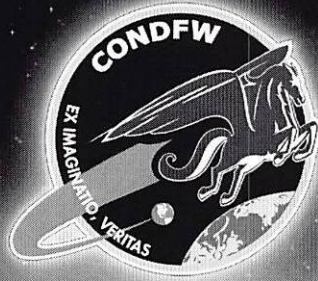


ArmadilloCon 36



condfw xiv



2015: february 13-15



beyond the infinite.

HILTON DALLAS LINCOLN CENTRE • DALLAS, TX • WWW.CONDFW.ORG • FACEBOOK.COM/CONDFW

FEATURING WRITING/PUBLISHING PROGRAMMING, SCIENCE PROGRAMMING, AN EXCELLENT COLLECTION OF GUESTS, ART SHOW, A CHARITY BOOK SWAP AND AUCTION, A SHORT STORY CONTEST, AND A SLEW OF NON-TRADITIONAL ACTIVITIES SUCH AS THE SCI-FI SPELLING BEE.

ArmadilloCon 36

Omni Hotel Southpark - Austin, TX

July 25-27, 2014

Special Guest of Honor

Ian McDonald*

Science Guest of Honor

Sigrid Close

Guest of Honor

Ted Chiang

Fan Guest of Honor

Michael Walsh

Artist Guest of Honor

Stephanie Pui-Mun Law

Toastmaster

Mario Acevedo

Editor Guest of Honor

Jacob Weisman

ArmadilloCon 36 Committee

Chair: Kimm Antell
Treasurer: Renee E. Babcock
Guest Liaison: Renee E. Babcock
Artist Guest Liaison & Guest Gifts: Sara Felix
Con Suite: The Tollivers
Programming: Kimm Antell & Brian Murphy
Program Book: Kimm Antell
Copy Editor: Liz Burton
Advertising: Kimm Antell
Hotel Liaison: Chuck Siros
Registration: Elizabeth K. Burton
Writers' Workshop: Stina Leicht & Marshall Maresca
Art Show: Scott Zrubek
Dealers' Room: Chuck Siros
Charity Auction: Shane Cook
Gaming: Eric Hollas
Promotions: Pablo Miguel Alberto Vazquez

Sponsor

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Greetings from the Chair

I had planned on writing something amazing. It was going to be clever, witty and ground-breaking. You would have read it and gazed in awe at my masterful use of the English language. Sonnets would be written about my greeting and award judges would be calling to inform me it had been nominated for a Locus, Hugo and World Fantasy Award. A new category would be added to the Nobel Prize. My name would go down in fannish and human history never to be forgotten.

But as it always happens... time slipped through my fingers and I was unable to write my masterpiece. I decided to break it down to one sentence. One phrase to let you know how hard I have worked on creating what I feel is a fantastic convention. I finally settled on this...

Keep me inebriated the whole weekend.

Kimm Antell, Chair

