art, fighting his animation habit, and playing the air bongos for karaoke parties. For now, Frank's art can be seen in con art shows and program books, in fanzines and e-zines, and in the book *Greetings from Lake Wu*.

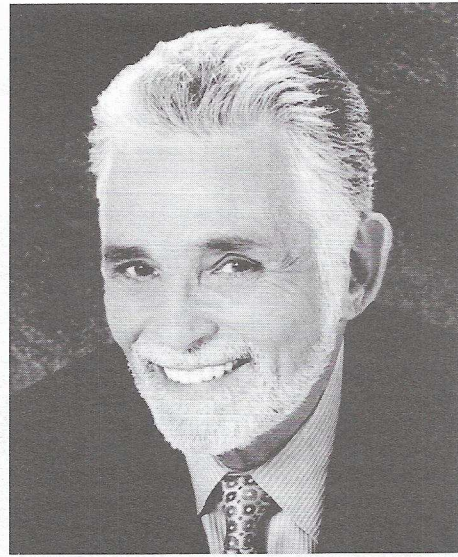


MEDIA GOH

David Hedison

A VOYAGE With DAVID HEDISON

By Diane Kachmar



David Hedison has been acting for over 65 years. He began as a teenager in Little Theatre and worked his way up through regional summer stock until he made it to New York City and onto The Great White Way. Some of David's early New York Theatre appearances include a *Phoenix Too Frequent*, *Clash by Night* and *A Month in the Country*, for which he won a Theatre World Award.

David was noticed in this play by a 20th Century Fox talent scout, flown to California, tested and signed to a seven-year film contract. He made several films under this contract; the two best known are *The Enemy Below* and the original 1958 version of *The*

Fly. This movie is considered a classic and this spring David was interviewed and recorded audio track commentary for the September 11 re-release of *The Fly Collection* on DVD.

During this time, Fox also tried out David in a TV series called *Five Fingers*. NBC decided to change his name. David was going by his first name, Al, and they wanted something "more elegant." David suggested using his middle name, David. They agreed and he's been David Hedison ever since.

Five Fingers was about a theatrical agent who also spied for the U.S. Government, mostly posing as a communist to expose other communists. Unfortunately, NBC put this continental urbane spy thriller up against *Gunsmoke* and *Have Gun, Will Travel* and it only lasted 16 episodes.

David's next big break was being cast as Captain Lee B. Crane in the long-running TV series *Voyage to the Bottom of the Sea*. This show made him a star, played all over the world and still brings him fan mail and recognition to this day.

David loved working on this show with Richard Basehart and they became good friends and saw each other regularly until Richard's death in 1984. The chemistry between Richard and David is what makes the show watchable after all these years.

The series is currently being released on DVD. The most recent DVD set to be released was Season 3, vol. 2 on October 23, 2007, with the final season scheduled to be released in 2008.

After *Voyage* David went on to star in more movies, most notably two Bond films, *Live and Let Die* with Roger Moore and *Licence to Kill* with Timothy Dalton. He is the only actor to play the role of Felix Leiter twice.

David has made over 200 television series guest star appearances. He was a

semi-regular on *Dynasty II: The Colbys* playing Katherine Ross' husband. He had a five-year run as Spencer Harrison on *Another World* (1991-95) and a one-year run as Arthur Hendricks on *The Young and the Restless* (2004). Other popular shows he appeared on were *Love Boat*, *Newhart*, and *Murder She Wrote*.

After his time on *Another World*, David did summer stock in New England and the East Coast for a number of years. He appeared in *Social Security*, *Blithe Spirit*, *Alone Together* and *Tale of the Allergist's Wife*. He recently completed a successful run in *Love Letters* this past August.

David is currently working on a book to be published in 2008. It is a 50-year history of his film *The Fly*. He continues to make personal appearances around the country. For more information on David's career, visit his website at <http://www.davidhedison.com>



David Hedison's Vitae (selected)

Film

The Enemy Below
The Fly (1958)
Live and Let Die
Licence to Kill
Mediggo: Omega Code 2
Spectres

Television

Five Fingers
Voyage to the Bottom of the Sea
Summer and Smoke (BBC)
For the Use of the Hall (PBS)
Benson
Hart to Hart

A.D. (miniseries)

Newhart
Dynasty II: The Colbys
Murder, She Wrote
Another World
The Young and the Restless

Theatre

A Month in the Country
Teahouse of the August Moon
Funny Girl
Chapter Two (national tour)
Are You Now and Have You Ever Been
Return Engagements
Social Security
Alone Together
Love Letters
Tale of the Allergist's Wife

David Hedison Autograph Sessions

David Hedison charges \$20 for a signed photo or to sign an item you bring. The fee includes a posed photo with him (bring your own camera). David prefers to "to be asked" to pose before his picture is taken and before he is videotaped. This especially applies to unasked/unexpected flash photographs or standing back and audio/videotaping his private conversations.

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Toastmaster Edward Bryant

Ed Bryant: Man of Many Hats

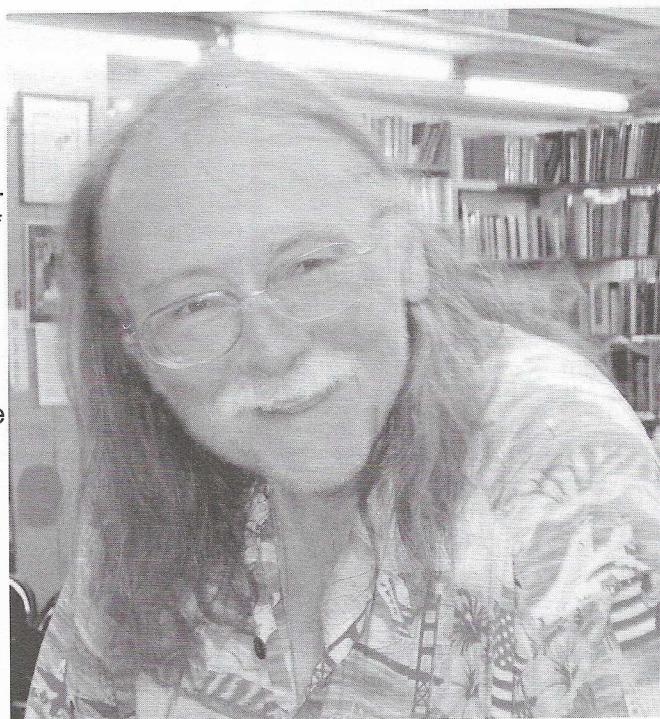
by Rebecca Rowe

A man with a hat—not a top hat, or ball cap or western hat—but a talking rat with blood and guts spewing from its jaws kind-of-hat that hangs low over the brow, intrigues cats and terrifies nuns. (Ask Ed about the nuns.) He's a man of many hats: the author, the scriptwriter, the actor, the reviewer, the *New Yorker*, the cattle rancher and the Denverite. And then, there's his book bag with books to review that are so new and cutting edge, they haven't reached the bookstores yet and a folder of stranger-than-fiction true articles, a day to less than minutes old, which are sure to make us laugh. There's that second book bag, too, which emerges at cons brimming with books wherein he collects signatures, as some might collect souls. That's just the exterior.

Only by reading his works do we glimpse the labyrinthine interiors. Harlan Ellison was one of the first to discover Ed's talent. Of course, together, they later wrote *Phoenix Without Ashes*. George R.R. Martin has called Ed Bryant's works subtle and tricky, from the Nebula award-winning "giANTS" to the horror-SF-genre-defying works he'll read to us, if we're lucky, at this conference. As Kathleen Ann Goonan says about Ed's stories,

"All is subtle and implied." Despite his own successes, he champions unknown and established authors alike. He filters us all through the fine-tuned, twisted sense of the *sf/f*/horror historian and finds there something to mock, to celebrate and to re-define our world.

Rebecca Rowe's debut novel was published to much acclaim by Edge Books last year. She also works as a technical writer in Boulder.



Limericks For Ed

by Melanie Tem

There is a fine writer among us
Who has a great fondness for fungus.
"There isn't mush-room,"

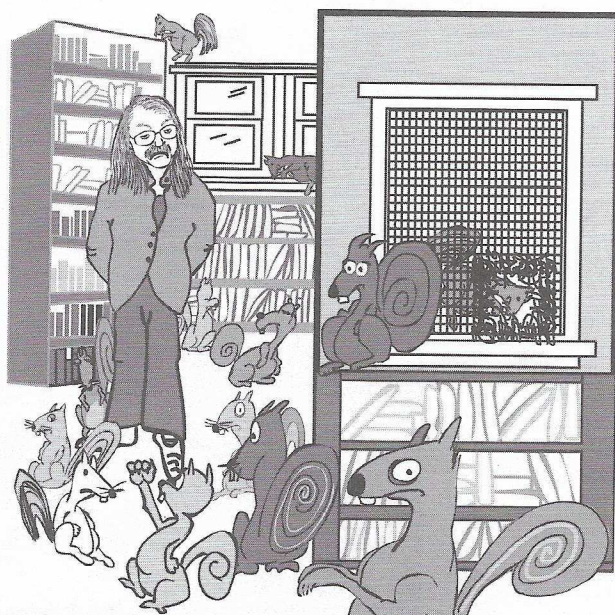
Says Ed Bryant with gloom,
 "But that portabello's humongous!"

There once was a man from Wyomin'
 Who really got into cell phonin'.
 The buzzes and beeps
 Invaded his sleep
 And he'd wake up to find himself jonesin'.

There is a man on Umatilla,
 A generous sort of a fella.
 New writers he shepherds,
 Their stories he peppers
 With comments on prose willa-nilla.

Melanie Tem is the award-winning novelist of Prodigal, Wilding, and the forthcoming (with Steve Rasnic Tem) The Man on the Ceiling in March 2008.

Steve Rasnic Tem is a prolific writer of short fiction and poetry as well as editing The High Fantastic, the definitive Colorado anthology. He is also a lauded novelist, filmmaker, and graphic artist.



ED HAS BAD SQUIRREL KARMA

Eclectic, Electric Ed

by Debbie Fanatia

Certain things are common knowledge about Ed Bryant: He's an award-winning author, an extraordinary writing mentor and teacher, and a highly entertaining public speaker. He's famous (infamous?) for his "strange news" presentations, launching into his Bryantian spin on the absurdity in question while

rifling through newspaper clippings. He's keenly aware of current events and obscure facts. Unnaturally so. The guy's a walking Wikipedia.

I have no doubt that the insulin pump Ed wears does, indeed, squirt insulin into him as required. But I know, without a doubt, that he's rigged that bugger to dispense CNN broadcasts directly into his veins. Prick his finger and you'll get a steady flow of news ticker. Analyze his urine and you'll find the dreck that's been eliminated from his system. Interest rates and stock fluctuations are worthy of only swirling toilet water, but the machinations of disgraced congressmen, the furor over clothing malfunctions, and incomprehensible speeches pump through Ed Bryant's veins. He's wired. An animate WiFi receiver.

He's not fooling me.

So here at MileHiCon, watch him work the crowds. Eavesdrop. Listen to him expound on the mysterious rapid hair growth of adolescent Ubangis. You might hear a faint beep. It might be the alarm on his insulin pump. But it might be an update from CNN.

Debbie Fanatia was a featured contributor to the late, lamented Weekly World News. Once an editor in Florida where she ran Mopar Muscle Magazine, Debbie and her husband Tom have moved back to Denver where Debbie now freelances.

Four Things You Might Not Know About Ed Bryant

by Larry Talbot

Yeah, so you're probably aware that Bryant's an adopted son of the Mountain West. Do you know about his brand? His family's cattle brand is Two Bar Lazy Three. His personal brand is Lazy E B Connected. He still owns it.

For decades, Bryant registered the Wyoming license plate, County 8, 1984. The state didn't realize it was an SF vanity plate, but it was.

Thanks to the dubious influence of the early *Saturday Night Live*, when the citizen's band radio craze hit, Bryant adopted the CB handle Landshark.

When he was a young boy, Bryant's life was saved by a circle of fierce barn cats. Yes, really.

Larry Talbot has been featured in the National Lampoon, Penthouse, and many other far less discreet magazines.

Ed Bryant Bibliography

Series:

Berserker (with Poul Anderson, Stephen Donaldson, Larry Niven, Fred Saberhagen, Connie Willis and Roger Zelazny)
6. *Berserker Base: A Collaborative Novel* (1984)

Novels:

Phoenix Without Ashes (1975) with Harlan Ellison
Trilobyte (1987)
The Baku: A Story and Teleplay (1999)

Omnibus:

The Shadow on the Doorstep/Trilobyte (1987) with James P. Blaylock

Collections:

Among the Dead: and Other Events
Leading Up to the Apocalypse (1973)
Cinnabar (1976)
Wyoming Sun (1980)
Particle Theory (1981)
Darker Passions (1984)
The Thermals of August (1988)
The Man of the Future (1989)
Neon Twilight (1990)
Fetish (1991)
The Cutter (1991)
Flirting With Death (1995)

Non-Fiction:

Natural Hazards: Threat, Disaster, Effect, Response (1991)

Anthologies containing stories by

Edward Bryant:

Universe 1 (1971)
Again Dangerous Visions Book 1 (1972)
The Best Science Fiction of the Year 2 (1973)
Universe 3 (1973)
Alternities (1974)
Nebula Award Stories 9 (1974)
Best Science Fiction Stories of the Year 1977 (1978)
Best Science Fiction Stories of the Year 1979 (1980)
Dark Forces (1980)
Nebula Winners 14 (1980)
Best Science Fiction Stories of the Year 1980 (1981)
Dragons of Darkness (1981)
Fantasy Annual IV (1981)
Nebula Winners 15 (1981)
The Best Science Fictions of the Year 11 (1982)
Haunted Houses: The Greatest Stories (1983)
Cutting Edge (1986)
Masters of Darkness (1986)
Night Visions Hardshell (1987)
Silver Scream (1988)
The Year's Best Fantasy First Annual Collection (1988)
Book of the Dead (1989)
Full Spectrum 2 (1989)
The Year's Best Fantasy Second Annual

Collection (1988) aka *Demons and Dreams*
The Year's Best Fantasy and Horror Third Annual Collections (1990)
The Night Fantastic (1991)
Best New Horror 3 (1992)
The Norton Book of Science Fiction (1993)
Strange Dreams (1993)
The Year's Best Fantasy and Horror Sixth Annual Collections (1993)
The Ascent of Wonder (1994)
The Best New Horror 5 (1994)
The Giant Book of Terror (1994)
100 Vicious Little Vampire Stories (1995)
Adventures of the Batman (1995)
Dinosaurs (1995)
Peter S. Beagle's Immortal Unicorn (1995)
David Copperfield's Beyond Imagination (1996)
Intergalactic Mercenaries (1996)
Blood Thirst: 100 Years of Vampire Fiction (1997)
The Road to Science Fiction 4: From Here to Forever (1997)
Wild Women (1997)
The Year's Best Fantasy and Horror Tenth Annual Collection (1997)
100 Twisted Little Tales of Torment (1998)
Sirens and Other Daemon Lovers: Magical Tales of Love and Seduction (1998)
Whitley Strieber's Aliens (1998)
999 (1999)

Awards:

Nebula Best Short Story nominee (1974): *Shark*
World Fantasy Best Collection nominee (1977): *Cinnabar*
Nebula Best Novellette nominee (1978): *Particle Theory*
Nebula Best Short Story nominee (1978): *The Hibakusha Gallery*
Hugo Best Short Story nominee (1979): *Stone*
Nebula Best Short Story winner (1979): *Stone*
Hugo Best Short Story nominee (1980): *giANTS*
Nebula Best Short Story winner (1980): *giANTS*
Nebula Best Novellette nominee (1981): *Strata*
Hugo Best Novelette nominee (1982): *The Thermals of August*
Nebula Best Novelette nominee (1982): *The Thermals of August*
World Fantasy Best Novella nominee (1988): *Best Friends*
World Fantasy Best Short Story nominee (1990): *A Sad Last Love at the Diner of the Damned*
Bram Stoker Best Short Story nominee (1990): *A Sad Last Love at the Diner of the Damned*
Bram Stoker Best Short Story nominee (1991): *The Loneliest Number*
Bram Stoker Best Novelette nominee (1992): *Fetish*

KLINGON FEAST

All events take place in **Suite 531** unless otherwise noted. Schedule is subject to change!

FRIDAY

3 PM *Opening Ceremonies*
We will open the Feast by singing the Klingon Anthem. We will also Honor our fallen warriors. Steve Swink. Luciano Pavarotti
3:30 PM *First You Must Have A Klingon Name.*
We will be having a naming ceremony.
4:30 PM *Build A 3D Dragon.*
We have nine different colored dragons to build. Kid-friendly program.
5 PM *Klingon Monopoly*
Play Klingon Monopoly. Own the High Council and rule the Empire!
6 PM *Klingon Language 101*
by VamPyr
7 PM *Meaning of the Trefoil*
by VamPyr
8 PM *Klingon Movies or DS9 Episodes*
Star Trek: The Motion Picture. Star Trek 3: the Search for Spock. Star Trek 6 or DS9 episodes

SATURDAY

10 AM *Opening Ceremonies*
10:30 PM - Noon *Costume Building Class* by Veqa.
Noon *Klingon Language 102*
by voS
1 - 3PM *Arm Wrestling Tournament*
conducted by D'nuop
3 PM *The Story of the Bat'leth*
by VamPyr
4 PM *Klingon Language 103*
by VoS
5 PM *House VamPyr & House K'ralvaj Meetings*
Come join our Glorious Houses!
6 PM *Klingon Kulture*
by K'var
7 PM *Glorious Stories of Kahless*
as told by VamPyr
8 PM *DS9 Episode*
The Sword of Kahless
9 PM *Closed for party setup*
10 PM *Feast Party*
Party and feast till close. Adult beverages will be served and you will be carded upon entry.
Midnight *Serpentmoon Performance*

SUNDAY

10 AM *Opening Ceremonies*
11 AM - 3 PM *Klingon Movies or DS9 Episodes*
3 PM *Closing Ceremonies*
See You Next Year!!!

Program Descriptions

FRIDAY

3-3:50 PM **Grand Mesa BC**
A Touch of Something Special
 C. Willis. What elements lift stories out of the ordinary? Connie Willis discusses factors that make stories extraordinary.

4-4:50 PM **Grand Mesa A**
Greek Mythology and the Constellations
 R. Bruner. Discover the stories behind Cancer the Crab, Ursa Major, Hercules and other constellations through slides of the stars and art based on their mythology.

4-4:50 PM **Grand Mesa BC**
Thought-Provoking or Preachy?
 M. Ferrari (M), C. Hightshoe, L. Modesitt, B. Nickless, K. Webb. Do SF/F fans not like stories dealing with real world problems—or do some writers have trouble with the line between preaching and using an issue to create a thought-provoking story?

4-5:50 PM **Wind River B**
Author Reading: John Beachem & Warren Hammond

5-5:50 PM **Grand Mesa A**
Anthropology of Lord of the Rings
 D. Frazzetti. Tolkien is famous for his linguistics background and his created languages, but there are also societies in LoTR, with all the anthropological ramifications that implies.

5-5:50 PM **Grand Mesa BC**
Heinlein at 100: A Century of Influence
 E. Bryant, D. Curtis (M), S. Hoyt, S. Humphries, D. Silver. Heinlein's work have had an enormous impact on science fiction literature, many authors cite him as an influence and his ideas have affected science and technology.

5-5:50 PM **Wind River B**
Author Reading: Gaddy Bergmann & James Strickland

5-5:50 PM **Chasm Creek A**
Improvcation
 C. Chrissinger, L. Givens, R. Owens, T. Simpson. It's time again for the participatory insanity of Bunny-Bunny-Bunny, Enemy/Defender and more! Loosen up for the con and meet fun people! All ages welcome.

6-6:50 PM **Grand Mesa A**
An Hour with Frank Wu
 F. Wu. Experience the creativity of our artist guest of honor—three time Hugo Award winner for best fan artist and rated 13th best science fiction artist in the world by LOCUS readers!

6-6:50 PM **Grand Mesa BC**
Influences: Books/Movies/Events/Songs that Impacted My Life &

Work

J. Baumer, W. Hammond, L. Hilburn (M), N. Kurtz, D. Weber. Everything's grist to a writer—hear about factors that changed them and their work.

6-6:50 PM **Wind River A**
Robotic Telescopes and the Future of Astronomy

D. Summers. From the Digitized Astronomy Observatory to the Hubble, robotic telescopes have played an important role in our understanding of the universe. Look at some robotic telescope projects and take a sneak peak at the future of robotic telescopes, including the James Webb Space Telescope.

6-6:50 PM **Wind River B**
Author Reading: Hilari Bell & Robin Owens

7-9 PM **Grand Mesa A**
L-5 Society Meeting
 Monthly meeting of the L-5 Society Chapter of the National Space Society.

7-7:50 PM **Grand Mesa BC**
Opening Ceremonies: Con of the Living Dead

E. Bryant, D. Weber, F. Wu, C. Yarbro. Join us and our un-dead and lively guests of honor to kick off another MileHiCon. Commemorating ten years since Donnercon, we're using a cannibalism/zombie theme this year. Vote on which GoH will be the subject of Stan Yan's Zombie-cature!

7-7:50 PM **Wind River A**
Pros and Cons of Self-Publishing and POD

M. D'Ambrosio, D. Dieter, A. Ellis, W. Hoffman (M), C. Salas. While very different, self-publishing and print-on-demand have a few things in common: they are both becoming more prevalent, and each have advantages and disadvantages that differ from traditional publishing models.

7-9 PM **Chasm Creek A**
Alien/Klingon Bedtime Stories
 House VamPyr. Time for little warriors to prepare for rest. Hear tales of adventure and honor, and then—it is a good night to sleep!

7 PM **The Highlands**
The Return of the Ghostbusters
 See the film! Talk to the director! Ask questions of the stars!

7-7:50 PM **Art Show**
GoH Zombiecature
 S. Yan. For his artist demonstration, Stan will create a zombie caricature of whichever GoH was selected by attendee vote at opening ceremonies.

8-8:50 PM **Wind River A**
Ghosts in the Galleries

Laurin. Hear about unexplained otherworldly experiences encountered by Gina relating to artifacts through on-site work and in museums.

8 PM- 8AM **Wind River B**
Open filking.

8-9 PM **2nd Floor Atrium**
Autograph Alley / MileHiCon Meet, Munch & Mingle
 (tickets to the munch \$5) Enjoy hors d'oeuvres and a cash bar! Mingle with guests and attendees. And at Autograph Alley (adjacent), our GoHS and many of the attending authors will be present to sign their books.

9-9:50 PM **Mesa Verde A**
Author Reading: M.A. Bonham & Daniel Hoyt

9-9:50 PM **Mesa Verde B**
If I Were a Creature of the Night
 (pajama panel) Dan. Dvorkin, L. Hilburn, T. Hutcheson (M), R. Lyons, C. Yarbro. Vampires, werewolves and zombies—oh, my! Panelists dish on the different personalities of creatures of the night, and which supernatural creature they're most like.

9-10 PM **Pool**
Fourth Annual MileHiCon Float-illa
 J. Morse et al. Cardboard floats, and our waterlogged but determined competitors are back to prove it!

9-11 PM **The Bar**
Writers' Networking in the Bar
 Hosted by James Van Pelt, Carrie Vaughn, and Frank Wu. Interested in writing, taking that next step and trying to be published, or talking to some of the attending writers? Stop by the bar for a beverage (alcoholic or not) and a chance to ask questions of some of the published writers at MileHiCon in a relaxed atmosphere.

9-11 PM **Art Show**
Late Night in the Art Show
 P. Charlifu, W. Hodgson, J. Humble, etc. Kick back with some of the artists at the con for a little late-night creativity. Drop by for a roundtable, artists' chat, and perhaps some impromptu tours of the art show.

9 PM **Art Show**
Art Show Tour with E.D. Trimm

10-10:50 PM **Grand Mesa BC**
Role of the Modern Day Vampire
 T. Ruggiero. Follow the development of vampire lore from the beginning to present day via books and films that made significant changes to the role of the vampire in fiction.

9-9:50 PM **Mesa Verde A**
Author Reading: Gary Jonas & Greg Hyde

10-10:50 PM **Mesa Verde B**

Return of the Slash Panel (in PJs)

J. Fiala, MT Fierce, W. Hoffman, M. Mishalak, T. Simpson (M), M. Turner. Still never heard of slash fan fiction? Grab your PJs and come on down! After a brief explanation, panelists (and brave attendees) will read aloud until laughter, embarrassment or their gag reflex stops them.

**11 PM-Midnight Grand Mesa BC
Kitty Carrie and the Midnight Hour**

C. Vaughn, M. Bateman, D. Boop, A. Ellis, L. Givens, G. Jonas, F. Wu. Join Carrie as she hosts a live "call-in" program just like her werewolf heroine and radio DJ, Kitty. Participants may call as themselves or in some creature-of-the-night persona. Come hear what they come up with, and see how fast Carrie can think on her feet!

SATURDAY**9-11 AM Chasm Creek A
Space Painting Workshop**

(workshop & materials fee)
M. Carroll. Under the mentoring of world-famous astronomical artist Michael Carroll, create your own original space painting! This 2-hour workshop requires only your creativity and clothes that can get paint on them—materials will be available. NO experience needed! See how the great space artists paint a landscape of Mars as seen from Deimos. Pay fees at workshop.

**9-9:50 AM Chasm Creek B
Drawing Cartoons**

S. Yan. Join Stan for tips on creating cartoons and some hands-on practice!

**9 AM Con Suite/Art Show
Coffee & Docent Art Tour with Mark Ferrari**

Meet in the con suite for a cup of coffee before heading down to the art show with Mark Ferrari for an entertaining and enlightening tour of the art show.

**10-10:50 AM Grand Mesa A
Spaceballs: The Costumes—Anatomy of a Group Costume**

D. Barker, K. Bodnar, Ken. Bodnar, K. Britton, J. Burkhardt, N. Castini, L. d'Andrea, A. Durst, F. Leitz. A long time ago (20 years) in a galaxy far far away (American movie theatres), Mel Brooke's *Star Wars* parody debuted. The Order of the Grey honored this anniversary by reproducing those wacky costumes (Dark Helmet, Dot Matrix, Barf, Mega Maid) and shares methods used and hurdles encountered in this ambitious project. May the Schwartz be with you!

**10-10:50 AM Grand Mesa BC
Goodbye to Bigfoot, Elvis and Space Aliens!**

Court. Willis. Courtney Willis bids a fond farewell to the *Weekly World News*, which has announced it is ceasing publication.

**10-10:50 AM Wind River B
Author Readings with a Bite: Mario Acevedo & Jeanne Stein****10-10:50 AM Mesa Verde A
Historical Research for Writers**

R. Lickiss, J. Lindsfold, D. Riley (M), C. Willis, M. Wood, C. Yarbro. Add historical detail to make stories richer and more believable for readers.

**10-10:50 AM Mesa Verde B
Get to Know Small Press**

J. Erwine, W. Hoffman, D. Rozansky, D. Summers (M), D. Taber, J. Tolbert, K. Webb. Small press is a growing field—providing markets for writers and good reading for readers. Where do you find them, what do they publish, and who runs them? Come see!

**10-10:50 AM Chasm Creek B
Fantasy After Harry Potter**

J. Beachem, N. Kurtz, C. Montrose, S. Tefoe (M). The Potter series is finished—what do we read now? What new series or previously overlooked books await?

**10 AM-4 PM 2nd Floor Hallway
Mask Table**

Visit the Mask Table in the hallway outside Chasm Creek to make your own beautiful feathered, furred, or glittery creation. Fun for kids and adults! Bring them to take part in the mask parade at 7 PM.

**10-11:30 AM Art Show
Art Demo by Frank Wu**

The painting Frank will create during his demonstration will be donated to tonight's Literacy Auction—stop by and see it as it develops and plan your bidding strategy!

**11-11:50 AM Grand Mesa A
Come to the Dark Side of Astronomy: Dark Matter**

M. Brotherton. Professional astronomer and SF novelist Mike Brotherton explains the controversial subject of dark matter from a scientist's perspective but with down-to-earth language.

**11-11:50 AM Grand Mesa BC
An Hour with David Weber**

D. Weber. Join guest of honor David Weber for a reading, Q&A, or some other surprise!

**11-11:50 AM Wind River B
What's Happening in Anime & Manga?**

(fan forum)
B. Edmunds, J. Fiala, D. Peak. There's a world of anime and manga—panelists tell what they're watching and reading. Share your favorites as well!

**11-11:50 AM Mesa Verde A
But the Culture Wasn't Nailed Down**

H. Bell, C. Berg, L. Modesitt, C. Montrose (M), J. Phillips. Most fantasy still draws on western European medieval culture, but a substantial minority of works are based on other cultures. Fictional cultural imperialism or a healthy interest in other cultures?

**11 AM-12:50 PM Mesa Verde B & C
Small Press Breakout Sessions: portfolio review, chance to pitch stories. Talk**

one-on-one with publishers, representatives, acquisition editors, and art directors from Flying Pen Press, Apex Digest, Tales of the Talisman, Sam's Dot Publishing and Alien Perspective.

**11-11:50 AM Chasm Creek A
Intergalactic Seductive Dance**

(workshop with Serpentmoon)
You've seen them perform—and they'll be performing later today—but here's your chance to learn some of the moves that mesmerized you! Wear comfortable clothing and come ready to stretch and move!

**11-11:50 AM Chasm Creek B
Harry Potter Revealed**

R. Beetem, P. Coleman, TJ Howell, M. Lickiss, et al discussion. Warning: If you haven't read *Deathly Hallows*, spoilers here! Share reactions to the ending and the series overall. Remember those predictions made at last year's Unofficial Harry Potter Spoiler Panel? The sealed envelope, please.

**12-12:50 PM Grand Mesa A
Dark Energy: Destiny of Our Universe?**

M. Beasley. Professional astronomer Matthew Beasley illuminates the sky-high theory of what may prove to be the most powerful force in the Universe.

**12-12:50 PM Grand Mesa BC
Heaven, Hell and Hollywood: The Afterlife on Screen**

D. Dvorkin, G. Jonas (M), R. Lyons, R. Merrick, C. Willis. From *Defending Your Life* to *Constantine*, *What Dreams May Come* to *Reaper*, the after-life's been on screen and TV since the medium began.

**12-12:50 PM Wind River B
Author Reading: Paolo Bacigalupi & Tony Ruggiero****12-12:50 PM Mesa Verde A
Donnercon Remembered**

G. Barton, C. Chrissinger, R. Friesen, L. Givens, J. Strickland. Ten years ago a Friday night blizzard paralyzed Denver and stranded con attendees. What was the con like? Come find out, or come share your memories!

**12-12:50 PM Chasm Creek A
Future Gamers Unite**

L. Stacey.
Join us for a variety of children's board, card and word games. If you love to play games, this is the place for you!

**12-12:50 PM Chasm Creek B
Lunchtime Cartoon Break**

Take a break, relax and watch cartoons with your family.

**1-1:50 PM Grand Mesa A
Can You Hear Me Now? Is Active SETI Dangerous?**

D. Grinspoon. A recent debate has erupted in the SETI community over the wisdom and ethics of broadcasting radio signals from Earth when we don't know what

or who is out there. Grinspoon reviews the status of "Active SETI" and offers some thoughts on the future and the possibilities of contact with advanced civilizations.

1-1:50 PM **Grand Mesa BC**
Spiritual & Religious Content in SF & F
C. Berg (M), M. Bonham, M. Ferrari, L. Modesitt, K. Webb. When spiritual themes and religious material turns up in fantasy and SF, how do writers address these controversial subjects?

1-1:50 PM **Wind River B**
Author Reading (Women Who Write with Wolves): Jane Lindskold & Carrie Vaughn

1-1:50 PM **Mesa Verde A**
Top 10 Rookie Writing Mistakes
M. Acevedo, P. Bacigalupi, M. D'Ambrosio, C. Felice (M), L. Patten, J. Van Pelt. Whether you're interested in writing and want to know what to avoid, or simply like taking a backstage look at the early writer's mind, check out this panel!

1-2:30 PM **Mesa Verde B**
DASFA Readoff: Order of the Turkey
J. Bigelow, C. Chrissinger, F. Cleaver, A. Feldman (M), M. Mishalak, T. Simpson, M. Turzillo. A MileHiCon tradition returns! Our brave'n'bold panelists scour bookstores, the Net and other hidden corners of publishing to unearth these almost unbelievable ... gems. Yes, actually published!

1-1:50 PM **Chasm Creek A**
Who Wants to Be a Superhero? Costuming Workshop
D. Feldman, A. Wood. Stretch your imaginations to create your own superhero costume and wear it for Halloween or the masquerade. We'll have assorted materials available to use.

1-2 PM **The Highlands**
The Tragical Historie of Guidolon the Giant Space Chicken
F. Wu. If you saw it on YouTube, here's your chance to see the director's cut—with the director! One viewer said: "Freaky, funny, AND educational—what more could you want from a giant chicken?"

1 PM **Art Show**
Art Show Tour with Deb Taber

2-2:50 PM **Grand Mesa A**
Orbital Commerce Project Update
H. Gregory. So you want to go into space, but NASA won't take you, and you can't afford a Virgin. Why be a tourist when you can get a job in sub-orbital industry by training at the world first non-governmentally funded flight school? OCP's mission: to train rocket pilots and payload specialists for the new sub-orbital flight industry. Come find out the latest on this project!

2-2:50 PM **Grand Mesa BC**
Fictional GoH Campaign Speeches & Rally
You've seen them around the con, they've

asked (repeatedly) for your quarter votes—now hear them explain why you should choose him/her/them as MileHiCon 39's Fictional Guest of Honor!

2-2:50 PM **Wind River B**
Author Reading: Sarah Hoyt & David Lee Summers

2-2:50 PM **Mesa Verde A**
Vampire Psychology 101
M. Acevedo, D. Dvorkin, L. Hilburn, T. Ruggiero, J. Stein (M), C. Yarbro. From straightforward predators to tortured souls, authors and Hollywood have psychoanalyzed vampires for years. What are some of the interpretations currently in favor?

2-2:50 PM **Mesa Verde C**
Time Traveling via Alternate History
J. Bigelow, Dan.Dvorkin (M), B. Enke, S. Fawcette, D. Hoyt, L. Modesitt. When you change an event, is there only one possible world, or do you open a realm of possibilities? All aboard the history time ship!

2-2:50 PM **Chasm Creek A**
Fantasy Face Art
Face painting for superheroes that don't wear masks. Or be a princess, a skull-head, or a tiger. Free face painting for MileHiCon guests.

2-2:50 PM **Chasm Creek B**
MileHiCon Coloring Book
R. Lickiss, C. Montrose. Color aliens, beasties, and strange landscapes by some of our favorite MileHiCon artists. Use our crayons or bring your own. Kids 7 to 17 welcome to color alone—parents, please plan to stay with kids under 7 years old.

2:30-3:15 PM **Mesa Verde B**
Couples Counseling Session: Harrington/Weber
T. Fong, T. Simpson, D. Weber. Human beings often struggle to communicate and interact. Listen in as David Weber and Honor Harrington work with a couples counseling 'therapist' to improve their long-standing relationship.

3-3:50 PM **Grand Mesa A**
Measuring Climate Change
M. Brotherton, S. Gaalema, G. Landis, R. Rowe, Court. Willis (M). Panelists discuss the techniques and measurements used when researching climate and possible climate changes.

3-3:50 PM **Wind River B**
Author Reading: Steve & Melanie Tem

3-3:50 PM **Mesa Verde A**
Jedi Without a Clue – world premiere!
K. Bodnar, Ken. Bodnar, A. Durst, Jason, D. Morgan, A. MacDonnell, L. MacDonnell, T. Ollom, Trinity, G. Waller. Join Chancellor Scarlet, Darth Black, Senator Peacock and the rest of the Clue gang as they investigate murder aboard the Death Star in this reader's theatre presentation—Clue meets *Star Wars*! Was it really Trooper White in the Elevator with the 'blaster?

And who is the hapless victim? Detention was never so much fun!

3-3:50 PM **Chasm Creek A**
Creepy Crawlers
House VamPyr. Make rubber bugs and more!

3 PM **Art Show**
Art Show Tour with Artist GoH Frank Wu

3:30-4:30 PM **Grand Mesa BC**
Hour with David Hedison
D. Hedison. Join our special guest of honor for a Q&A—from *The Fly* and *Voyage to the Bottom of the Sea* to his experiences on the stage, bring your questions for this freewheeling session!

3:30-5 PM **Mesa Verde B**
Alien Archaeology
P. Coleman, Dan.Dvorkin, L. Givens (M), A. Lickiss, J. Lindskold, J. Moore, T. Simpson, E. Stone, A. Theis. Our crack teams of xeno-archaeologists share their insights on assorted recently discovered alien artifacts. Is it a Martian child seat or a Sphinxian treecat toy? They know!

4-4:50 PM **Grand Mesa A**
Integrating Science and Public Policy
M. Brotherton (M), A. Burt, B. Dane, M. Jarpe, K. Johansen, R. Lickiss. Can science mesh with public policy without warping it, or is the scientific method simply incompatible with political horse-trading?

4-4:50 PM **Wind River B**
Author Reading: Carol Berg & Mark Ferrari

4-4:50 PM **Mesa Verde A**
The Rest of the World in Space: 2007 Update
H. Gregory. Find out what's been going on with non-American space agencies around the world during the past year.

4-4:50 PM **Mesa Verde C**
Pitch Letters: Good, Bad and Needing Improvement
H. Bell (M), R. Lyons, D. Rozansky, D. Taber, T. Yourzek. An assortment of 'pitch' letters will be discussed, compared and workshopped.

4-7 PM **Chasm Creek A**
Build a Spaceship
Crewmembers from the USS Pioneer will be on hand to advise you as you create your own spaceship.

4-4:50 PM **Chasm Creek B**
Klingon Bop
House VamPyr. Too young for the bat'leth tournament, but you still long to enter the field of battle? Prepare for Klingon Bop—it is a good day to wield weaponry of foam!

4 PM **2nd Floor Atrium**
Serpentmoon Performance
Inspired by the original *Star Trek*, Serpentmoon is back this year to enthrall you with their recreation of the Orion slave girls!

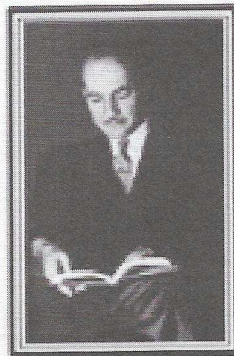
(Continued on Page 33)

The Robert A. Heinlein

Centennial Short Story Contest

\$5,000 first prize
\$2,000 second prize
\$1,000 third prize

For the best original short story expressing
the spirit, ideas, and philosophies of
Robert A. Heinlein
(1907-1988)



The
Heinlein
Society

Entries due June 1, 2008
All entries may be considered for a published anthology
Visit www.heinleinsociety.org for details.

CONGRATULATIONS, DENVER!
AND WE'LL SEE YOU ALSO NEXT YEAR AT DENVENTION III.

(Continued from Page 31)

5-5:50 PM **Wind River A**
Editorial Meetings – Flying Pen Press
 Flying Pen Press is looking for authors—stop by to discuss their planned publications and editorial needs with publisher David Rozansky.

5-5:50 PM **Mesa Verde A**
Author Reading: Matthew Jarpe & Brian Enke

5-5:50 PM **Mesa Verde C**
Stargate Bootcamp
 Presented by SG-14. Think you've got what it takes to go through the Stargate on a mission? Come find out at Stargate Bootcamp! SG-14 is a local Stargate fan group. Their website may be up by MileHiCon; visit them at www.sg-14.com

5-11 PM **Chasm Creek B**
Masquerade Green Room
 Masquerade contestants should report to the Green Room by 5:30 PM for masquerade preparation.

5 PM **Registration**
Fictional GoH Tallying
 L. Nelson. Tallying and announcement of winner. The campaign and rallies are over, voting and ballot-box stuffing at an end. It's time to tally the ballots and find out who the MileHiCon 39 Fictional Guest(s) of Honor will be. Cue drum roll, and the envelope, please.

5:30-6:30 PM **Grand Mesa ABC**
Masquerade Walkthrough
 If you have sound requirements or lighting instructions, or just want to check out the stage for tonight's event, now is the time!

5:30 PM **outside Grand Mesa**
Serpentmoon Performance
 Serpentmoon returns for an encore performance. They're here, they're green, enjoy it!

6-6:50 PM **Mesa Verde A**
Author Reading: David Boop & Tammy Yourzek

6-7 PM **The Highlands**
Once More with Feeling Singalong
 Come join the fun with other Buffy fans. At showings in New York and Los Angeles, people dress in costume and act out the episode along with Sarah, Alyson and the rest. Or just come sing along!

7 PM **Grand Mesa ABC**
Mask Parade and the Not Ready for Prime Time Costumes

If you created a scary or cute mask today at the Mask Table, here's your chance to display it! Afterwards, the Not Ready for Prime Time Costumes have their chance to walk the stage. Show off your costume—hall or otherwise!

7:30 PM **Grand Mesa ABC**
Masquerade & Literary Auction
 M. Ferrari MC, judges M. Henry, F. Wu, Auctioneers M. Burgess, C. Chrissinger

A hush falls over the crowd and the lights dim ... time for the masquerade! Group and individual entries—beautiful, frightening or silly—you never know what you'll see! After the first run-through, while the judges deliberate, Michael Burgess will begin this year's Literacy Auction of autographed books, advance reading copies, art, and other rare and unusual items. (See listing on page 7 for specifics.) Cash and credit cards accepted.

8 PM **Wind River B**
Open Filking

8-10 PM **Mesa Verde A**
Rapidfire Rogue Writers
 A. Ellis, R. Friesen (M), C. Hightshoe, C. Salas, K. Webb. We couldn't fit all the authors in during the day, so they're here at night for Rapidfire Rogue Writers! In addition to scheduled readers, time permitting, others can be reading Rogues. (BYOA—bring your own audience—and stay to hear your fellow Rogues.)

8 PM **Atrium/Cathedral of Combat**
Bat'leth Tournament
 R. Wetmore. Join with other warriors for the sport to be found with a bat'leth in your hand and a Klingon facing you across the field of combat! In the tournament you can gain much honor. But first you must produce a signed waiver.

9 PM **Mesa Verde C**
Raising the Level of Suspense
 I. Brazee-Cannon, G. Jonas, J. Ledgerwood (M), E. Stone, J. Strickland, K. Tallman. In the movies, a change of camera angle and ominous music gets the gooseflesh going. How can writers get the same result with words?

9-11 PM **Art Show**
Artwork Open Critique
 P. Charlifu, W. Hodgson, J. Humble, et al. Participants encouraged to bring one finished piece for a critique by your peers in a safe, encouraging atmosphere. Afterwards, hang around to schmooze!

10 PM (after the masquerade/auction) **Grand Mesa ABC**
Improv of the Undead: Zombie Lungfish Theatre

Back from beyond the grave of comedy with assorted undead guest players, Lungfish Theater wants your brains—no, not to eat, but to come up with suggestions, share ideas and have a great time!

10-10:50 PM **Mesa Verde C**
A Late Night Hour with Ed Bryant
 E. Bryant. Join toastmaster and chillmeister Ed Bryant for a little fictional nightcap.

11-11:50 PM **Mesa Verde C**
Rocky Mountain Ghost Stories
 D. Boop, D. Riley (M), R. Lickiss. Still not ready for bed? Gather 'round for some spine-tingling ghost stories with a high altitude flair!

Midnight (when else?) **The Highlands**
The Rocky Horror Picture Show

SUNDAY

9:30 AM - Noon **Grand Mesa ABC**
Critter Crunch, 2-Pound Division
 Courtney (Dr. Science) Willis supplies color commentary as the two-pounders slug it out—and the color is red! See which of these tiny but violent contestants will emerge victorious!

10-10:50 AM **Wind River A**
Ecumenical Worship Service
 Rev. M. Burgess. Stop by for a few meditative moments with Michael in his other role. Serious—but not unduly solemn.

10-10:50 AM **Wind River B**
Author Reading: Connie Willis

10-10:50 AM **Mesa Verde A**
The Rise (Again) of Zombies
 J. Beachem, E. Bryant, D. Dvorkin, MT Fierce, M. Jarpe (M). They're back and growing in popularity—why the resurgence in comics, art, and popular media?

10-10:50 AM **Chasm Creek A**
Peg Doll Costuming
 D. Feldman, A. Wood. Create and costume your own peg doll—alien or fairy!

10-10:50 AM **Chasm Creek B**
New Fairy Tales
 D. Boop, L. Stacey. Come hear three new fairy tales by David and Lorraine. *Leaf Man*, ages 6-8, is an urban fantasy. *Skyfire Transcendent* is an animal fantasy, ages 6-10. And *Boots* is an animal fantasy, ages 10 and up.

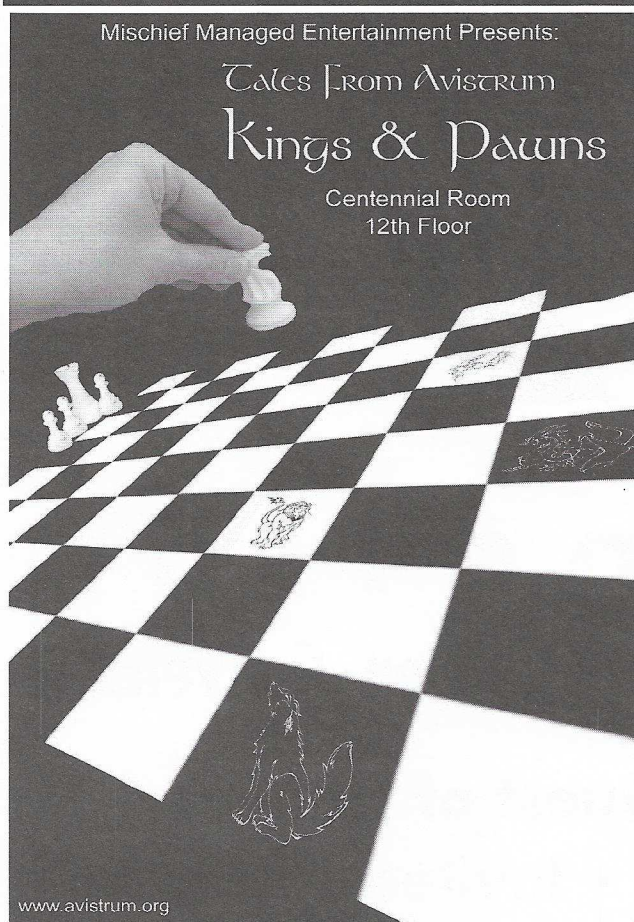
11-11:50 AM **Wind River A**
Turtles All the Way Down: Why Discworld Works
 J. Fiala, D. Hoyt, S. Hoyt, R. Lickiss (M), Webb. Blending humor and fantasy can be a tricky recipe, but Terry Pratchett has been cooking up stories that delight readers for years. How does he make it work?

11-11:50 AM **Wind River B**
Author Reading: Mike Brotherton & Mary Turzillo

11-11:50 am **Mesa Verde A**
Tech and Other Geeky Delights
 A. Burt, A. Feldman, D. Frazetti, G. Gardella, A. Lickiss (M), J. Strickland. iPhones, Bit-Torrent and such things make geeks go squee, but other things excite them, too. High-tech toys to pop culture—what do our panelists geek out about?

11 AM-12:50 PM **Mesa Verde B**
GoH Speeches
 E. Bryant (TM), D. Weber, F. Wu, C. Yarbro. Don't miss this chance to hear from our Guests of Honor. The subject of their remarks is left in the occasionally mischievous hands of our speakers, so you can never tell what you'll hear! Announcements will be announced and awards may be awarded.

- 11 AM-1 PM Chasm Creek A**
Carving with the Pumpkin King
T. Bagley. Halloween is just around the corner. Let Todd help make your decorating special this year!
- 11-11:50 AM Chasm Creek B**
Create a Story Workshop
D. Summers. David will toss out a "what if" scenario, create a setting and populate it with characters. Pre-prepare to laugh as you help build a silly story.
- 12-12:50 PM Wind River A**
Mars Exploration Rovers
G. Landis. The Mars Exploration Rovers mission have now been roving Mars for over 1,300 days on their 90-day mission, and this marks only the beginning of in-depth exploration of Mars. Hear about the MER mission—where we've been, where we're going, and what we're doing right now—and look at coming plans for exploration by both humans and robots.
- 12-12:50 PM Wind River B**
Author Reading: Christie Golden & Jane Bigelow
- 12-12:50 PM Mesa Verde A**
Rocket Songs
M. Mishalak (M), S. Johnson, G. Jonas, W. McCarthy, T. Simpson. Examples and thoughts about SF in rock and roll/pop and what separates it from filk or does not.
- 12-12:50 PM Mesa Verde C**
Is Mythology Just a Legend Today?
J. Baumer (M), I. Brazee-Cannon, D. Frazetti, V. Hanley, J. Moore. Is mythology different from legends, folklore and fantasy? Does it have a role in modern society, or is it an anachronistic knickknack?
- 12-12:50 PM Chasm Creek B**
Harry Potter and the Transformational Linguistics
D. Feldman. Transformational Linguistics is a Hogwarts class which covers the principals of the power that words have on our minds (also known as NLP). Included will be such techniques as how to mentally rewrite personal history, reframe negative thoughts into positive ones, clear away blocks to success, and take on the mindset of a master such as Dumbledore.
- 1-3 PM Grand Mesa ABC**
Art Show Auction
M. Burgess, auctioneer. You've seen the art, you've bid on the art. Now it's time to see who get to take the artwork home.
- 1-1:50 PM Wind River B**
Author Reading: James Van Pelt & Eric James Stone
- 1-1:50 PM Mesa Verde A**
Pirates in Science Fiction
W. Hoffman, G. Landis (M), L. Patten, D. Summers, J. Tolbert, M. Turner. Buccaneers, freebooters, pirates ... come find out why these fashionable sea- and spacefaring criminals continue to be so popular.
- 1-2:50 PM Mesa Verde B**
Denvention 3 Public Meeting, Q&A
Members of the Denvention 3 committee will talk about plans for the convention next August and answer your questions.
- 1-1:50 PM Chasm Creek A**
More Science for Kids with Courtney Willis
Our own "Dr. Science" stops by for some hands-on, kid-friendly demonstrations!
- 1-1:50 PM Chasm Creek B**
Klinton/Klinzha Chess Tourney
House VamPyr. Experience chess as it was meant to be played—in the original Klinton!
- 1-3 PM The Highlands**
Basilisk: The Serpent King
W. McCarthy. Move over, MST3K! Don't miss Wil McCarthy's commentary on the Sci-Fi Channel film he worked on.
- 2-2:50 PM Wind River B**
Author Reading: Rebecca Rowe & J. Alan Erwine
- 2-2:50 PM Mesa Verde A**
Scariest Monster EVER! (challenge panel) D. Dieter, L. Givens (M), K. Tallman, M. Turzillo, F. Wu. The alien, Galactus, Cujo—who's the scariest monster EVER? All things frightening eligible—movies, books, comic books and more—until the winner is determined!
- 2-2:50 PM Chasm Creek A**
Mythical Creatures in Play-doh
J. Scott. Hands-on sculpting with Play-doh to create whatever creature you wish.
- 2-2:50 PM Chasm Creek B**
Alien Races
L. Stacey. Race to fame in a Three-Legged Alien race, a One-Eyed Alien race, Catch the Alien, and a 4-Legged Alien Race. Silly prizes for winners!
- 3-5 PM (end approx.) Grand Mesa ABC**
Critter Crunch, 20-pound division
Morse, Wetmore, et al. The 20-pounders take center stage to crash, smash, burn rubber and pop wheelies as they battle to take top honors in the mechanical mayhem of the MileHiCon Critter Crunch! Ladies and gentlemen, start your critters!
- 3-3:50 PM Wind River A**
Judging a Book By Its Cover
M. Ferrari, L. Givens (M), V. Hanley, D. Taber, F. Wu. Our versatile panelists will examine several sample covers from the divergent angles of artistic merit, market appeal, and accuracy to the book.
- 3-3:50 PM Wind River B**
Author Reading: W.H. Hoffman & Julia Phillips
- 3-3:50 PM Mesa Verde A**
Animals as Inspiration, Theme & Characters
G. Bergmann, D. Boop, J. Lindsfold, R. Owens, M. Turzillo (M). From Aesop's fables and Balaam's ass to *Moby-Dick* and "A Boy and His Dog" ... panelists discuss how—and why—animals have been used as characters and thematic elements.
- 3-3:50 PM Mesa Verde B**
An Hour with Chelsea Quinn Yarbro
Don't miss this final opportunity to hear our author guest of honor speak and ask her questions. Expect a Q&A or other surprise—but not a reading.
- 3-3:50 PM Chasm Creek A**
Kinderfilk
B. Dane. Songs to tickle your funny bone. Sing, dance and enjoy the music.
- 3-3:50 PM Chasm Creek B**
Papercraft Corner
L. Stacey. Make paper models, pocket monsters, fairy wands and more. Lots of paper projects to choose from. Take home a paper toy!
- 4-4:50 PM Wind River A**
What Do Critics See That Readers/Viewers Don't?
A. Burt (M), C. Felice, C. Hightshoe, D. Hoyt, T. Yourzek. Is a critic really just a wannabe film maker, or an author who can't get published? Or do they see things readers/viewers don't see or look for?
- 4-4:50 PM Mesa Verde A**
Cross Currents: Four Topics, One Panel
P. Coleman, R. Hoyt, A. Lickiss, W. McCarthy, E. Stone, K. Webb. Show up and see how our brave panelists do! Each will know their own topic, but not that of the other panelists, as they attempt to keep to their topic while still conversing.
- 4-4:50 PM Mesa Verde B**
SF/F Films the Mainstream Doesn't See as Genre
J. Baumer, G. Bergmann, S. Fawcette, R. Rowe (M), J. Tolbert, C. Vaughn. "But there were no spaceships or elves!" We all know that doesn't mean it isn't SF or fantasy, even if the mainstream doesn't. What are some films they didn't see as genre?
- 5 PM Mesa Verde B**
Closing Ceremonies
E. Bryant, D. Weber, F. Wu, C. Yarbro. It's the end of another MileHiCon! Come bid farewell to our guests and hear how the con did this year.
- 7 PM In the hot tub**
Bobbing for Authors
In honor of Halloween, join us in the hot tub for this closing program item. Authors especially welcome!
- 7:30 PM**
Volunteer raffle
If you put in your time, be sure to get your raffle tickets in Volunteer Headquarters (Thunderpass). The raffle will take place in the Con Suite. There's always loads of cool stuff in the Volunteer Raffle, and you don't have to be there to get your prizes ... just be sure to put your address on each ticket before turning them in.
- 8 PM Con Suite**
Dead Dog begins



The third chapter in the Tales from Avistrum saga comes to MileHiCon 39!

Kings & Pawns

Like Harry Potter, have you ever wanted to be a student at a school of magic? Avistrum Academy of Sorcery is the premier American school of witchcraft and wizardry. Our annual event is the only weekend of its kind anywhere!

Students will participate in seven classes; Defense Against Dark Magic, Charms, Muggle Studies, Practical Magics, Lucky Charms, Divination and Arithmancy. New students will be sorted by the Great Eagle of Avistrum on Friday evening, and join their classmates and the faculty for a dessert social. Classes begin Saturday and continue through Sunday. Vie to represent your house in the Quidditch Cup Finals. At each event, you can earn (or lose) points for your house and help win the Avistrum House Cup! Saturday evening, the school will be transformed for the

Dark Wizard's Halloween Ball. Like Hogwarts, Avistrum faces constant threat. The dark witch Persephone, an unrivaled Metamorphmagus, continues to attempt to infiltrate the school for her own nefarious purposes. The Council of the Wise is contemplating making it illegal to teach Transfiguration to try to stop her. Hemmed in on all sides, the Headmaster and the brave faculty must attempt a desperate gambit to stop Persephone. They need your help!

Admission includes a full weekend membership to MileHiCon 39. Children 11 and under must be

accompanied at all times by a paid adult. Children 16 and under must have a parent present at MileHiCon.

Class Schedule

Friday

7pm Track 1 & 2
Doors open
7:30pm Track 1 & 2
Opening Ceremonies and Sorting
After 10pm
Socializing

Saturday

9am Track 1 & 2
Doors open
9:30-10:30am Track 1
Defense Against the Dark Art
 Teacher - Dowling
 Houses - Parador/Enigmus.
9:30-10:30am Track 2
Practical Magics
 Teacher - Craefter
 Houses - Loboastro/Colubrae
10:30-11am Track 1 & 2
Muggle Studies
 Teachers - Boudreaux/Dowling
 All Houses
11am 2:30pm Track 1 & 2
Finish Defense Project and/or Quidditch Qualifying Rounds

Houses - Parador/Enigmus
11am - 2:30pm Track 2
Quidditch Qualifying Rounds
 Houses - Loboastro/Colubrae
2:30 - 3:30pm Track 1
Divination
 Teacher - Aberfoyle
 Houses - Parador/Loboastro
2:30-3:30pm Track 2
Lucky Charms
 Teacher - Boudreaux
 Houses - Enigmus/Colubrae
3:30-4pm Track 1 & 2
Break
4-5pm Track 1
Charms
 Teacher - Kobiyashi
 Houses - Parador/Colubrae
4-5pm Track 2
Arithmancy
 Teacher - Argiletum
 Houses - Enigmus/Loboastro
5-6pm Track 1 & 2
Quidditch: Final Qualifying Rounds
9pm - 1am
Dark Wizards Halloween Ball
 Open to all MileHiCon attendees. There will be a fee at the door: singles \$3, couples \$5. (Couples is a liberal term at Avistrum.)

Sunday

9am Track 1 & 2
Doors open
9:30-10:30am Track 1
Defense Against The Dark Arts
 Teacher - Dowling
 Houses - Loboastro/Colubrae
9:30-10:30am Track 2
 Teacher - Craefter
 Houses - Parador/Enigmus
10:30-11am Track 1 & 2
Muggle Studies
 Teachers - Dowling/Boudreaux
 All Houses
11am - 1:30pm Track 1
Finish Defense Project
 Houses - Loboastro/Colubrae
1:30-2:30pm Track 1
Divination
 Teacher - Aberfoyle
 Houses - Enigmus/Colubrae
1:30-2:30pm Track 2
Lucky Charms
 Teacher - Boudreaux
 Houses - Parador/Loboastro
2:30-3pm Track 1 & 2
Break
3-4pm Track 1
Charms
 Teacher - Kobiyashi
 Houses - Enigmus/Loboastro
3-4 pm Track 2
Arithmancy
 Teacher - Argiletum
 Houses - Parador/Colubrae
4:30pm Track 1 & 2
Closing Ceremonies



A n t i c i p a t i o n

The 67th World Science Fiction Convention

Neil Gaiman – Guest of Honour

Elisabeth Vonarburg – Invitée d'honneur

Taral Wayne – Fan Guest of Honour

David Hartwell – Editor Guest of Honour

Tom Doherty – Publisher Guest of Honour

Julie Czerneda – Master of Ceremonies

August 6-10, 2009

Palais des congrès de Montréal

Contact us:

C.P. 105, Succursale NDG, Montréal, QC, Canada H4A 3P4
info@anticipationsf.ca – www.anticipationsf.ca

Video Vault

Video descriptions are in alphabetical order. Show times will be listed on the MileHiCon 39 schedule.

A Scanner Darkly

Keanu Reeves shoulders another futuristic role in director Richard Linklater's sci-fi thriller based on Philip K. Dick's novel. Working as an undercover cop in a world where almost everyone is addicted to Substance D—which produces split personalities in its users—Fred Arctor (Reeves) sets up an elaborate sting to nab a notorious drug runner named Bob. But little does Fred know that "Bob" is his alter ego.

American Astronaut

Alternative rock group The Billy Nayer Show stars in this surreal space-Western musical about the adventures of interplanetary trader Samuel Curtis (Cory McAbee). Curtis planet-hops, trading one bizarre creature for another (including the Real Live Girl for The Boy Who Actually Saw a Woman's Breast), all the while being chased by Professor Hess (Rocco Sisto), a maniac obsessed with apologizing to Curtis and then killing him.

Barbarella

A young Jane Fonda stars as the shapely 41st century space traveler dispatched to apprehend missing scientist Duran Duran (Milo O'Shea), whose latest handiwork threatens to bring war back to the galaxy. En route, Barbarella discovers the joys of celestial sex and experiences kinky misadventures with a mélange of bizarre characters. Fans of sci-fi kitsch will treasure this camp classic, which heaps on the psychedelic scenery with gaudy aplomb.

Basilisk the Serpent King

Stars Yancy Butler, Jeremy London, Cleavant Derrick, and Stephen Furst. An eclipse awakens an ancient monster whose gaze turns flesh to stone. No one knows how to stop it ... but one woman knows how to control it. Based on a Wil McCarthy story. He will speak about the film after (and perhaps during) the showing.

Black Sheep

On a quiet New Zealand ranch, a genetic experiment has gone horribly wrong, transforming a docile flock of sheep into killers hungry for human blood. Those they bite become ravenous were-sheep. As the body count rises, a desperate handful of outnumbered survivors take a last stand against the ovine onslaught. Who will live, and who will be the next victim of the vicious killer sheep?

Buckaroo Banzai

Peter Weller stars as the eponymous hero, who makes his living as a physicist, neurosurgeon, secret agent and rock star traveling through a comic-book universe with his band of assistants and background musicians. Buckaroo's interdimensional experiments with his new invention, the Operation Overthrunder, throw Earth into an alien war, and he finds himself with scant hours to save the world in director W.D. Richter's off-beat film.

Cannibal - The Musical

Featuring riotous tunes, crass humor and sight gags galore, this hilarious genre bender set in 1873 chronicles the tale of Alferd Packer (Trey Parker of *South Park* fame)—the only American ever found guilty of cannibalism. With Packer at the helm, a party of gold prospectors gets stranded in the midst of a savage Rocky Mountain winter, and next thing you know, ribs and liver are on the menu. *South Park* co-creator Matt Stone also stars.

Dead Alive

Although it's easy to admire the

becoming the next entree.

Eating Raoul

Paul and Mary Bland (Paul Bartel and Mary Woronov) dream of owning a restaurant but can't pony up the \$20,000 down payment that will make it a reality. But when an intruder is killed after he tries to assault Mary in the Blands' home, the couple decides to lure sex-seekers to their home via a classified ad, kill them and take their money. Plus, the "tasty" cadavers enliven some of the sauces featured on the menu!

Eragon

When 15-year-old Eragon (Edward Speleers) stumbles upon a dragon's egg — and then that egg hatches — he sets in motion a series of events that leads him to assume the legacy of a legendary race of dragon riders. Jeremy Irons plays the wise storyteller Brom, and John Malkovich plays the evil king Galbatorix in this fantasy adventure based on the first book of Christopher Paolini's popular *Inheritance* trilogy.

Forbidden Planet

A pulp-fiction sci-fi classic, *Forbidden Planet* stars Leslie Nielsen as a heroic starship captain who finds the paradise planet Altair-IV inhabited by Dr. Morbius (Walter Pidgeon) and his daughter, the sole survivors of an earlier expedition. Morbius uncovered the secrets of the long-lost civilization that made Altair-IV a paradise—the same secrets that unknowingly destroyed the society!

The Tragical Historie of Guidolon The Giant Space Chicken

Written and directed by Hugo Award-winning Frank Wu. Animation about a space chicken making a movie about a space chicken. Frank will introduce this piece and answer questions after.

Hell Comes to Frogtown

In the radioactive wasteland of the future, Sam Hell is one of the last fertile men on the planet. A female organization intent on repopulating kidnaps Sam and sends him on a deadly mission to rescue—and impregnate—a group of beautiful women held captive by the violent bipedal amphibian leader of Frogtown. Will Sam and his "loaded weapon" survive the mission? This sci-fi action comedy cult favorite spawned two sequels.

Logan's Run

Life in the year 2274 is a carnival of pleasures—until you hit age 30. An all-powerful state kills those who reach their third decade, and cop Logan 5 (Michael York) is in charge of capturing "runners" who try to

Kids' Video Corner

(back of Chasm Creek B)

Slow down and rest a while. Bring a pillow or blanket and enjoy a kid-friendly movie or some cartoons!

Friday 5-10 PM
Saturday Noon - 5 PM
Sunday 1 - 4 PM

maniacal glee of director Peter Jackson's bloodfest, *Dead Alive* is nonetheless intense and profoundly disturbing. When a Sumatran rat-monkey bites Lionel Cosgrove's mother, she's transformed into a zombie. She begins killing (and transforming) the entire town while Lionel races to keep things under control. Events culminate at a house party that turns into a blood-drenched zombie buffet.

Delicatessen

Gentle clown Louison (Dominique Pinon) moves into an apartment building with a deli on the ground floor and falls for the butcher's daughter, Julie (Marie-Laure Dougnac). It's soon discovered that Julie's father (Jean-Claude Dreyfus) is actually butchering people (a la Sweeney Todd) and selling the meat to tenants. Julie must decide whether to remain loyal to her father or expose him to save Louison from

escape their fate. It's a nice gig until he reaches the "golden age." *Logan's Run* offers an inventive vision of a dark paradise.

Night of the Living Dead

Director George Romero's low-budget horror classic continues to inspire heebie-jeebies, in part because of the randomness of the zombies' targets. As dead bodies return to life and feast on human flesh, young Barbara (Judith O'Dea) joins a group of survivors in a farmhouse hoping to protect themselves from the hordes of advancing zombies. But even with assistance in slowing down and killing zombies, soon only one person remains in the farmhouse.

Once More With Feeling:

Buffy the Vampire Slayer

Musical episode of the TV series *Buffy the Vampire Slayer*, written and directed by the show's creator Joss Whedon. The lyrics and music were also written by Whedon, with a score by Christophe Beck and arrangements by Beck and Jesse Tobias. A mysterious force impels Sunnydale residents into songs that reveal their true feelings and deep secrets. The words will be subtitled and everyone is welcome to sing along.

Planet Terror

El Wray (Freddy Rodriguez) and his ex-girlfriend Cherry Darling (Rose McGowan) fight an army of zombies infected with a biochemical weapon unleashed by a psychotic Army lieutenant (Bruce Willis) and an opportunistic scientist (Naveen Andrews). Cult favorite filmmaker Robert Rodriguez directs this extended version of his segment from the double-feature homage *Grindhouse*. Co-stars Marley Shelton, Josh Brolin, Michael Parks and Jeff Fahey.

Return of the Ghostbusters

The Denver Ghostbusters have returned. More than two years have passed since the events depicted in *Freddy VS Ghostbusters*. Business is booming, and the 'busters are becoming town celebrities. Leaps in new ghostbusting technology promises to bring more efficiency to the hunt, as branches of the franchise have popped up around the globe. Recently, the famous archaeologist Dr. Klaus Constantin has discovered an artifact of great power in the ancient Egyptian city of Cynopolis. This artifact, the Amulet of Anubis, is fabled to carry with it the very powers of Anubis himself—the most ancient guardian of the underworld. Constantin brings the talisman to Denver,

where he hopes to use it to open a portal to the other side. The Mile High City is rocked when the paranormal eliminators face off against the forces of darkness in a battle for Earth's souls. Several cast and crew members will be available to answer questions about the film after the showing.

Riverworld

Astronaut Jeff Hale (Brad Johnson) finds himself reincarnated on a distant world after perishing in a space accident. And he isn't alone: All the people from throughout human history populate the new planet—including Emperor Nero (Jonathan Cake) and many of Earth's other former baddies, who plan to continue their evil ways. But Hale soon discovers that all is not what it seems in this made-for-cable sci-fi flick.

Slaughterhouse Five

The multilayered novel by Kurt Vonnegut makes it to the screen in fine fettle as a haunting, poetic and funny elegy. Billie Pilgrim (Michael Sacks) survives the horrific firebombing of Dresden at the end of World War II. He subsequently lives out simultaneous past lives as a POW and a well-loved zoo resident on the planet Tralfamadore, and a present-day life as an aging optometrist from New York.

(Continued on Page 39)

ConSuite Schedule

This year the Con Suite is in **Room 431**. As usual, the MileHiCon Con Suite is a 24-hour hospitality suite, open to all convention attendees from 6 PM Friday until 5 AM Monday. Free munchies, soda, coffee and tea are available for all.

We ask everyone to **PLEASE KEEP ALL FOOD AND BEVERAGES IN THE CON SUITE AREA**. The hotel doesn't like people to have food in function rooms that wasn't bought from the hotel. We appreciate your help in keeping our relationship with the hotel a good one.

FRIDAY

6-8 PM The Heinlein Society

Serving: Lasagnae & Caesar Salad

The Heinlein Society is a charitable and educational organization founded in 2000 by Virginia Heinlein on behalf of her late husband Robert Heinlein.

10 PM-Mid House K'ralvaj

Serving: Soup.

That's right, Klingon Soup Kitchen by House K'ralvaj. We are a Klingon House that gladly accepts members from other sci-fi and fantasy genres. Most members of the House are volunteering in some way to assist MileHiCon. For more info about House K'ralvaj, please see Richard Wetmore (Volunteer Coordinator), Bill VanCleave, or visit www.housekralvaj.com for more information.

SATURDAY

9 AM Coffee with Mark Ferrari

Meet in the ConSuite for a cup of coffee before heading down for a tour of the art show with Mark Ferrari.

10 AM - Noon Denver Filk

Serving: Second Breakfast (waffles, sausage, bacon, quiche, bagels-n-cream cheese, & homemade chili relleno pie.) DenverFilk (formerly Denver Filkers Anonymous) is a group of Front-Range Filkers who gather once a month for food, fellowship and filk. Music should be for everyone, not just professionals! If you love to sing... or just to listen... why not give us a try? Join us at denverfilk-subscribe@yahoogroups.com.

2-4 PM USS Pioneer

Serving: sandwiches and munchies Come join the USS Pioneer for a variety of yummy foods, including sandwiches, fruit, chips, veggies, etc. (Stuffed celery returns once again.) Watch the program book for our exciting events, including Texas Hold'em on Friday and Saturday nights and an extended Alien Craft/ Starship Building panel - fun for all ages. The USS Pioneer is a science fiction/fantasy group that's celebrating it's 12th Anniversary. Come visit with us.

6 PM Fictional GoH Victory Party

Join the winners of the Fictional GoH contest. Have some victory cake and con-

graduate the winner(s).

8-10 PM Rocky Mountain Fan Force

Serving: Rootbeer Floats

The Rocky Mountain FanForce (RMFF) is a rich and diverse social group, which found its basis on the message boards of The Force.net. One chapter in hundreds across the world, the RMFF began with a simple love for anything and everything *Star Wars*. From there we have grown to a group filled with costume and prop makers, gamers, fan fiction writers, literature enthusiasts, collectors and overall fans. The RMFF is open to anyone willing have a good time, and occasionally talk about *Star Wars*. Check us out at www.rmff.net!

10 PM - Mid. Friends of Muddy's

Serving: Coffee House Fare (sandwiches)

SUNDAY

7:30 - 8:30 PM Volunteer Raffle

If you have volunteered and helped out at the convention, you should have received a time card. Take it to Thunderpass, cash it in for your raffle tickets, then get to the raffle. Loads of cool stuff will be raffled off!

8 PM - 2 AM MileHiCon Dead Dog

The last party of the convention. If the con has done well, there may be pizza! If you decide to spend the night partying, be prepared—in the morning you may be conscripted into helping with the clean-up.

(continued from Page 38)

Slither

With housecats turning into hellcats and townsfolk morphing into zombies, strange things are happening in the small burg of Wheelsy. Now, it's up to Sheriff Bill Pardy (Nathan Fillion) and the concerned wife (Elizabeth Banks) of one of the town's richest citizens to keep their wits about them as they uncover the dark forces at work. James Gunn writes and directs this creepy horror tale, his first project since the sleeper hit *Dawn of the Dead*.

Soylent Green

The year is 2022, and New York City is on the verge of complete disaster. Forty million people are crammed into this heavily polluted city, living only on Soylent Green, a soybean-lentil concoction that serves as the single source of food for everyone. Charlton Heston plays Thorn, a police detective trying to keep the peace and investigating the death of the director of Soylent Green's manufacturer.

Stupid Teenagers Must Die

It's the 1980s and a group of teen-agers are getting together to hold a seance in a haunted house. All the typical '80s horror movie characters are there: the cool hero, the innocent girlfriend, the goth chick, the tough guy, the beautiful blonde girl, the shy guy in love with the beautiful blonde girl, a couple of lipstick lesbians and two big geeks. In true low budget '80s horror movie fashion, weird things start happening around the house. As the hapless kids are sliced and diced, it's up to our hero to lead the remaining survivors to safety before the house is filled with stupid dead teenagers.

Time Changer

In the year 1890, Bible professor Russell Carlisle (D. David Morin) has written a new book, *The Changing Times*, that's about to receive a unanimous endorsement from the Grace Bible Seminary. But Dr. Anderson (Gavin MacLeod) believes that what Carlisle has written will seriously affect the coming generations, so he sends Carlisle more than 100 years into

the future, offering him a glimpse of where his writing will lead.

The Fly

Scientist André Delambre (David Hedison) has invented a matter transporter. To perfect his machine, he decides to test the device on a human subject—himself. He steps into the chamber unaware that an ordinary housefly has accompanied him. His head and arm become horrifically switched with those of the fly. Now Delambre and his wife (Patricia Owens) are faced with a gruesome dilemma in this classic sci-fi horror film co-starring Vincent Price.

Voyage to the Bottom of the Sea: The Return of the Phantom

Captain Krueger returns to compel Nelson to shoot Crane. Once that is done, Krueger takes over Crane's body and searches out a host for Lani, Krueger's dead lover, so the two can be reunited. Can Admiral Nelson save his friend and end the plans of the evil Captain forever?

Animation Antics

FRIDAY

2 PM **Special Choice**
Come see what surprises will be shown!

3 PM **Black Cat**

4 PM **DN Angel**
Final episodes

5 PM **Toward the Terra**
Subtitled

6 PM **Gundam Seed Destiny**
Defeat and betrayal. Who is foe, Earth or Orb?

7 PM **Kyo Mara Maoh**
God save our King.

8 PM **Ghost in the Shell: Solid State Society**
Final movie for the series. No one under 16 will be allowed due to excessive violence and language.

10 PM **Cutey Honey**
Live action version of the anime series. Kinda silly. No one under 16 allowed due to excessive violence and language, and tiny bits of clothing.

SATURDAY

6 AM **Special Choice**
Come see what surprises will be shown.

7 AM **Transformers Energon: Return of Megatron**

The decepticons are fighting without a leader. During a fight he awakens and sends his team after Energon and goes looking for Optimus Prime.

8 AM **Gamera Little Brave**
Latest Gamera movie. He's called Toto and very small. He can fly and shoot little fireballs. He is forced to grow up when monster lizard Zeus shows up. Will he save everyone and not blow up as did the original Gamera 33 years before? Subtitled.

9:30 AM **Doctor Strange**
New animated movie of the sorcerer supreme. Nicely done.

11 AM **Inuyasha**
Fan requested.

12:30 PM **Naruto: Animal Riot of Crescent Moon Island**
Movie. Subtitled.

2 PM **Trinity Blood**
Final episodes

4 PM **Tales of EarthSea**
A mysterious force is disturbing the natural order of EarthSea. Dragons are fighting, magic is dying, and everything is falling apart. Subtitled.

6 PM **Bleach Memories of No Body**

A sudden break of the blanks (vacant souls). A mysterious Lady Shinigami named Senna appeared leading the "Dark Ones." What's Ichigo to do? "Ghost Busting!" Subtitled.

8 PM **Godzilla the Return**
Japanese version of Godzilla 1985. Subtitled.

10 PM **Ultimate Hellsing, vol.2**
Next volume of the updated Hellsing. No one under 16 allowed due to excessive violence and language.

SUNDAY

6 AM **Danger Mouse**
Oh, crumbs, DM!

7 AM **Pokemon: Destiny Deoxys**
Leap into amazing action packed movie with Ash helping Deoxys fight Rayquaza.

9 AM **Coyote Ragtime Show**
Sci-fi on the crazy wild side. Strap in and enjoy the ride.

10 AM **Naruto Shippuden**
Newest series of the older but not wiser Naruto and friends.

11 AM **RoboTech: Shadow Chronicles**
New movie with Rick Hunter and the families of the RoboTech series.

Gaming Gala

FRIDAY

Texas Hold'em Poker

Friday 7 – 9 PM Setup, Teaching and Practice

Friday 7 PM – Conclusion Single Elimination Tournament Presented by the U.S.S. Pioneer at Tables 1– 3 (4 if required) (Circular)

Welcome to the Time Stopper Inn RPG

7 PM – 1 AM (come and go) Table 9, Table 8 Saturday Night
4 PM – 10 PM (continuation, come and go) Table 8. Presented by David Forby. You have been recruited to help Lars the owner of the Inn to regain control over his extra-planer Tavern. The team of adventurers are quested to find his wayward employees and his stabilizing stones of power. Can you stop the culprit? Be careful, not everything is what it seems. The Time Stopper Inn is a one shot dungeon adventure that is fast paced and not about just dungeon crawling. Pre-Generated 9th level characters will be available for tweaking in the first few minutes of setting up the game. Please, no major rewrites as I would like to start quickly and jump right in. Players can also jump in once the game is started. The adventure allows for 4-6 players normally. It is a fun game to watch, too, as this game is prone to zaniness. It is a flexible adventure that allows for characters to come in and out of as time allows.

Age of Empires

Boardgame. Friday 7 – 11 PM. Presented by Matthew D. Brychel at Table 10. 6 Player Expansion will be used.

Virgilio's Choice of Game

Miniatures Gaming. 10 pm – Whenever. Tables 6 & 7 may be pulled together.

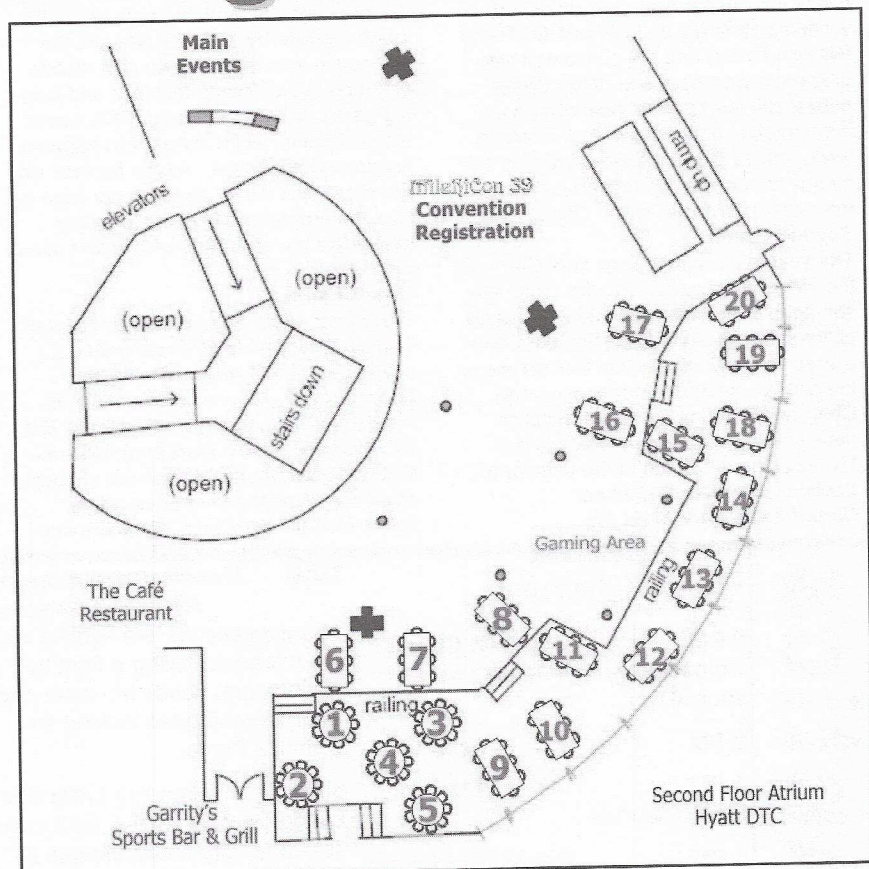
If Virgilio is available; one of the following games may be played, *Podracing*, *Aerodrome*, *Cars* or a surprise.

Pyro & Anna's Gaming Area

Boardgames & Card Games. Tables 11 & 12 all weekend. Friday 10 PM – Whenever, Saturday 10 AM – Whenever, Sunday 10 AM – Whenever
List of games will be available at the convention

Werewolves of Miller's Hollow

Group Game. Friday 11 PM - whenever. Presented by John Eakins at Table 5 (Circular). Large group game (7-30+), come play this quick elimination game.



Get a random role and try to survive and get your faction to victory by eliminating the other faction. Factions in the base game are Village vs. Werewolves (optional third faction Werhamster available). Multiple games played each night for as long as there is interest in playing.

Open Gaming of All Types

10 PM – dawn. All Open Tables

SATURDAY

RoboRally

Saturday 8 AM - Noon
Presented by John Eakins at Table 9
Come race a robot across a dangerous factory floor. Wizards of the Coast version with virtual robots.

Pirates Constructible Strategy Game

Saturday 10 AM – 6 PM
Table 13 & 14. MileHiCon has been given sanctioned tournament status by Wiz Kids! Join your WizKid Privateers' Gary Piotraschke and his associate for all of the mayhem

10:00 AM-12:00 PM

Treasure Running – Build your best fleet and race for buried treasure. First one back with all the loot wins. 40 points (+5 Ransom/Limit Crew Allowed). Standard, Treasure

12 PM-2 PM

Rescue on the High Seas – Find the stranded dignitary and race for home. Remember the dignitary is always right, even when he's wrong. 40 points (+5 Ransom/Limit Crew Allowed) Scenario, search for the dignitary

2 - 4 PM

Battle Royal – Bring your best warships and tactical prowess, last man standing wins. 50 points (no +5 Ransom Crew Allowed). Last Man Standing

4 - 6 PM

Graveyard of Ships – Navigate the treacherous Graveyard and pillage the wrecks of untold wealth. Be careful though something lurks in the fog nearby! 40 points (+5 Ransom/Limit Crew Allowed). Modified Treasure, no wild islands, treasure pulled from wrecks.

Twilight Imperium

Saturday 9 (10) AM – Midnight (multiple games with breaks). Hosted by Robert Knoke at Table 5

Twilight Imperium Third Edition is an epic empire-building game of interstellar conflict, trade, and struggle for power. Players take the roles of ancient galactic civilizations, each seeking to seize the imperial throne via warfare, diplomacy, and technological progression. With new oversize geomorphic board tiles, finely detailed plastic miniatures, hundreds of cards, and a massive plurality of options. Full details of game times will be posted at Table 5.

Pyro & Anna's Gaming Area

Boardgames & Card Games. Tables 11 & 12 all weekend. Saturday 10 AM – Whenever, Sunday 10 AM – Whenever. List of games will be available at the convention

HeroScape

Saturday 10 AM – 10 PM (multiple games with breaks). Table 15 – Hosted by John Walker and/or Richard Salas
This Fantasy Battle Board Game comes with dozens of painted plastic miniatures, each representing a warrior from a different era, and hex-based hard plastic terrain pieces which can be put together in many different ways. Many different expansions will be used.

Battlelore (Days of Wonder)

Saturday 9 - 11 AM

Saturday 11 AM - 1 PM

Saturday 4 - 6 PM

Hosted by Thomas Vilfroy at Table 18
In Battlelore, players play sides around a carefully crafted Adventure set in the game's Late Medieval Uchronia world. Orders are done via Command cards and even magic is used via the games Lore concept. Beginner (Rules Taught), 2 players per game, 12+, 2 hrs.

BattleTech

All materials will be provided. New players welcome.

Saturday 11 AM - 8 PM

Hosted by Joel Steverson & Kevin Roof at Tables 1 & 2

THE HUNT - A worldwide canon Classic BattleTech event. (see www.classicbattletech.com for more info). Quadrant Tango-Tango-Eight, Remus. Outreach, Word of Blake Protectorate. October 4, 3072

The Broadsword Legion was no more. Fighting together for the first time since Stacy Church had arrived on Outreach, the disparate elements of the remaining Outreach Dragoons finally overcame their differences and wiped out the traitorous unit. But one problem remained – the Black Widows were still stuck on

Outreach. That problem resolved itself when Peter Whitehorse – ad hoc commander of the remaining Sevens – arrived in November of '71 with detailed intel on Wannamaker's Widowmakers and their activities on Remus. After a few months of sparring and bitter power plays as they traversed from Romulus to Remus, Church, Lucas and Whitehorse finally settled on a plan that would help each of them reach their goals: Church and the Widows would get off-world to continue General Wolf's mission, Whitehorse and the Sevens would get offworld to re-establish Wolfnet, and Lucas and her Ghosts would reclaim Outreach from the Protectorate. As the old axiom goes, even the best of plans don't survive contact with the enemy.

Though the Dragoons had surprise, the Widowmakers had luck. Tara Lucas went missing – presumed dead – in a tremendous explosion that engulfed the Widowmaker administrative center. The Widows and the remaining Ghosts drew the Widowmakers away from the landing zone as the Sevens captured several DropShips. The Kommandos and the conventional assets of the Ghosts began loading refugees and stolen supplies aboard while the Black Widows, supported by the rest of the Ghosts looking for revenge, led the Widowmakers on a deadly chase through the surrounding foothills. Time was counting down...

Epic Battlelore (Days of Wonder)

Saturday 1 - 4 PM

Hosted by Thomas Vilfroy at Table 18

Epic Battlelore, is like Battlelore, but more players can play on each side and the board is two boards long. All the same concepts that are in Battlelore are in Epic, with a few minor changes. Beginner (Rules Taught), 2-6 players, 12+, 3 hrs.

Days of Wonder Open Gaming

Saturday 9 AM - 6 PM

Hosted by Sterling Babcock at Tables 19 & 20.

Try all your favorite Days of Wonder games, including Colosseum, BattleLore, Cleopatra and the Society of Architects, Shadows Over Camelot, Memoir '44 and expansions, Ticket to Ride US/Europe/Germany, Mystery of the Abbey, Pirates Cove, and Gang of Four. Beginner (Rules Taught), 2-5 players, 12+, 2 hrs.

Z-Man Games Open Gaming

Saturday 9 AM - 6 PM

Hosted by Sterling Babcock at Tables 19 & 20.

Try all your favorite Z-Man Games, including Gheos, Fairy Tale, Scepter of Zavador, Primordial Soup, Reef Encounter, Saboteur, Santiago, and Geschenk (No Thanks!). Beginner (Rules Taught), 2-5 players, 12+, 2 hrs.

Colosseum (Days of Wonder)

Saturday 9 - 11 AM

Saturday 1 - 3 PM

Hosted by Sterling Babcock at Tables 19 & 20.

In Colosseum each player is a Roman impresario - producing great spectacles in his or her arena in the hopes of attracting the most spectators. Players earn wealth and glory for each event run, using it to create ever more ambitious events. They will need to improve their arena, find the best performers, lure the Emperor and his nobles, and manage assets for long-term success to be granted the title of Grand Impresario. Beginner (Rules Taught), 3-5 players, 10+, 90min.

Cleopatra and the Society of

Architects (Days of Wonder)

Saturday 10 AM – Noon

Hosted by Sterling Babcock at Tables 19 & 20.

Players strive to become the wealthiest of Cleopatra's architects by constructing the most magnificent and valuable parts of her palace. Players will be tempted to trade in materials of dubious origins in order to help them build faster, but these corrupt practices come with a high price - cursed Corruption Amulets honoring Sobek, the Crocodile-god. When Cleopatra enters her new palace, the most corrupt architect will be offered as a sacrifice to her sacred crocodile and the wealthiest architect still alive wins! Beginner (Rules Taught), 3-5 players, 12+, 2 hrs.

Run For Your Life, Candyman!

Saturday 10 AM – 2 PM

Hosted by David Morgan Jr. at Table 17

Yours is a sugar-frosted land of confection. But underneath the candy covered veneer lies a disturbing truth. The king is selling the sweet citizens out the back door to voracious children all over the world. It's a mad dash for the border to save your little candy buttons. And if you have to snap a few ginger limbs to do it--well, that's the way the cookie crumbles. A silly game, but fun. Slightly modifying the rules. 2-12 players.

Aerodrome

Saturday 11 AM - 3 PM

Saturday 8 PM - Midnight (Tentative, another game may be substituted).

Presented by Virgilio San Andres at Tables 6 & 7 may be pulled together

World War I dog-fighting at its best. A simple-to-play system which allows a challenge for the experience historical gamers and easy to learn rules for the novice.

1/72nd scale models on aerial antennas are used for 3D visual combat. We will play as many games as we can get to in the time allotted or longer if players wish to. Beginner (Rules Taught). Limit 12

Ticket to Ride - Player's Choice (Days of Wonder)

Saturday 11 AM - 1 PM

Saturday 1 - 3 PM

Hosted by Sterling Babcock at Tables 19 & 20.

We will play the Ticket to Ride game of the players' choice. Players collect cards in order to place trains to complete their tickets for points in their cities. Choices include the USA/1910 base game, Europe with tunnels and ferries, or Germany Märklin Edition with passengers. Beginner (Rules Taught), 3-5 players, 12+, 2 hrs.

Scepter of Zavandor

BoardGame. Geek Link.

Saturday Noon - 4 PM

Presented by John Eakins at Table 9 English version and rules. Develop your magic energy production and claim the Scepter before your rivals.

Age of Empires Boardgame.

Saturday Noon - 4 PM

Presented by Matthew D. Brychel at Table 10. 6 Player Expansion will be used.

D&D 3.5 - "Welcome to the Jungle"

Saturday 2 - 6 PM & 7 - 11 PM (Two 4-hour sessions from 2pm Saturday till we finish)

Hosted by David Morgan Jr. at Table 17 On a mission for the temple of Pelor, your party has been asked to recover a long-lost relic from a long-lost ancient temple to an evil god. Two 4-hour sessions from 2pm Saturday till we finish, up to 8 players, 9th level characters will be created before play starts. Please have an idea what classes you wish to play and what common equipment you wish to start with, and have a copy of the appropriate rulebooks for any prestige classes.

Gheos (Z-Man Games)

Saturday 3 - 4 PM

Hosted by Sterling Babcock at Tables 19 & 20.

Players are gods at the dawn of time, creating earth's landscape and inhabiting it with people. They can command the creation and destruction of continents and the rise and fall of civilizations. Players offer their followers luxuries, and oversee the building of pyramids and temples on their continents. The god with the most loyal, wealthy, and powerful followers will become ruler of gods, and wins the game. Play involves placing triangular tiles to form islands, and the game is fairly simple, but offers quite a lot of tactical possibilities. Beginner (Rules Taught), 2-4 players, 12+, 60 min.

Welcome to the Time Stopper Inn!!!

RPG. Saturday 4 - 10 PM

Continuation, from Friday Evening)

PLEASE NOTE: CHANGE TO TABLE 8

StrikeForce: 2136.

RPG. Saturday 4 - 6 PM Demonstration and Character Generation

Saturday 10 PM - 2 AM Starter Mission

Presented by RolPlayersINK and Lee Kamberos at Table 16

StrikeForce: CCG (Stacked Deck)

Saturday 6 - 10 PM

Presented by RolPlayersINK and Lee Kamberos at Table 16

We will be running a closed deck with 1 booster format. Players can bring a deck and 10 card booster in or buy a new starter/booster for the tournament. Prizes will be given to top 4 finishers.

Santiago (Z-Man Games)

Saturday 4 - 6 PM

Hosted by Sterling Babcock at Tables 19 & 20.

Cultivate your crops and keep your fields watered in this game of auctions and placement. Each round, a number of field tiles are auctioned off. Each tile shows how plentiful the crop is and what crop it is. Whoever bid the lowest in each round gets to be the canal overseer and decide where a canal will be built that round. The other players may try to bribe the canal overseer. In the end whoever has the biggest plantations of crops is the winner! Beginner (Rules Taught), 3-5 players, 12+, 2 hrs.

Notre Dame

Saturday 4 - 6 PM

Presented by John Eakins at Table 9 Players play as well-off Parisians in the 15th century who wish to improve the importance and appearance of the city quarter around the famous Notre Dame cathedral. The primary game concept is original but simple card play which players use to permanently improve their influence in the quarter. However, turn after turn, round after round; players must make choices that can have major implications. Because if one does one thing, then the other can't be done any more.

Concentrating on one aspect means automatically ignoring another. Which, above all others, is particularly dangerous in the case of the gradually approaching plague. After 9 exciting rounds and about 75 action-filled minutes, Notre Dame is over. The 'maitre' who has made the most of his cards and has garnered the most prestige points is the winner.

Podracing

Saturday 6 - 8 PM

Presented by Virgilio San Andres at Tables 6 & 7 may be pulled together

Does tying yourself to two giant jet engines, dodging rock formations at 600

mph and fighting off homicidal alien drivers appeal to you? Then join this frenzied helping of fun. We will be using Micro Machines podracer models on a large-sized table for this event. There are individual racing templates for each Pod. Beginner (Rules Taught). Limit 18players.

Arkham Horror

Saturday 6 PM - Midnight

Presented by Matthew D. Brychel at Table 10

Aerodrome

Saturday 8 PM - Midnight (Tentative, another game may be substituted)

Presented by Virgilio San Andres at Tables 6 & 7 may be pulled together

World War I dog-fighting at its best. A simple-to-play system which allows a challenge for the experience historical gamers and easy to learn rules for the novice. 1/72nd scale models on aerial antennas are used for 3D visual combat. We will play as many games as we can get to in the time allotted or longer if players wish to. Beginner (Rules Taught). Limit 12

Texas Hold'em Poker

Saturday 9 PM - Conclusion Single

Elimination Tournament. Presented by the U.S.S. Pioneer at Tables 1-3

Zombies

Saturday 10 PM - Whenever

Presented by Ed Carter at Table 4

Come play Zombies!!! All six supplements to the game, plus medieval, will be rolled together for the evenings entertainment. Ed has a box full of goodies to give away as prizes from Twilight Creations, including two copies of Zombies! Those copies are going to be the grand prize for the winner and for the one who makes the most kills.

Werewolves of Miller's Hollow

Group Game Saturday Midnight -

Whenever. Presented by John Eakins at Table 5 (Circular)

Large group game (7-30+), come play this quick elimination game. Get a random role and try to survive and get your faction to victory by eliminating the other faction. Factions in the base game are Village vs. Werewolves (optional third faction Werewolf available). Multiple games played each night for as long as there is interest in playing.

Advanced Civilization

TBD at the convention

Presented by Matthew D. Brychel at Table 10

Trivia w/ Andrea DeHart

Details will be available at the convention.

SUNDAY

Master Thieves

Sunday 9 AM - Noon

Presented by John Eakins at Table 9

Try to find gems in a wooden box with 12 double sided drawers while getting rid of 10 worthless imitation gems. You have six roles to choose from but must play all six over six turns. The different roles picked by different players will interact to strengthen or weaken some roles so out-playing your opponents at role selection can be key. The wooden box is a 4 sided cube with 3 levels that all rotate independently and the box flips over and still looks the same. This makes it really hard to keep track of one drawer let alone 12 drawers with a total of 36 different compartments.

RoboRally (Hasbro)

Sunday 10 AM - 4 PM

Hosted by Thomas Vilfroy at Table 18

You are a robot trying to move across a perilous course with the goal of being the first to touch all the flags in order. Alas, getting to the flags is never easy, since there are other bots trying to do the same, plus various other board elements as well. Just remember, there is more than one way to make a left turn! Beginner (Rules Taught), 2+ players, 12+, 6 hrs.

BattleTech

All materials will be provided. New players welcome.

Sunday 11 AM - 1 PM.

Hosted by Joel Steverson &

Kevin Roof at Tables 1 & 2

THE BREAKOUT - A world-wide canon Classic BattleTech event (see www.classicbattletech.com for more info).

Outbound Vector 4x8x11.

Outreach, Word of Blake Protectorate

November 23, 3072

Finally. It took nearly two months, but with the window given to them by the Black Widows and the remnants of the Ghosts of Outreach, the Dragoons were able to round up refugees eager to escape the planet and attempt to make their way to Arc Royal. Though harassed by the remains of the Widowmakers and Broadsword Legion, it wasn't enough to stop the mini-exodus. Word came down to Stacy that two Wolf-In-Exile transports and the Black Widow's JumpShip had arrived at a little-known pirate point on the fringe of the Outreach system; the longer they waited to link up, the bigger the chance Blakist reinforcements would show up.

With a travel time of nearly four weeks ahead of them, it would be a nervous race to escape.

First, they had to break the ad hoc blockade. A spy among them had disclosed the time of the lift-off to the shattered Dragoon's enemies before she was ousted and disposed of. Gathering together for a last-ditch fight, the Widowmakers and Legion brought everything they had to one last party. Only this time, they intended to snuff out the Dragoons once and for all.

Pirates Constructible

Strategy Game. Sunday Noon - 4 PM

Table 13 & 14. MileHi Con has been given sanctioned tournament status by

play.

2:00 -4:00 PM

Frozen North

There is a rumor of a vast Viking fortune in the north--race through the frozen north while navigating the treacherous ice fields. 40 points (+5 Ransom/Limit Crew Allowed). Standard, Treasure

Pyro & Anna's Gaming Area

Boardgames & Card Games. Tables 11 & 12 all weekend.

Sunday 10am - Whenever

List of games will be available at the convention

Motor Speedway of the South

using Pixar's Cars

Sunday Noon - 4 PM

Presented by Virgilio San Andres at Tables 6 & 7 may be pulled together.

Relive Lightning McQueen's high-speed stock car racing action.

Game design is based on McGartlin Motorsport Stock Car Racing Design, with a large oval track and innovative, unique gameplay. This game allows players to play one of the many characters from Pixar's Cars; all with individual abilities. Beginner (Rules Taught). Limit 8 players.

Tales of the Arabian Nights

Sunday Noon - 4 PM

Presented by John Eakins at Table 9

Come play a character set in the 1001 Tales of Arabian Nights.

Choose three starting skills for your character and then choose how to react against the random encounters you'll meet. The results of an encounter can get you more skills, a status that might help or hurt you, items, wealth and/or points in Storytelling or Destiny.

Food Fight

Sunday Noon - 4 PM

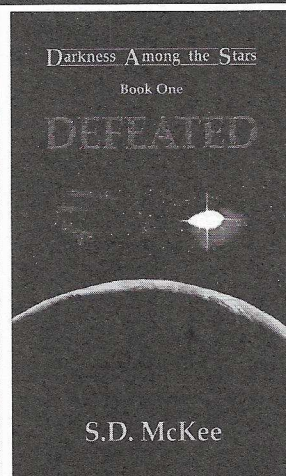
Presented by RolPlayersINK and Lee Kamberos at Table 16

Patrizier

Sunday 4 - 5 PM

Presented by John Eakins at Table 9

A quick 50 minute game. You are a master builder helping build towers. You play one of three cards to build 1 or 2 floors in a city, then you draw a replacement card (normally the face-up card next to the city you just built in), then replace the card you just drew with a new random card. Points are available by having the most floors in a tower and by collecting sets of portraits.



In the year 2271, a catastrophic accident triggers a ripple effect that provokes an alien race, and it falls to Captain Jonathon Quinn to face his own extraordinary destiny in order to save humanity.

The darkness is coming...



Award-winning finalist in the Fantasy/Sci-Fi category of the Best Books 2006 National Book Awards

"worthwhile effort... well worth the investment... something a little more unusual."

- Apex Science Fiction & Horror Digest

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Wiz Kids!

Join your WizKid Privateers' Gary Piotraschke and his associate for all of the mayhem

Noon - 2:00 PM

Curse of the Cardinals Coins

The Cardinal had special coins said to bring, luck, wealth, fame, and power. Each of these coins now lies in the hands of another. Retrieve the coins from their owners to win the game. 40 points (+5 Ransom/Limit Crew Allowed). Scenario, collect the treasure from the other ships in

Participant Bios

Mario Acevedo is the author of the vampire detective books, *The Nymphs of Rocky Flats* and *X-Rated Bloodsuckers*, by HarperCollins. In his previous life he was a paratrooper, military helicopter pilot, and art teacher to incarcerated felons. Mario lives and writes in Denver, Colorado.

Paolo Bacigalupi's writing has appeared in *The Magazine of Fantasy and Science Fiction*, *Asimov's Science Fiction Magazine*, *High Country News*, and Salon.com. He has been nominated 3 times for the Hugo Award, once for the Nebula, and was the 2006 winner of the Theodore Sturgeon Award for best science fiction short story of the year. His debut short story collection, *Pump Six and Other Stories*, will be published Feb. 2008 by Nightshade Books. His website is at windupstories.com

Gail Barton is a long-time artist and SF/fantasy fan. She has chaired MileHiCon and been director of the Denver Area Science Fiction Association, the latter several times. Her interests include Roman history, hiking, Tolkien, traveling, horses, cats, gardening, and Fortean phenomenon.

Michael Bateman attended Clarion West in 1998 and has sold short stories to *Asimov's Science Fiction*.

Jennifer R Baumer lives and writes in Reno, Nevada, with her husband, best friend and sometimes editor Rick and more cats than is sensible. She writes nonfiction for a living and fiction for everything else and has published around 60 short stories (and some alarming number of articles like 450.) She is happiest writing or baking bread and would like to find a way to combine the two.

John Beachem is a part-time author and full-time fan of all things fantasy and science fiction. He lives in Denver with wife Michelle and a pair of mentally unstable felines. He

has tried his hand at various types of writing over the years, starting as a movie critic for various print and internet publications. After dabbling in short stories, he decided his true passion was for novel-length fantasy fiction and finally buckled down and wrote the book that had been fermenting in his brain for years. Aside from writing, he enjoys reading, bowling, making a fool of himself at golf, and watching films from all genres and time periods.

Matthew Beasley is a professional astronomer, a research associate at the Center for Astrophysics & Space Astronomy at CU-Boulder and part of the DESTINY (a Joint Dark Energy Mission) team. He holds a PhD in Astrophysical, Planetary, and Atmospheric Science. His particular expertise lies in the requirements for space-based instrumentation.

Hilari Bell calls herself the poster child for persistence—the first novel she sold was the fifth novel she'd written, and when it sold she was working on novel #13. She now has 7 novels in print, 8 more in various stages of written/under contract, and she's concluded that luck is a good thing, too.

Carol Berg is a former software engineer who can't quite believe what happened when she started dabbling in writing as the kids got older. Since her first novel was published in 2000, her books have won the Prism Award, the Geffen Award, and the Colorado Book Award, and have been translated into Russian, German, French, Czech, Polish, and Hebrew. She's been flown to Israel, taught writing in Canada, and answered mail from Kuwait, Australia, and beneath the Mediterranean Sea—amazing for someone who majored in math and computer science so she wouldn't have to write papers. Carol lives in Colorado with husband Pete. Her latest novel, *Flesh and Spirit*, came out in May 2007.

Gaddy Bergmann was born in Petah Tikva, Israel, and moved to Denver at age 4. He has a bachelor's degree in Environmental, Population, and Organismic Biology from CU-Boulder, and a master's degree in Zoology from the University of South Florida. Gaddy has performed research in both ecology and microbiology. He has also taught elementary, secondary, and university students math, science, and composition. He is currently involved in microbiological research. An admirer of animals and wildlife since childhood, he was inspired to write *The Feral World* books by the beauty of the natural wonders he saw all around him.

Jane Bigelow's debut novel, *Talisman*, was published in spring 2006 by Pronghorn Press. An avid reader as well as a writer of speculative fiction, Jane is also a reference librarian at Englewood Public Library. She has published both library-related work and short stories.

M. H. Bonham (aka Margaret H. or Maggie Bonham) is the award-winning author of 22 books, including *Prophecy of Swords* (Yard Dog Press 2005) and *A Dog's Wisdom* (Howell Book House 2005). Her SF/F short stories have appeared in *Tales of the Talisman*, *Kidvisions*, *Lorelei Signal* and the anthologies *Four Bubbas of the Apocalypse*, the upcoming *Houston, We've Got Bubbas*, *Flush Fiction*, *Small Bites*, and *ShadowSwords 2 and 5*. She hosts the Sci Fi Traveling Road Show (www.scifitravelingroadshow.com) and the podcast of *Prophecy of Swords*. *Rune-stone of Teiwas* (Yard Dog Press) and *Lachlei* (Dragon Moon Press), set in the *Prophecy of Swords* universe, will be available in 2007. Visit her at www.shadowhelm.net.

Dave Boop is a storyteller, screenwriter and novelist. He has had short stories in *Tales of the Talisman* and *The*

Martian Wave and two short film screenplays produced. Dave works in all genres including science fiction, fantasy, mystery and thriller. His first novel and two children's books are due out in 2008. Among the many odd jobs Dave has held in the past are stand-up comic, film critic, disc jockey, clown, and stocking the Barbie Aisle at Toys'R'Us which burned his corneas and left him permanently unable to see the color pink.

Hank Braxtan – Writer/Director/Producer was born and raised in Grand Junction, Colorado. At the age of 8, he found a Fischer-Price camera under his parents' bed, which his was subsequently told that he could not use because he was too young. So, he stole the camera. He began making short films, and this trend continued through high school. By age 18, he had completed over 50 films ranging in length from under a minute to over an hour. He then attended the Colorado Film School for the next two years, where he met most of his fellow film crew. From 2004-2006 he and his crew produced numerous award winning short films.

In 2006, Hank somehow convinced his friends, his fan base, and several strangers around the world to come together and create a feature length Ghostbusters fan film—a film they all understood they could never profit from due to copyrights. Hank's plans worked out for the most part. In the fall of 2006, he was offered a job at a production company in Hollywood based on the strength of the Return of the Ghostbusters trailer alone. Since moving to Los Angeles, he has starred in a national television show, and has also been nominated for an Emmy. *The Return of the Ghostbutster* will be shown in the MileHiCon video room on Friday night.

Although **Ian Brazee-Cannon**

has been something of a storyteller his entire life, he is just starting to get his works published. He has had stories featured in the e-zine 'The Fifth Di...' 'Brew of the Gods' was voted 'Best Of' for that issue and can now be found in Sam Dot Publishing's anthology 'Wondrous Web Worlds Vol. 6'. His 'Renee of the Sacred Order Of Our Lady Of Bloody Vengeance' can be found in *Forgotten Worlds*, issue 9.

Mike Brotherton did his undergraduate work at Rice University in Houston, double majoring in Electrical Engineering and Space Physics, before choosing his greatest love, astronomy, to pursue in grad school. He earned a Ph.D. in astronomy in 1996 from the University of Texas at Austin, specializing in observational studies of quasars. After research positions at Lawrence Livermore National Laboratory and Kitt Peak National Observatory, he assumed a faculty position at the University of Wyoming in 2002. Author of over 60 scientific articles, he regularly uses the Hubble Space Telescope, the Spitzer Space Telescope, Keck Observatory, the Wyoming Infrared Observatory, and the Very Large Array in New Mexico in his astronomical research. His 2003 novel, *Star Dragon*, was a finalist for the John W. Campbell award for best SF novel, a nominee for the Alex Award, and on both the Locus recommended reading list and the New York Public Library's 2004 Best Books for the Teen Age List. A graduate of the Clarion West writing workshop and a finalist in the Writers of the Future contest, Brotherton's short stories have appeared in magazines and anthologies such as *In the Shadow of the Wall*. His novel, *Spider Star*, will be published by Tor in March 2008. He makes his science and science fiction careers synergistic, and has been awarded grants from the National Science Foundation and NASA to promote science education through science fiction. He is the founder of the NASA-funded Launch Pad astronomy workshop for writers

(www.launchpadworkshop.org) and editor of *Diamonds in the Sky*, an anthology of short stories to be used to illustrate astronomical concepts for high school and college courses. Mike Brotherton resides in Laramie, Wyoming with his fierce cat, Sita. His website is at www.mikebrotherton.com.

Robert Bruner has been an amateur astronomer for 56 years and involved in the Case for Mars conference for 26 years. A 19-year volunteer for the Denver Museum of Nature & Science, he has presented 150 talks on astronomy in the past 5 years for the museum.

Michael Lee Burgess can truthfully say that science fiction has been part of his life forever ("it started with Dad, they were his books, remember John Carter of Mars?"). Sometimes they call him Reverend Michael back at Blue Hill/Bladen United Methodist Churches in Nebraska. He has been the beloved MileHiCon art auctioneer for around 18 years (+/- 2 years) and started the Denver Anime C/FoD (now DA!). He loves costumes and taking pictures! Come visit him for worship on Sunday. :) God is where you look. (^.^) He has also helped run other SF cons over the years. He is not quite past the newlywed stage.

Andrew Burt's various hats include science fiction writer, SFWA VP, founder of the world's first free Internet service, computer science professor, CEO, consultant, philosopher and, for a hobby, solver of the world's problems (fortunately, nobody listens). His web site is www.aburt.com. Dr.

Michael W. Carroll has been an astronomical artist and science writer for more than 20 years. His art has appeared in magazines around the world. He's been the multiple recipient of the Reader's Choice Award for outstanding science fiction art covers for *Asimov's Science Fiction*, and is a Fellow of the International Association of Astronomical Artists. He's written nearly 20 children's books on science and science fiction (many with his wife, Caroline). His book

Alien Volcanoes, is now out.

Peri Charlifu is an artist who has been working in his field for over 28 years and has been selling his work professionally for more than 19 years. Don't miss his work in the art show!

Craig W. Chrissinger has two articles in the November 2007 issue of *Fangoria*, and had a short piece on author Stephen R. Donaldson in the October 7 *Albuquerque Journal*. He also has been on the sets of two modestly budgeted films this summer in Albuquerque and northern New Mexico: horror-western *The Burrowers* ("I met Lost's Ethan Rom!") and action-thriller *To Live and Die*. Between college in the early 1980s and then freelancing for *Starlog*, *Comics Scene*, *Sci-Fi Teen*, *Comics Buyer's Guide* and other publications, he has written about such actors, filmmakers and writers as Clancy Brown, George RR Martin, Tobin Bell, John Carpenter, Roger Zelazny, Terry Brooks, Jennifer Roberson, Ron Perlman, Mick Garris, Stephen King, Matt Frewer, Michael Stackpole, Andrea Thompson, Michael Jan Friedman, Dina Meyer, Natasha Henstridge, Melinda Snodgrass, Joanna Cassidy, Denny Martin Flinn, Jason Statham, Mike Barr, French Stewart, Robert Kurtzman, and Chase Masterson. Craig continues to be employed full-time at Title Wave Books, works on personal & spiritual growth, and edits the Albuquerque Science Fiction Society's newsletter. After a year off, he will be back at the helm of *Bubonicon* in 2008, this time sharing the con chair duties. Since MHC 38, he has been tattooed a second time (ask him, he's not shy), and enjoys being a big flirt (ask him, girls, he's not shy). Hobbies include reading, bad movies, collecting fannish history, day trips, cartoons, board games with friends, and small roles in low-budget independent films (*Science Bastard* and *Wedding Slashers*). He shares his home in Albuquerque, N.M., with his stepdaughter once or twice a week, and one needy but cute cat all the time.

Fred Cleaver writes a review column for *The Denver Post* Book Section on SF, fantasy and horror. Known for his voluminous and eclectic reading and interests, as well as being the mild-mannered focal point of the Cult of Fred, he resides in Greeley, Colorado.

Patricia Coleman is the critically acclaimed author of two historically set mysteries and is currently working on two new series: one with an amateur sleuth who is an SF fan, the other a paranormal historical intrigue set in 18th century England. Also a college instructor, she teaches creative writing and literature courses, including Science Fiction and Fantasy as literature.

David Curtis is a Denver writer, editor and critic. His SF and horror stories have appeared in *Twilight Zone Magazine*, *Questar*, *Night Cry*, *High Fantastic* and elsewhere. He is the editor of *Two-Handed Engine: The Selected Stories of Henry Kuttner and C.L. Moore* (Centipede Press), a current selection of the Science Fiction Book Club. He is a consulting editor at Centipede/Millipede Press. His movie reviews appear online at www.MillipedePress.com.

Michael D'Ambrosio resides in the Philadelphia area when he's not traveling somewhere in the world. His Space Frontiers Series begins in March 2008 with book one, *The Eye of Icarus*. He's written the *Fractured Time* Trilogy and screenplays (currently optioned to du Jour Entertainment/Gypsy Films). A horror screenplay and a Christmas adventure story also are both under consideration by production companies. His website at www.fracturedtime.com provides details and updates on his projects. Recently, Michael put together and successfully hosted his first workshop on screenplay writing at Raven-Con. He enjoys teaching others from his experiences in the world of books and screenplays. Hobbies include playing hockey, writing, concerts and travel. When not writing, he works in a nuclear power plant in South Jersey. He holds a

B.S. in Technical & Industrial Administration and an A.A.A. in Liberal Arts and an A.A.S. in Electronic Technology.

Bruce M. Dane has done many things and been a fan "forever." He is a founder and lifetime member of CASFS (Central AZ), published filker, long-time convention (ser and fan) runner/worker, having done almost everything but be Chair, *fatiated* part of the "floating WorldCon committee," gamer, and ... Well known for his hat-full of frogs, he is an accomplished musician (mostly 12-string guitar) and has performed in and run many concerts. He is in the process of writing a number of stories—mostly SF and horror. He describes himself as "a gray-ing, hippie, musician-geek, who tries to 'grok' everything."

Diane Kristine Dieter considers herself as a mostly retired audio publisher who writes in her spare time. She divides her time between Boulder and Vancouver Island in British Columbia. She serves on the Board of Directors for Clarion West Writers Workshop, held for six weeks every summer in Seattle, Washington. Got questions about Clarion West? Just ask!

Daniel Dvorkin, a joint production of David and Leonore Dvorkin Productions, has served as an Army infantryman and an Air Force medic. He is currently trying to survive graduate school in computational biology, which is harder than anything the military threw at him, including Desert Storm. His novel, *Dawn Crescent* (with David Dvorkin) was published in 2003 by Wildside Press. Previous publications include the Star Trek: The Next Generation novel, *The Captains' Honor* (also with David Dvorkin), and a few short pieces in magazines which went out of business shortly after publishing them. After an extended stay in Minnesota, he and his dog Maggie have returned to the Motherland.

David Dvorkin's work includes non-fiction (*At Home with Solar Energy*) as well as science fic-

tion: *The Children of Shiny Mountain*, *The Green God*, *The Trellisane Confrontation*, *Budspy*, *Timetrapp*, *The Seekers*, *Central Heat*, *The Captain's Honor* (with Daniel Dvorkin), and *Ursus*. His first mystery, *The Cavardossi Killings*, was published by Wildside Press, which has also reissued his Sherlock Holmes pastiche, *Time for Sherlock Holmes* and is reissuing his two vampire novels, *Insatiable* and *Unquenchable*. His most recent SF book, *Pit Planet*, was published in March 2003. A science fictional zombie story appeared in *The Book of More Flesh*. *Dawn Crescent*, an alternate history written with son and fellow author Daniel Dvorkin, was published in December 2003. David's latest book is *Business Secrets from the Stars*, an snafu political satire/comic novel which should be read by everyone who hates George W. Bush. And by those who love Bush or feel neutral toward him, too. Visit www.dvorkin.com for lots of information on all of these, plus sample chapters.

Barb Edmunds, who heads the Star Anime room, has been doing cons for 27 years. "If you need a show," she says, "I bet I could find it somewhere!" She has won a library award for her efforts luring young people into libraries.

A.C. Ellis has had short science fiction and mysteries published in magazines and on the Web, and novel length mysteries and science fiction released in paperback editions and as e-books. An independent Los Angeles film producer recently optioned one of his novels. He spent two terms in the U.S. Navy and worked 22 years for a major telecommunications company. He worked various odd jobs over the years, including bartender, bookstore clerk—even a short stint as support staff for a one-time state governor. Ellis lives in Denver. His web site is located at www.acellis.net.

Brian Enke is a research analyst in the Department of Space Studies at the Southwest Research Institute (SwRI) in Boulder, Colorado. He has

over 20 years of AI, algorithm, and complex systems experience at SwRI and Bell Labs. Brian is the author of the mystery/SF novel, *Shadows of Medusa*, a near-future, realistic thriller about the first human expedition to the planet Mars. He is currently working on the sequel, among other writing projects. Brian is a consultant for several space exploration advocacy groups. When he's not programming his computer or his dogs, he mentors a robotics team at Nederland High School and helps a local group of robotics inventors.

J Alan Erwine lives just north of Denver with a crazed feline and a million ideas screaming for their release. He has published more than 30 short stories with various small press markets, as well as publishing one novel and two short story collections. He also spends time editing for Sam's Dot Publishing. J is currently earning a living, if you can call it that, as a freelance writer and editor...in other words, he prostitutes his skills. More information available on J's website at www.jalanerwine.com.

Steven L. Fawcette has been an advertising agency copywriter, software developer and former proposal writer for a major military contractor. He holds degrees in communications and psychology. Author of several novels and a screenplay, he has done extensive research with ancient biblical and Gnostic texts, as well as the 1947 UFO Roswell incident for his latest book, *The Archangels of Dreamland*. First in a series of seven novels, it is slated to be produced as a major motion picture. He lives in the Denver area.

Arlen Feldman is a software engineer and computer book author living in Colorado Springs. He is also the director of Gothic Productions, a video production company that specializes in charity and training videos, but occasionally does other strange things.

Danyda Feldman, Talespinner, provides storytelling with a British flavour for all occasions, for children and adults: folk-

tales and legends, fairytales, ... mythology, classic horror, fantasy, science fiction.

At five-foot-ten and curly hair that adds an inch or two, **Cynthia Felice** is hard to miss. She frequently carries a backpack instead of a purse, and very much enjoys meeting new people and seeing old friends. Among her SF works are the novels *Godsfire*, *Eclipses*, *The Sunbound*, *Downtime*, *The Khan's Persuasion*, and *Nocturne*, several collaborations with Connie Willis (*Water Witch*, *Light Raid* and *Promised Land*), "Track of a Legend" (in *Christmas Stars*), and "Second Cousin, Twice Removed" (in *Isaac Asimov's Christmas*). *Iceman* (Ace/Berkley) is her most recent full-length solo work. She is best known for her complex, carefully plotted novels, which have been described as engrossing, amusing, and compelling. She and Ed Bryant co-founded the Colorado Springs Writer's Workshop. Cynthia lives with her husband on a ridge east of Colorado Springs overlooking the Rocky Mountain Front Range. Her hobbies include mountaineering, stargazing, gardening, reading, Hawaiiana, wolf hounds, lure coursing, and occasional river rafting and horseback riding. She is currently at work on a new novel.

Mark Ferrari has been a professional fantasy illustrator since 1987, working for Lucasfilm and Lucas Arts Games, ILM, Electronic Arts (EA), Chaosium Games, Amaze Entertainment, TOR, ACE, NAL, Doubleday Sci-Fi Book club, and many others. His attention has recently been re-directed to a long suppressed passion for writing. His first fantasy novel, *The Book of Joby*, (Tor) came out in August 2007. More info on this and other projects can be found at www.markferrari.com. Mark currently resides in Seattle, Washington, where he is hard at work finishing the next in a whole flock of novels, which have been circling the airport in his head for years.

John C. Fiala is a 38-year old man who programs computers and writes stories. He also

helps out at several local conventions, and hopes you're enjoying this one.

MT Fierce is a madwoman known primarily (as in published) for her (humour) gaming pieces, but also as a long-time computer geek, blogger, cat lover, big sister, and armchair theologian. Which is not to say that she contemplates the god of armchairs ... too much, anyway. Always on the fringes of the fringe groups, she continues visiting cons because it's nice to speak to others who share her native tongue.

Tillie Fong, a long-time SF/F fan, came across two of her favorite series purely by accident. In the early 1990s, an unusual book cover caught her eye. It showed an Asian woman sitting in the command chair of a starship—a rarity, as Asians are seldom represented in the genre. She was Honor Harrington (who's half Chinese), and it was the Lawrence Schinger cover for *The Short Victorious War*. Tillie bought it and has been a regular traveler in the Honorverse ever since. Fast forward to 2002, when she came across *Stargate: SG-1* while late-night channel surfing. Recognizing Richard Dean Anderson from *MacGyver*, she decided to watch the show, and was hooked. Since then, Tillie has formed SG-14, a regional Stargate team for www.sg-command.net and www.scifihero.net/two props and costuming sites. In addition to their Stargate bootcamp at MileHiCon (Saturday, 5 PM), the team also plans to hold one at Denvention 3 next year.

Daryl G. Frazetti did his undergraduate work in biology and anthropology at U-Mass in Boston and graduate work in anthropology at Northern Illinois University and University of Nevada at Reno. A faculty member in the Dept. of Anthropology at Lake Tahoe Community College in South Lake Tahoe, CA, his research topics have included paleopathology studies on the differential diagnosis of blastomycosis, the *Identities of Star Trek* fan film remakes, the role of physical anthropology and

archaeology in science fiction and fantasy, and teaching anthropology through science fiction and fantasy. His current projects include a book contribution in press on *Identities of Star Trek Fan Film Remakes* and a book he is co-editing as a text for *The Anthropology of Star Trek*. He has taught Applied Anthropology, Archaeology, Language and Culture, The Anthropology of Star Trek, Xenolinguistics, and Anthropology of Lord of the Rings. In the works: *The Anthropology of Star Wars*, *The Anthropology of Pop Culture*, and *Medical and Environmental Anthropology*.

Rick Friesen has attended MileHiCon since 1988, and has judged the art show five times. His first professional sale was to Wil McCarthy's *Once Upon a Galaxy* anthology (DAW, August 2002). He has two other publishing credits: an essay in Westword and a short story, "Psychic Thunder," in a Canadian small press magazine called *Writer's Block*. He joined the Northern Colorado Writers Workshop in 1999.

Stephen Gaalema, Ph.D., is founder and president of Black Forest Engineering. Dr. Gaalema has 30 years experience in analog and mixed signal integrated circuit design and related system development. At Black Forest Engineering, he has participated in the development of more than 190 custom integrated circuits for visible, IR, and x-ray image sensing and display. One of these products is used in the Mars Climate Sounder instrument, now in orbit around Mars. (Images available at www.bfe.com.) He was previously employed at Hughes Aircraft Co. and more recently, he was the Chief Engineer of Hughes Micro-electronics Center, Carlsbad, California. Dr. Gaalema received his BS with honors in physics, his MSEE, and Ph.D. degrees in electrical engineering from Purdue University. He is listed as inventor on 22 patents.

Laura Givens now lives the quiet, desperate life of a shut-in with her troll, hunched over her computer, merrily doing

digital artwork. Not bad for an avowed computer illiterate. She is a freelance illustrator whose work can regularly be seen in magazines such as *Jim Baen's Universe*, and *Orson Scott Card's Intergalactic Medicine* show among others. She has done a number of covers for publishers such as LBF, Liquid Silver, Loose ID and Samsdot. Laura is also sliding nicely into her second year as Art Director for *Tales of the Talisman* magazine and has recently begun serving as art director for Flying Pen Press. Laura likes her music loud, her colors intense and her laughter heard two blocks away. Okay, so she's still desperate, just not so quiet.

Award-winning author **Christie Golden** has written 28 novels and several short stories in the fields of science fiction, fantasy and horror. Though best known for tie-in work, Golden also authored two original fantasies, *King's Man & Thief* and *Instrument of Fate*, which made the 1996 Nebula Preliminary Ballot. As Jadrien Bell, her historical fantasy thriller *A.D. 999* won the Colorado Author's League Top Hand Award for Best Genre Novel of 1999. Golden is back in the original fantasy game with a series from LUNA Books. The first two, *On Fire's Wings* and *In Stone's Clasp*, are available now. Her latest "treks" include VOYAGER novels *Homecoming* and *The Farther Shore*, released in summer 2003, and explored what happened to the VOYAGER crew after the show ended in *Old Wounds* and *Enemy of My Enemy*. Golden lives in northern Colorado with her artist husband, Michael Georges, and their two cats. See www.christiegolden.com.

Hugh S. Gregory is an avid spaceflight historian based in Vancouver Canada. He has worked as an Engineers' Surveyor, managed his own Occupational Health and Safety Program consulting service and since '95 has been an Industrial Paramedic in Vancouver's ports. Hugh owns and operates the H.R. McMillan Space Centre's affli-

ated space and astronomy educational BBS "Space-Base(tm)" and published the "SB-" prefixed space news service echoes for FidoNet for over 15 years. His latest research includes the conceptual design theory work on the E.L.D.S.R.R. space reactor (which he gifted to JPL in July 2002), Project M.O.S.S. (Musk Observatory Supernova Search) and Project M.A.S.T. (Mars Analogue Simulation Trainer), a VR simulator for The Mars Society to help train and prepare crews for their Mars surface exploration simulations at T.M.S.'s research stations. He's been T.M.S. Chief Documents Editor since December 2004 and produced and sold videos on "Voyager 2 at Neptune," "The Gas Planets," "SSTO - The DC-X," "Soviet Space Disasters" and "The Flight Of Buran." His slide/video shows have been appearing at cons world wide for over 17 years, including 11 world cons. Weekends he's a private pilot, amateur astronomer (Member RASC), cricket umpire, and enjoys hiking with his wife Anne.

David Grinspoon is an internationally known planetary scientist funded by NASA to study the surface and atmospheric evolution of Earthlike planets elsewhere in the universe. Grinspoon, awarded the 2006 Carl Sagan Medal for Public Communication of Planetary Science by the American Astronomical Society, is curator of Astrobiology at the Denver Museum of Nature & Science and Adjunct Professor of Astrophysical and Planetary Science at CU. He serves as a frequent advisor to NASA on space exploration strategy, and is lead scientist for astrobiology on an instrument that will fly on NASA's next Mars rover. He is Interdisciplinary Scientist for Climate Studies on Venus Express, the European Space Agency's mission which is currently in orbit around Venus. He has also lectured and published widely. His first book, *Venus Revealed* was a Los Angeles Times Book Prize finalist. His latest book, *Lonely Planets: The Natural Philosophy of Alien Life*, won

the 2004 PEN Center USA Literary Award for Research Nonfiction. His popular writing has appeared in *Slate*, *Scientific American*, *Natural History*, *The Sciences*, *Astronomy*, *The Boston Globe*, the *Los Angeles Times* and the *New York Times*; his technical papers have been published in *Nature*, *Science*, and many other journals. Dr. Grinspoon has been featured on numerous TV (*Life Beyond Earth*; *The Planets*) and radio (NPR's *Science Friday* and *Weekend Edition*, Wisconsin Public Radio, BBC World Service) shows, and is a regular astrobiology correspondent for ABC Radio. Grinspoon has spoken at numerous international conferences. He holds degrees in Philosophy of Science and Planetary Science from Brown University and a doctorate in Planetary Sciences from the University of Arizona. See www.lonelyplanets.net or www.funkyscience.net.

Born in 1968, **Warren Hammond** was raised in New York State. Upon obtaining his teaching degree from the University at Albany, he moved to Colorado, married his wife Kathy, and settled in the Platte Park neighborhood of Denver, where he can usually be found typing away at the local coffee shop. His first novel, *KOP*, is a successful blend of the detective noir and science fiction genres. Its sequel, *EX-KOP*, is due out from Tor Books in 2008. Currently, he is writing *Tolegate*, a novel independent of the *KOP* series. Warren has spent more than a decade in the computer training business. As a certified network engineer and instructor, he has trained thousands of students to work with various networking products. Eager to see new places, he and his wife love to travel. Whether wildlife viewing in Botswana or the Galapagos Islands, or trekking in the Himalayas, they're always up for a new adventure.

Victoria Hanley spent years preparing for a writing career by holding as many contrasting jobs as possible. From baking bread to teaching anatomy to hosting radio shows, Victoria has earned her living in many

ways. Published in 25 countries and 10 languages, her books have won awards at home and abroad. For details, visit www.victoriahanley.com. Native Texan **Carol Hightshoe** found her way to Colorado by way of a five-year detour in The Netherlands—courtesy of husband Tim and the U.S. Air Force. An avid reader at a young age, her strong desire to write came from her love of (her husband calls it her obsession with) *Star Trek*. This early love of *Star Trek* led her to the SF/F genres. Her family includes husband Tim; son John; and her four-footed canine friend—Kans. While the rest of the family tolerates her imaginary friends and worlds, Carol's attitude is: "I live in my own little world; but it's okay—they know me there." To learn more about Carol's writing, visit her website: *Realms of Imagination* at www.carolhightshoe.com. Also feel free to email her at petaQ@msn.com. In addition to her own writing, she is senior acquisitions editor for Flying Press Press and editor of the online e-zines *The Lorelei Signal* (www.loreleisignal.com) and *Sorcerous Signals* (www.sorceroussignals.com).

Lynda Hilburn writes paranormal fiction. More specifically, she writes vampire books. After a childhood filled with invisible friends, sightings of dead relatives and a fascination with the occult, turning to the paranormal was a no-brainer. In her other reality, she makes her living as a psychotherapist, hypnotherapist, professional psychic/tarot reader, university instructor and workshop presenter. Her first novel, *The Vampire Shrink*, will be released by Medallion Press in October 2007. Visit www.lyndahilburn.com.

W.J. Hodgson has over 200 published illustrations, ranging from games to romance novel covers to posters to schematics for a book on NASA hardware. He also has over 200 writing credits, ranging from history and war gaming articles to non-fiction articles for large-market magazines and including a few genre publications, including one best-of-appear-

ance. Tiring of the big-city life in Mustang, he and his family moved to Piedmont, Oklahoma, with—among other things—skunks, a much bigger studio and acreage for the wiener dogs to patrol.

W.A. Hoffman is the author of the *Raised By Wolves* series which chronicles the adventures of an English lord who goes to Jamaica in 1667, joins the buccaneers of Port Royal, and falls in love with a French madman. The first two volumes, *Brethren* and *Matelots*, have already made fans worldwide. The next two volumes are due to be released in 2008 and 2009. A rebel with a cause, Hoffman likes to write about true love, gender politics, heresy, treason, alternative family values, sex, the occult, and all other things that go bump in the collective unconscious. Hoffman is also the author of *Blood Is Thicker Than Water*, the story of a pair of iconoclastic siblings running afoul of vampires, and *Love & Benjamins*, the story of three gutsy women falling for some truly dangerous guys. Fiercely committed to independent publishing and creative freedom for artists, she founded her own publishing company, Alien Perspective (www.alienperspective.com), in 2002, and a book design and editing services company, Be Mused Author Services, (www.bemusedauthor.com) in 2006. Hoffman is a founding member of the Society for Free Range Muses (www.freerangemuses.org).

Daniel M. Hoyt aspires to be that Dan Hoyt—you know, the one who writes those cool short stories and novels everybody loves. Realizing a few years ago that rocket science was fun, but unlikely to pay all the bills, Dan embarked on a new career choice—writing fiction for fun and profit. Since his first publication in *Analog*, his short stories have appeared in several major magazines and anthologies, most recently *Cosmic Cocktails* (DAW), with new stories upcoming in *Something Magic This Way Comes* (DAW) and *Transhuman: On the Edge of the Singularity* (Baen). His first anthology, *Fate Fantastic*

(DAW), just arrived at your local bookstore; look for his next one, *Better Off Undead* (DAW), in 2008. In addition to short stories and editing, Dan is working on his second novel while marketing his first.

Curiously, after a few years of this writing thing, Dan's mortgage is still outstanding, but he remains hopeful. Catch up with him at www.danielmhoyt.com

Robert Hoyt is a young author from the Springs, whose first short story is out in the DAW anthology *Fate Fantastic*. He recently sold his second professional short story, and his first novel is under consideration by a major New York publishing house. Robert lives with his multitude of cats, who are always willing to oversee his work by lying on his keyboard or in front of his screen. He is currently working on two more novels, both of which he hopes to start fielding as soon as he thinks they're ready.

Sarah A. Hoyt is the author of an acclaimed Shakespearean fantasy trilogy (*Ill Met By Moonlight*, *All Night Awake*, *Any Man So Daring*) and is in the midst of a shape-shifter novel series (*Draw One In The Dark*, *Gentleman Takes A Chance*) set in a diner in contemporary Colorado, as well as of an historical fantasy series (*Heart Of Light*, *Soul Of Fire*, *Heart and Soul*) which takes place at the closing of the Victorian era in a magical British Empire. Soon she will make her debut in SF with *DarkShips Thieves*. She also edited the DAW anthology *Something Magic This Way Comes*. She has published over four dozen short stories in magazines and anthologies, including *Asimov's*, *Analog* and *Fantastic*, *Modern Magic* and *The Book Of Final Flesh*.

Some of her stories were collected in *Crawling Between Heaven And Earth*. More will be collected into the upcoming *Wings*. She is also in the midst of a foray into mystery, under Sarah D'Almeida, with her *Musketeer's Mysteries* series: *Death of a Musketeer*, *The Musketeer's Seamstress*, *The Musketeer's Apprentice*, *The Musketeer's Inheritance*. She lives in Colorado with her hus-

band, two teen sons and an ill-assorted clowder of cats.

Jim Humble asked me to write his bio (says Peri Charlifu), because as his name implies, he has trouble blowing his own horn. A Colorado native, Jim was born with a pencil in his hand and the drive to use it, approaching his work with an almost Berserker joy. Skilled in drawing, painting, sculpture and computer graphics Jim has the ability to adapt novel and unexpected techniques with unusual media to produce fine art. His work is fresh, unexpected and widely divergent. Had Jim been born in an earlier age, he would have truly been a renaissance man.

Scott Humphries graduated from Florida State University with a BA in English (creative writing). For the past 20 years, Scott worked in the IT field as a technical writer and/or a technical trainer. Companies include EDS, NCR, AT&T, and IBM. Mainstream and Science Fiction editor for over 5 years with www.writershood.com (a multi genre website offering free short stories and novels). He was a judge for the Dream Awards 2005 (see www.dream-realm-awards.net/). Currently Scott is a member of the Board of Directors for WorldCon Denver 2008 (www.denvention3.com) and SF editor for www.flyingpenpress.com. As a freelance editor, he has edited dozens of novels, some of which have been submitted and published with various small presses. Some have also been self-published (per the authors' personal direction).

Thea Hutcheson's story in *Hot Blood XI: Fatal Attractions* garnered an Honorable Mention in *The Year's Best Fantasy and Horror: 17th Annual Collection*. She has work in *Jim Baen's Universe*, *Cthulhu Sex Magazine*, and an upcoming issue of *Red Scream Magazine*. She lives in unscenically depressed, unscenic, nearly historic Sheridan, Colorado. When not working diligently as a Planning Commissioner to change that, she's a factotum and a Tarot reader and teacher.

Greg Hyde's short fiction first

appeared in *Midnight Graffiti*, TOR's *Christmas Magic* anthology, and the *Colorado High Fantastic* anthology. He's been a finalist in the Writers of the Future contest and listed seven times as honorable mention in *St. Martin's Years Best Fantasy and Horror* anthology (five from his collection *A Pound of Ezra: and Other Units of Gothic Measure*, published by CyberPsychos AOD). His first completed novel, *Anarchy Alley*, is in search of an agent. Meanwhile, he diddles at two others: *Second Creek Bridge*, and *Wearing the blueDog*, a Dark City meets Bellona Techno-Gothic derived from a dream that ended with a voice saying, And the name of the story is, *Wearing the blue dog*. His latest collection, *Ezra by the Pound*, was released by Silver Lake Publishing in June of 2006. He works in the Telecom industry, currently as a spam cop, and is trying his hand at screenwriting (*Triumph*). He lives in Lakewood, Colorado.

Matthew Jarpe is the author of the hard-SF/cyberpunk novel *Radio Freefall*. He lives in the Boston area with his wife Michelle Morris and their son Sam, and works at a pharmaceutical company as a biochemist. He lived in Denver for 3 years ('95-'98) working as a post-doc at the National Jewish Medical Research Center. He misses climbing 14ers and cross country skiing.

Though not his intention to be a buzzkill, **Kevin Johansen** is the guy who asks: "Who's going to pay for all of this?" Like the rest of us, Kevin knows that good ideas are everywhere, but that funding for them is not. Always a heavy consumer of SF, once a successful serial entrepreneur, and now an investment banker & private equity geek, Kevin has been working hard now for several years to figure out how we're going to pay for the future we want instead of just accepting the one we get. As the founder of the Entrepreneurial Standards Forum (www.ES2F.net), he puts his money & time where his mouth is. So ask him about YOUR project! (For

more, see: www.Linkedin.com/in/KevinJohansen).

By day, **Stace Johnson** is the mild-mannered System and Network Administrator for the City of Federal Heights, but at night he becomes a freelance writer, musician, and computer geek. He has published more than 20 articles for "Computer Edge" magazine, his short story "Sphere of Falling" was chosen for oral presentation at *Stories for All Seasons*, and he was a featured poet on the now-defunct RomanticShort-Love Stories.com website His song, "New Guy Smell," would be burning up the charts if he would just sit down and get the darn thing recorded. Somehow, he makes time to be the webmaster and occasional Game Day indexer/formatter for Flying Pen Press, a Denver publishing company (www.flyingpenpress.com). If all of this is not enough, you can find out more about Stace at his website, www.lytspeed.com.

Gary Jonas writes novels, short stories and screenplays. His novel, *One Way Ticket to Midnight*, was published in 2002. Since then he's spent far too much time working on screenplays—several optioned in Hollywood—and movies (short films and features both completed and on permanent hiatus). The experience in film told him that while he loves writing scripts, he really should focus more on novels, so he's working on a new book. He still has a script under option and as of press time, the producers have several actors attached and are trying to line up financing. Keep those fingers crossed since the real money doesn't show up unless they start filming.

Nicole Givens Kurtz is the author of four published novels. Her SF novels have been named as finalist in the 2006 Fresh Voices in Science Fiction (*Zephyr Unfolding*), EPPIE Finalist in Science Fiction (*Browne Candidate*) and DREAM REALM Finalist in Science Fiction (*Browne Candidate*). Her short stories have appeared in *Tales of the Talisman*, *Anotherrealm*, *Orpheus Romance* and Wild Child Press, and her nonfiction

articles have appeared in *AFRIQUE* News magazine as well as *Moondance*, and *ePregnancy*. She is a founding member of the Carl Brandon Society and a member of the National Association of Women Writers. Her upcoming release, *Silenced* (Parker Publishing), is due in June 2008.

Geoffrey A. Landis is a scientist and an SF writer. As a scientist, he is a researcher at the NASA Glenn Research Center, working on projects related to advanced power and propulsion systems for space exploration. He's on the science team for the Mars Exploration rovers mission, and was a member of the Sojourner rover team on the Mars Pathfinder mission. From 2005-2006, he was the Ronald McNair Visiting Professor of Astronautics at MIT. He holds seven patents, and is the author of 400 scientific papers on subjects ranging from interstellar travel to semiconductor physics. Writer Geoffrey Landis won the Hugo Award for best short story in 1992 and again in 2003, and the Nebula award in 1990. His *Mars Crossing* won the 2001 Locus award for best first novel. His SF stories has been translated into 21 languages, and a short story collection—*Impact Parameter*—was named a notable book of 2001 by Publisher's Weekly. He lives in Berea, Ohio with wife and fellow writer Mary A. Turzillo, and cats Lurker and Sam. For more information, visit www.sff.net/people/geoffrey.landis.

Gina Laurin has worked professionally in the field of Objects Conservation for 21 years. She received her postgraduate degree in Conservation of Archaeological Materials from Durham University in England, and has worked for museums and conservation laboratories in the United Kingdom and the western U.S. Her knowledge and experience include the conservation of ethnographic, archaeological, historical, scientific and industrial collections. She also participates in outreach and educational programs which outline preventive measures taken to further insure the appropri-

ate care and preservation of objects and collection items.

Jo Etta Ledgerwood is a retired catastrophe insurance adjuster and a member of the Northern Colorado Writers Workshop. She writes both SF and horror, with stories in *Writers of the Future*, *Iguana Informer*, *Midnight Journeys*, *High Fantastic* and *Zero Gravity Free Fall*, and a poem published in *Zonophilia*. She lives in Cotopaxi, Colorado.

Alan Lickiss lives along the front range of Colorado with his writer wife and their five children. He's never met an elf or been kidnapped by aliens, but he's young yet ... there's still hope.

Majel Lickiss has been a Harry Potter fan since the very first book. She lives in Colorado Springs. She loves to read, and is glad to have parents with thousands of books.

A passionate reader, **Rebecca Lickiss** began telling stories at an early age. She finally decided to write them down for publication, since it was better than cleaning house again. Her husband and children humor her, or they're making their own dinner. Her husband also writes, 'cause he doesn't want to clean house either. Worried that taking care of her five children and home, going to work, and writing novels wouldn't keep her busy, Rebecca has returned to school to get her master's degree.

Jane Lindskold has had published something like 18 novels and 50-something short stories. Her works include the six volumes of the *Firekeeper Saga* (beginning with *Through Wolf's Eyes* and ending with the recently released *Wolf's Blood*), the two "athanor" books (*Changer* and *Legends Walking*), and stand alone novels *Child of a Rainless Year* and *The Buried Pyramid*. Although most of her novels are fantasy, she uses short fiction to write cool stuff with space ships—including two novellas set in the Honor Harrington universe. She lives in New Mexico, with her husband, archeologist, Jim Moore.

Rebecca Lyons works as a writer and editor for a telecom-

munications intranet site. She bought her first house last spring, which has of necessity become her new hobby. When not knee deep in potato or zucchini plants, she studies Chen style tai chi and Shaolin kempo (green/brown belt). She's been published in *Marion Zimmer Bradley's Fantasy Magazine*, *Pulphouse*, and *Women of Darkness II*, among others, and is finishing up a fantasy novel that may explain where socks go in the dryer.

Engineer/novelist/journalist/entrepreneur **Wil McCarthy** is a former contributing editor for *WIRED* magazine and the science columnist for the SciFi channel, where his popular "Lab Notes" column has been running since 1999. A lifetime member of the Science Fiction and Fantasy Writers of America, he has been nominated for the Nebula, Locus, Seiun, AnLab, Colorado Book, Theodore Sturgeon and Philip K. Dick awards, and contributed to projects that won a Webbie, a Game Developers' Choice Award, and a General Excellence National Magazine Award. His short fiction has appeared in *Analog*, *Asimov's*, *WIRED*, and *SF Age*; his novels include the New York Times Notable *Bloom*, Amazon.com "Best of Y2K" *The Collapsium* (a national bestseller) and, most recently, *To Crush The Moon*. He has also written for TV, appeared on The History Channel and The Science Channel, and published nonfiction in half a dozen magazines, including *GQ*, *Popular Mechanics* and *IEEE Spectrum*. Previously a flight controller for Lockheed Martin Space Launch Systems and later an engineering manager for Omnitech Robotics and CTO of Galileo Shipyards, McCarthy is currently the president of The Programmable Matter Corporation and RavenBrick LLC. His nonfiction bestseller, *Hacking Matter*, describes ongoing research by major corporations and university laboratories into quantum-dot based "programmable matter." Find him online at www.wilmccarthy.com, www.programmablematter.com and www.ravenbrick.com.

Sean S.D. McKee's passion for writing, combined with an overactive imagination and a love of all things sci-fi, helped him weave a tale of alternate realities and the possibilities and "what ifs" of our wonderfully bizarre universe in *Defeated*, book one in the *Darkness Among the Stars* series.

Randal G. Merrick, a veteran of the drug wars, has studied the migratory habits of several small mammals. He has many hobbies including programming and generally messing up otherwise healthy computers. Well read, semi-dressed and barely conscious, Randy has amazed many people by simply being here. He may also have read an SF once. When not working, Randy likes to look at nekkid ladies on his computer, play music and sing at the top of his lungs.

Matthew Mishalak is the director of the Denver Area Science Fiction Association, a (very) minor writer and addicted player of role-playing games, semi-recovered Internet addict, blogger (<http://community.livejournal.com/storyguyvpress/>) and all-around general fan. He is a confirmed party animal, hosting Dead Dog parties at Bubonicon, DASFA Ice Cream Alternates, and other festivities.

A native-born Coloradoan who now lives in Cedar City, Utah, after many years in Washington, D.C., **L. E. Modesitt, Jr.**, has written more than 50 published books, numerous short stories, and environmental and economic technical publications. His work has been translated and published world-wide. Although possibly best known for his "Recluce" fantasy saga, he continues to write science fiction as well. His latest book is *Natural Order-mage*, from Tor in September, and his next book will be a story collection [*Viewpoints Critical*] in March 2008. He's been a lifeguard; a radio disc jockey; a U.S. Navy pilot; a market research analyst; a real estate agent; staff director for a U.S. Congressman; Director of Legislation and Congressional Relations for the EPA; and a consultant on environmental, regulatory,

and communications issues.

Catherine Cooke Montrose, author of the *Mask of the Wizard* and *The Winged Assassin* fantasy trilogies, is also Catherine Montrose, author of the dark fantasy, *The Wendigo Border*. She lives in Washington Park with two young sons, an engineer husband and a standard poodle, and teaches writing courses at the CU-Denver. She is currently working on an epic medieval fantasy entitled *The Gentlefolk War*, otherwise known as "the book that will not end."

Besides being married to science fiction and fantasy author Jane Lindskold, **Jim Moore** is an archaeologist with the Museum of New Mexico in Santa Fe and has directed excavations on sites spanning the last 3,000 years of prehistory and history in New Mexico, in addition to authoring numerous technical reports and articles. Born in Kentucky and raised in southern Michigan, Jim has lived in New Mexico since graduating from college. He's been an avid reader of SF and fantasy since junior high school—almost as long as he had wanted to be an archaeologist.

Barb Nickless's horror and science fiction stories have appeared in a wide variety of magazines and anthologies. Her multi-award-winning mystery manuscript, *To Each Man an Island*, is being represented by the Andrea Brown Literary Agency. Barb lives in Colorado Springs with her husband and two children.

Order of the Grey Jedi – Drew Barker, Kathy Bodnar, Krys Britton, Jyn Burkhardt, Leah D'Andrea, Crystal Dean, Frank Leitz, Dave Morgan and Troy Ollom are members of the Order of the Grey Jedi, a Star Wars group that—among other things—is deeply interested and involved in costuming.

Robin D. Owens has been writing longer than she cares to recall. Her fantasy/futuristic romances finally found a home at Berkley with the issuance of *HeartMate* in December 2001. She credits the telepathic cat with attitude in selling that

book. Since then she has written six books in the series; *Heart Fate* will be out in October 2008. Her Luna Books series includes shape-shifting fairies and average American women Summoned into another world to fight monstrous evil. The first, *Guardian of Honor*, came out in February 2005, *Sorceress of Faith* in February 2006, *Protector of the Flight* in February 2007 and *Keepers of the Flame* is coming in January 2008. She is profoundly thankful to be recipient of the 2002 Romance Writers of America RITA Award for HeartMate, the 2003 Denver Area Science Fiction Association Lungfish Award for Writer of the Year, and the 2004 Rocky Mountain Fiction Writers' Writer of the Year award.

Laurien Patten has spent most of her life in Colorado, but she is a native of Washington, D.C., an experience that has provided her with a firm grounding in fantasy and the bizarre. In her checkered career, she has been a tour guide at the Smithsonian, a freelance archaeologist on medieval/castle sites, a high school history teacher, herbalist, editor, and pottery instructor. She has been writing for 25+ years and has published several articles and short stories. Her fantasy novel, *The Talent Sinistral*, is due for release in early 2009.

Daniel D. Peak came into the world 32 years ago by blending the finest hand-picked ingredients from the slopes of the majestic Rocky Mountains. Shaped and formed using time-honored techniques handed down from generation to generation (the quality still shows!), he was then steeped in a heady broth of SF conventions and comic shops, and lovingly slow roasted in the flames of sci-fi television & literature, gaming and general weirdness. Baked for the last 5 years in the ovens of Tolkien fantasy by Hogwarts House Elves, he is now piping hot and ready to be served. Enjoy!

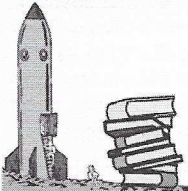
Julia Phillips, a Longmont author, has just published her second novel, *Miranda, Queen of Argyll: Unlikely Saints*, the conclusion to last year's

Miranda, Queen of Argyll: Past Sins. Julia has been an avid reader since elementary school, taking on books by C.S. Lewis and Dickens early on. She began writing at the end of college and hasn't stopped since. Graduating with a science degree came in handy for all of the research that went into this debut pair, especially history and mythology. It was the love of history that finally drove her to finish and publish. The books tell the tale of an immortal sorceress, Miranda, and how she must

fiction author and freelance writer living and working in Colorado. Her debut science fiction novel, *Forbidden Cargo*, recently published in the United States and Canada, has received critical acclaim from *The Washington Post*, the *Rocky Mountain News* and *The Denver Post*. In August 2007, *Forbidden Cargo* was a finalist in the Colorado Book Awards. Rowe also writes science poetry and short stories, inspired by her overseas travels and her more frequent armchair explorations at the key-

aviation, SF and role-playing games, and these interests are reflected in the books his company publishes. He is seeking writers and novelists of fantasy, science fiction, and role-playing books. He is interested in finding new writers as well as established authors. Rozansky has been reading SF enthusiastically since he first learned to read, and has been playing role-playing games since 1973. He was the president and league director of the Adventure Role Playing League. He has professionally written more than three million words under his byline, and has published *Rocky Mountain Air Traveler* and *American Cabby Magazine*. He was also a bush pilot in Central America. David lives in Denver. Reach him at DavidRoz@att.net

Tony Ruggiero has been publishing fiction since 1998. His SF, fantasy, and horror stories and novels have appeared in both print and electronic mediums. His published novels include: *Operation Immortal Servitude*, *Alien Deception*, and *Aliens and Satanic Creatures Wanted: Humans Need Not Apply*. Tony is a contributing author to *The Fantasy Writers' Companion* (Dragon Moon Press), which picks up where *The Complete Guide to Writing Fantasy* leaves off, taking on more advanced topics such as incorporating horror or mystery, developing a story in your favorite RPG universe, and exploring alternative cultures for world building. Tony's contribution is a chapter on the effective use of horror in fantasy. Other collaborative work includes *The Writers for Relief* anthology and *No Longer Dreams* anthology. Coming in 2007 from Dragon Moon Press: *Alien Revelation*, the exciting conclusion to *Alien Deception*. Keep an eye out for two new short stories; *Perspectives* (appearing in the military anthology *Into the Breach*), and a humorous tale called *The Importance of Undergarments & Science Fiction Conventions* (appearing in the *Writers For Relief Anthology II*). Tony retired from the United States Navy in 2001 after 23 years. Tony also



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finally face the demons of her past, both external and internal, showing that you can't run from your past, but you can face it with your humor intact.

David B. Riley He has published numerous short stories and edited various fiction and nonfiction projects. He has two novels, *The Brotherhood*, a vampire novel, and *The Two Devils*, a weird western adventure. He recently edited an anthology of weird western stories titled *Trails, Intriguing Stories of the Wild West*. lives in Vail.

Rebecca K. Rowe is a science

board. With a Master's in Mass Communications/Journalism from DU and a Master's in International Relations from the University of Southern California, her fiction reflects a hard social science dimension. She is a member of the Mars Society, the National Space Society and the Denver Woman's Press Club.

David A. Rozansky is the publisher of Flying Pen Press, a Denver-based small press. He is a freelance writer, editor and publisher with more than 17 years of experience in publishing. His interests include

teaches at Old Dominion University, Saint Leo University, and Tidewater Community College in Norfolk, VA. Visit www.tonyruggiero.com.

Christopher M. Salas grew up in Pueblo, Colorado, where he was introduced to science fiction movies and comic books and listened to his Uncle Augustine Jr. at the dinner table recap a horror movie he had seen the night before like *Dawn of the Dead* or *The Exorcist*. He has studied martial arts for 21 years in three disciplines—hapkido, kenpo and jujitsu. Christopher now lives in Colorado Springs where he is working on the second installment of *Dark Eclipse* and a comic book series titled *Abigail: Curses and Devils* with artist Ethan Wenberg. For information, see www.squidworks.com/salas.html, www.myspace.com/christophers_brainchild or www.Christophersalas.com.

Serpentmoon has been dancing as a troupe for three years. They enjoy creating alternative performances and have performed as Orion slavegirls as well as in more traditional belly dance personas. In addition to their performances, don't miss their Intergalactic Seductive Dance workshop on Saturday!

David Silver, president and chairman of The Heinlein Society, joined it when Virginia Heinlein asked him in 1999 to accept an appointment to its board and become its Secretary-Treasurer. Educated as an undergraduate in English and as a lawyer through the Vietnam G.I. bill, he began reading Heinlein at age 11.

Tim Simpson lives with two dogs, a cat, assorted silicon-based lifeforms and one extraordinarily-significant other named Kaia.

Lorraine Stacey began her writing career as a reporter writing daily columns, features and editorials. At the encouragement of friends Lorraine began writing fiction. *Laila & Tokar* and *The Chaos Scroll* was #1 on Fictionwise best-sellers list and #2 on the Amazon bestsellers list, in the Young Adult and Children's categories. Book two, *Laila &*

Tokar and The Blue Eyed Wizard, is due off the presses for Christmas 2006. She has taught writing classes online and at a Denver college, and tutored reading. Lorraine has presented workshops at numerous writers conferences, sf/f conventions, book festivals, libraries, and private venues. An avid SF fan, she loves traveling the country to sci-fi cons. Her office, which is filled with sci-fi memorabilia and collectibles, is now located near the Magic Kingdom in Florida.

Jeanne Stein's first novel, *The Becoming*, was a Barnes & Noble national best seller for December 2006 as well as a local bestseller in San Diego and Denver. It was published first by ImaJinn Books, a small Colorado publisher, then picked up by Berkley. She lives now in Denver, but was raised and educated in San Diego, which is the setting for her contemporary vampire fantasy. *Blood Drive*, second in the Anna Strong series, was released by Berkley in June 2007, to be followed by *The Watcher* in December 2007. She is contracted for books 4 and 5 to be published in 2008. She also has a story in an anthology entitled *Many Bloody Returns*, edited by Charlene Harris and Toni L.P. Kelner, published by Tekno Books in September. When not writing novels, she edits a newsletter for Distinguished Brands International, a beer importer, and takes kick-boxing classes to stay in shape.

One of **Eric James Stone's** earliest memories is of seeing an Apollo moon-shot launch on television. That might explain his life-long fascination with astronomy and space travel. His father's collection of old science fiction ensured that Eric grew up on a diet of Asimov, Heinlein and Clarke. Despite taking creative writing classes in the 1980s, Eric did not begin seriously writing fiction until 2002. In 2003 he attended Orson Scott Card's Literary Boot Camp. Since then, he has sold stories to the Writers of the Future Contest, *Analog*, and *Intergalactic Medicine Show*. Eric lives in Utah. His website is www.eric-jamesstone.com.

www.eric-jamesstone.com.

James Strickland's debut novel, *Looking Glass*, came out in summer 2007 from Flying Pen Press.

David Lee Summers is a writer/editor with a background in astronomy. He edits the SF/F magazine, *Tales of the Talisman*. His latest novel is *Heirs of the New Earth*, which completes the trilogy that begins with *The Pirates of Sufiro* and *Children of the Old Stars*. He is also the author of *Vampires of the Scarlet Order*. David has published numerous short stories and poems in magazines including *Realms of Fantasy*, *Star*Line*, and *Aoife's Kiss*. He lives in New Mexico with wife Kumie and daughter's Myranda and Verity.

Deb Taber is an editor at Apex Digest, as well as the art director for that publication. Before she was an editor there, her fiction appeared within the Apex pages; since then, her nonfiction has done the same. She writes and edits for various other publications and organizations, including the Clarion West Writers Workshop. She is always happy to meet new writers and artists.

Psychological thriller/horror fiction author **Kristy Tallman** is a Virginia-based writer whose family origins are steeped in the Appalachian mountains of Virginia, West Virginia and Kentucky. She has spent most of her life learning the wisdom these great mountains possess as she visited family and lived within the shadow of their mystifying allure. Tallman has captured awards and audiences with her writing, photography and artistry. She received recognition as a songwriter by VH1's Sponsored Save the Music Foundation two years running. She has also been a staff writer and associate editor for two tri-city newspapers, and editor-in-chief of an online e-zine. She has been nationally published as an equine photographer and worked professionally in publishing as a photographer. Currently Tallman, mother of three, has chosen to become a full-time author and is working toward the 2007 release of *Crows on the Cross*,

co-authored with award-winning author Malcolm Deeley.

Born just days before JFK's assassination, **Scott Tefoe** went on to become a bibliophilic hedonistic humanist and naturalistic pagan living in a Red State. Yes, he's one of those reading junkies you would see reading the cereal boxes at breakfast. Who would, later on in life, work in the bookselling business for multiple years. Reading is one of Scott's passions—mainly fiction with a smattering of non-fiction, usually history or science/nature based. A fan of the classics—not the more contemporary ones, but Homer, Shakespeare, Euripides, Epicurus, etc.—Scott prefers his fiction with a twist which encompasses but is not limited to SF, dark fantasy, slipstream fiction, magical realism or the just plain whacked. Read what he's been up to at <http://otter-boy.blogspot.com/>

Steve Rasnic Tem and **Melanie Tem**, separately and in collaboration, are past winners of the Bram Stoker, British Fantasy, International Horror Guild and World Fantasy Awards. Their new book, coming out in March of next year from Discoveries, the new speculative fiction imprint from Wizards of the Coast, is the novel *The Man On the Ceiling*, an expansion/reimagining of their award-winning novella of the same name.

Aaron Theis works for the Colorado Historical Society as a GIS Specialist-Archaeology. He has read SF and fantasy for a number of years. His favorite authors include Lewis, Tolkien, and the rest of the Inklings, and H.B. Piper and his crew. He also writes, mostly archaeology papers and not much fiction the last few years, though he has some ideas and old drafts that he is thinking about starting up again. He is in graduate school for Geographic Information Systems.

Jeremiah Tolbert is the former editor of the online speculative fiction magazine, the *Fortean Bureau*. His short fiction has appeared in *Polyphony 4*, *All-Star Zeppelin Adventure*

Stories, Interzone, and Fantasy. He lives and works in Fort Collins as a web designer.

Michael D. Turner lives in Colorado Springs with his wife of 20 years, Deann, and their three children. He's lived in Japan, Alaska, and Hawaii, as well as many less picturesque places all over the U.S. Bitten by the writing bug late in life he spends his days securing the castles of industry (he works as a security guard) and his nights sweating out the details of the interrelationships of Amazons, dragons and jet-packs. When he's not writing, he's reading and when he's not reading, he's editing and when he's not doing any of those things, he's usually asleep. Please don't tell his boss.

Mary Turzillo's "Mars Is No Place for Children" won the 1999 Nebula, and *An Old-Fashioned Martian Girl*, her first novel, appeared in *Analog*. *Asimov's*, *F&SF*, *Interzone*, *SF Age*, *Weird Tales*, *Oceans of the Mind*, *Electric Velocipede*, *Lady Churchill's Rosebud Wristlet*, *Goblin Fruit*, and *Strange Horizons* (among other magazines) have published/will soon publish her fiction and poetry. Her story "Scout" is slated for publication in George Scithers' new magazine *Cat Tales*. *Your Cat & Other Space Aliens*, her poetry collection, is just out from van-Zeno press. Her longer stories *Ewaipanoma* (Sam's Dot) and "American Portmanteau Theater" (Scribe Press, ed. Nathaniel Barker) will appear as chapbooks in 2008. She is working on a collaboration of poetry, art, and fiction with award-winning artist/writer Marge Simon. *Heart's Journey*, *Mars Quest*, a novel about the adventures of Marcus and Zora Smithe (parents of her plucky Martian girl hero Kapera) is in the works. A one-time Associate Professor at Kent State University, she founded Cajun Sushi Hamsters and has taught in NASA's Science through Arts. Favorite people include her son, Jack Brizzi, Jr., and her husband, writer-scientist Geoffrey A. Landis. Geoff and Mary have two cats: Lurker At The Threshold and Mahasa-mat-

man-But-His-Friends-Call-Him-Sam. The cats claim that her fascination with the color turquoise is evidence of a forgotten alien abduction.

James Van Pelt writes and teaches in western Colorado. During the school year he teaches English at both Fruita Monument High School and Mesa State College. His fiction has appeared in numerous publications, including *Asimov's*, *Analog Science Fiction and Fact*, *Weird Tales*, *Realms of Fantasy*, and *SCIFI.COM*, and his non-fiction work has appeared in *Tangent magazine*. He was a finalist for the John W. Campbell Award for Best New Writer in 1999. His fiction has received Nebula recommendations and made the preliminary Nebula ballot. His short story, "The Last of the O-Forms," a finalist for last year's Nebula Awards, is included in his collection—*The Last of the O-Forms and Other Stories*. Van Pelt's first novel, *Summer of the Apocalypse*, was released in 2006—look for it in the dealers' room, along with *The Last of the O-Forms* and his first collection, *Strangers and Beggars*. His wife, Tammy, and three children—Dylan, Samuel and Joshua—think he tells a pretty good bedtime story. He's online at www.sff.net/people/james.van.pelt.

Carrie Vaughn's debut novel, *Kitty and the Midnight Hour*, came out in 2005. The sequel, *Kitty Goes to Washington*, came out in July 2006, and the third—*Kitty Takes a Holiday*—came out in 2007. All three have been collected into an SF Book Club omnibus titled *Long Time Listener, First Time Werewolf*. *Kitty and the Silver Bullet* is forthcoming. Her stories have appeared in *Realms of Fantasy*, *Weird Tales*, *Talebones*, and *Polyphony 1*. She lives in Lafayette, Colorado, and enjoys traveling the world in search of great chocolate. She is a graduate of the Odyssey Writing Work-shop. Don't miss *Kitty*, Carrie and the Midnight Hour on Friday night!

When she choreographs, **Karen Anne Webb** says she is your worst nightmare, a dance critic who thinks she can chor-

eograph. At cons, she gets to say she's your worst nightmare, a fantasy fan who thinks she can write (or, in the case of her work for *Virtual Tales*, a writer who thinks she can edit). Her fantasy world of Caros came to her in a series of dreams that proved so insistent, she figures the Universe was trying to tell her something. The Universe so far has not seemed to mind her lacing the world with references to the things she loves: spirituality, a world-embracing view of the future, puzzles, interactive logic (think Infocom), mystery, dance, music, chivalry, justice, adventure, and a wicked sense of humor. Her literary gods include Tolkien, CS Lewis, Douglas Adams, and (lately) Terry Pratchett.

Richard Wetmore is a member of House K'ralvaj.

Connie Willis is the author of *Doomsday Book*, *To Say Nothing of the Dog*, *Bellwether*, *Passage*, *Remake*, *Fire Watch*, *Impossible Things*, and *Miracle and other Christmas Stories*. She was co-editor of "A Woman's Liberation and Other SF Stories of and by Women" Her latest books, *D.A.*, and *The Winds of Marble Arch and Other Stories* (a new short story collection) are recently out from Subterranean Press. Connie is still working on *All Clear*, but is getting very close to the end. In the meantime, her latest Christmas story, "All Seated on the Ground," will be published in the December *Asimov's*. She has won nine Hugos and six Nebulas, most recently a Hugo in 2006 for her novella, "Inside Job," and Locus Awards for "To Say Nothing of the Dog," and "Best SF/Fantasy Writer of the '90s." She was the first author to win Hugos and Nebulas in all four fiction categories, as well as winning the most Nebula Awards of any SF writer. She lives with her husband, Courtney (Dr. Science), two cats and an adorable new bulldog named Smudge. Connie cannot wait to see Bush and Cheney impeached.

Dr. Courtney Willis (aka Dr. Science) taught physics and chemistry to high school students for 23 years. Then the

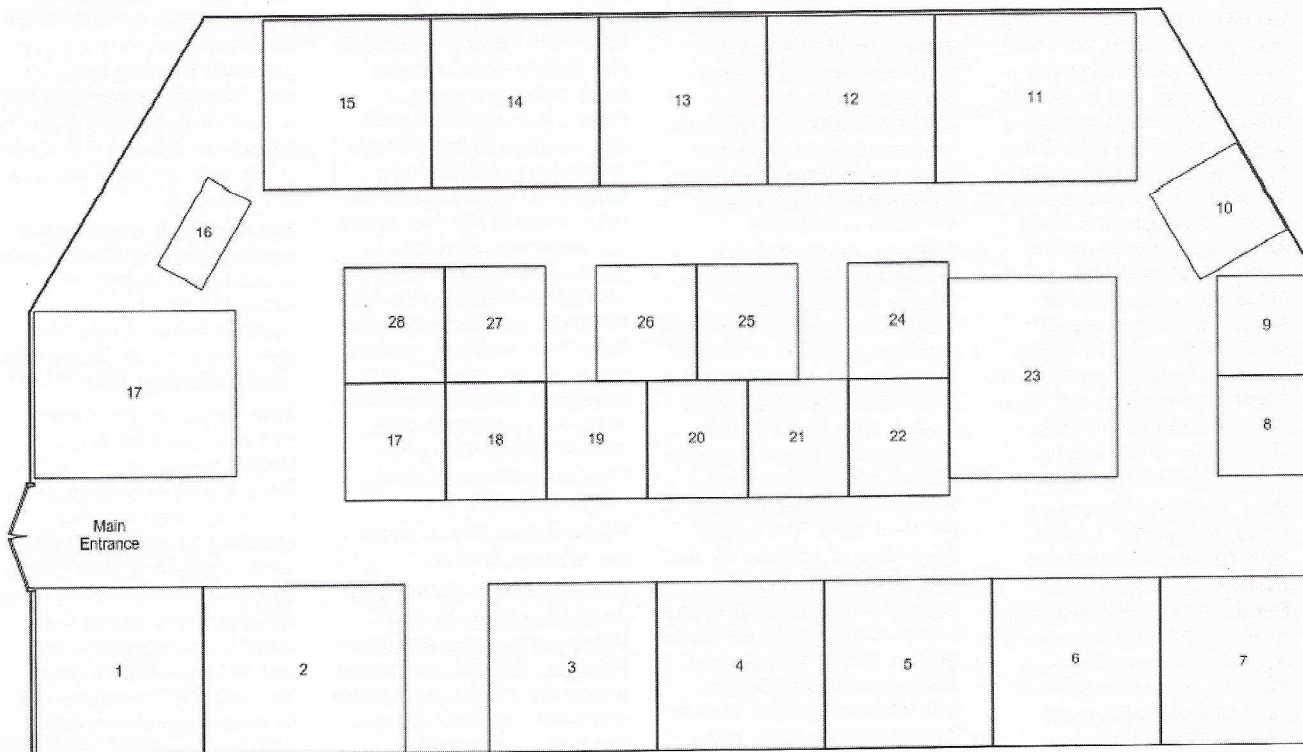
cowboys in Laramie gave him a PhD, so he is now a physics professor at UNC in Greeley. Today Dr. Willis is teaching his ex-high school students in college, and of course he is complaining about their preparation. You can usually spot him at cons, trailing after Connie with all her Nebulas and Hugos in tow. Ask him about his slide rule collection.

Mackay Wood is an historian by training and a Denver native now living in Boulder. She writes for a living—currently (alas!) in the legal field. Her high fantasy novel, *Wolf's Cub*, was published in 1999.

Stan Yan grew up in Denver and went to school at CU-Boulder where he got his bachelor's degree in accounting. Due to the lack of sex-for-recruiting for accounting students, Yan's life took the tragic turn into sales for the securities industry, where he has wallowed in ethical poverty on-and-off for the last 13 years. Yan takes his frustrations out by penning graphic novels such as "The Wang" as well as a daily financial webcomic called "The Tickle Tape." Currently, Yan is illustrating "SubCulture" for Ape Entertainment; writing for "REVVelations" writing and illustrating for "Mr. Flingpoo," and freelancing his butt off.

Tammy Yourzek is an account manager and writer living in the Rocky Mountain region. She appeared at the Book Expo America in New York City. The first book in the Reality Twist series is *Dragons of the Soul*, second and third books, *Specter of the Spirit* and *Phantom of the Heart* will be released in late 2007 and 2008. The stories are about teenagers who become trapped within a virtual reality game. As they advance from level to level within the game, trying to find a way out, they meet a character named Grevnon who tells them he has trapped them in the game in order to obtain the one thing he thinks he needs to become more like the humans he is programmed to represent—he wants a human soul!

MileHiCon 39 Dealers Room



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|---|---|---|
| Author Co-op Tables 22 | Eridani Triad 24 | Pegasus Publishing 3 & 4 |
| Authors selling and autographing their books. | Used hardback and paperback books, <i>Star Trek</i> and <i>Star Wars</i> memorabilia, fannish memorabilia, comics, magazines, misc. | Apparel, T-Shirts, Ctluluhuania, plush animals. |
| The Archangels of Dreamland 21 | Gimme Anime 23 | Seams Like Magik 17, 18 & 19 |
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| Candy, Etc. 13 | Sterling silver jewelry, pewter, crystal and fantasy items | Who Else Enterprises 17 |
| Candy, nuts, snacks, and lots of good things to eat. | Maillestrom Custom Jewelry 23 | Used and new books, with primary emphasis on works by the attending authors and others in our region. Also other science fiction and fantasy books, many autographed. |
| Christopher Salas 5 | Handcrafted chainmaille jewelry, accessories and apparel, in both traditional and futuristic designs | |
| Books and things. | Mere Dragons 8 & 9 | |
| Clare's 15 | Limited edition art, assorted SF&F novelties, medieval and exotic weapons, bumper stickers, gargoyles, fantasy soft sculpture and more. | |
| Beads, pendants, Egyptian | MHC Dealer's Room Liaison 16 | |
| Country Rhoades 11 | Dealers room information | |
| Fantasy-themed gifts and jewelry | Mountain Mehndi 10 | |
| DASF (Denver Area Science Fiction Association) 28 | Henna body art, bindis, glitter and gem body art, black resin-based paint body art. | |
| Find out about the organization and pick up a few used books or a t-shirt while visiting the table. | | |
| David Curtis Books 27 | | |
| Books and things. | | |
- Dealers Room Hours:**
- Friday** - 3 - 8 PM
- Saturday** - 10 AM - 7PM
- Sunday** - 10 AM - 4 PM

MileHiCon Restaurant Guide

AREA GUIDE

Restaurants and other useful locations

Denver telephone numbers are area codes 303 and 720; 10-digit dialing is mandatory. Some of these locations are in mini-malls; if so, we've included its name (in italics) to help you find the location.

Munchies \$

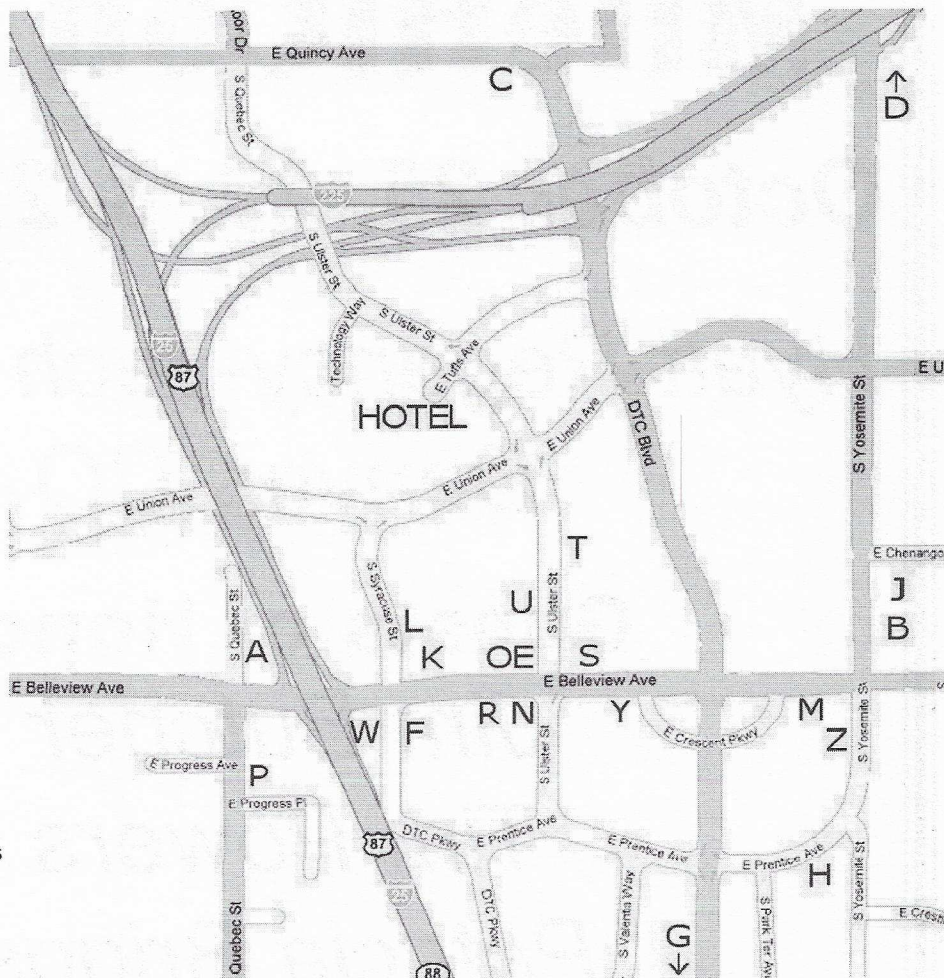
- A McDonald's
- A Taco Bell
- A Pizza Hut (303-796-8538)
- B *Bellevue Square*: Subway (303-850-0605)
- B Einstein Bros Bagels (303-721-6655)
- C Sonic Drive-in
- J Dairy Queen
- K Wendy's
- S Deli-Tech (303-721-6768)
- V *Village Plaza*: Jason's Deli (720-489-2882)
- Z Quizno's (720-482-9767)

Coffee Shops \$

- B *Bellevue Square*: Starbucks (303-796-7003)
- E Starbucks (303-221-6636)
- V *Village Plaza*: Peaberry's Coffee (303-221-1099)

Sit-Down Dining \$\$

- B *Bellevue Square*: Jackson's All-American Sports Grill (303-220-2222)
- B Shanghai Kitchen (303-290-8430)
- H Heidi's Brooklyn Deli (303-770-4190)
- J Renzio's Greek Restaurant (303-796-9383)
- J Jimmy John's (303-741-4100)
- J China Lee (303-770-7666)
- L Garcia's Mexican Restaurant (303-779-4177)
- O Original Pancake House (303-224-0093)
- R Cool River Café (303-771-4117)
- S *Marina Square*: Blue Ocean Asian Café (303-220-0577)
- S Great Northern Tavern (303-770-4741)
- S Santoro's Brick Oven Pizza (303-770-7428)
- T McCormick & Schmitt's Seafood (720-200-9229)
- U *Ulster Terrace*: Qdoba Mexican Grill (303-221-3366)
- U Panera Bread (303-741-3770)
- U Peppino's Pizzeria (720-489-7165)
- V *Village Plaza*: Sauce Restaurant (303-741-4565)
- V Illegal Pete's (303-771-2277)
- V Rumbi Island Grill (303-770-0754)
- Z Chianti's (303-796-0611)
- Z Thai Lotus (720-529-8155) Make reservations!



\$\$\$

- M Morton's Steakhouse (303-409-1177)
- P Papadeaux's Seafood (303-740-9449)
- Y Yia Yia's Eurocafe (303-741-1110)

Banks & ATMs

- F FirstBank (303-694-1000)
- N Vectra Bank (303-947-7100)
- S *Marina Square*: Citywide Banks (303-645-4080)
- W Wells Fargo (303-741-0800)
- Z US Bank (303-741-6400)



Other Places

- B *Bellevue Square*: The UPS Store (303-798-1979)
- B King Soopers Supermarket (303-237-5000)
- C Micro Center Computers (303-302-8500)
- D Office Depot (303-741-0091) one mile North of I-225 on Yosemite (cross-street Hampden)
- G Lowe's Home Center (303-220-8737) - go south on DTC Blvd until it becomes Yosemite. Continue south but do not cross over I-25, turn east onto Caley instead, then immediately turn south onto Boston.
- K Kinko's/Fedex (303-741-4009)

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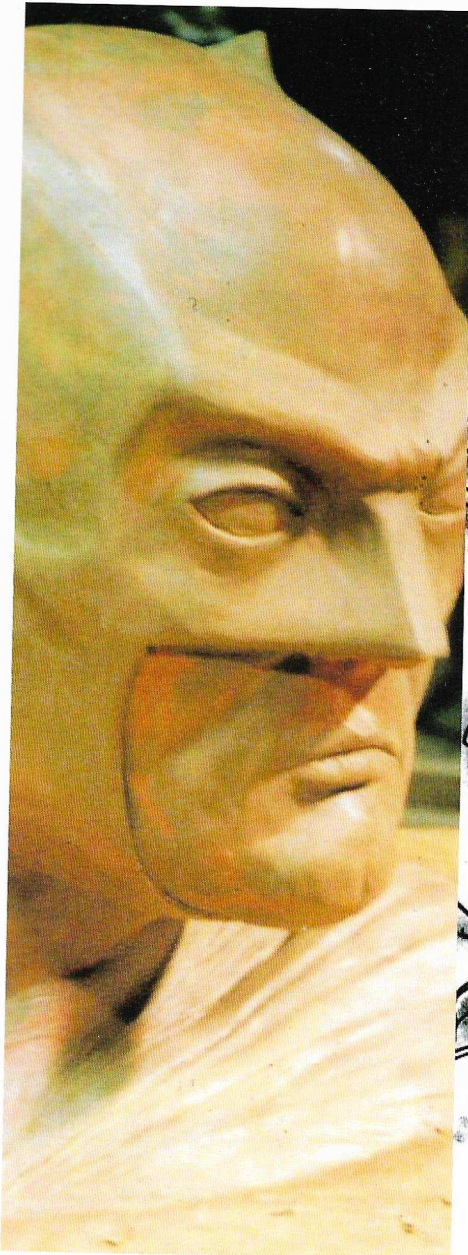
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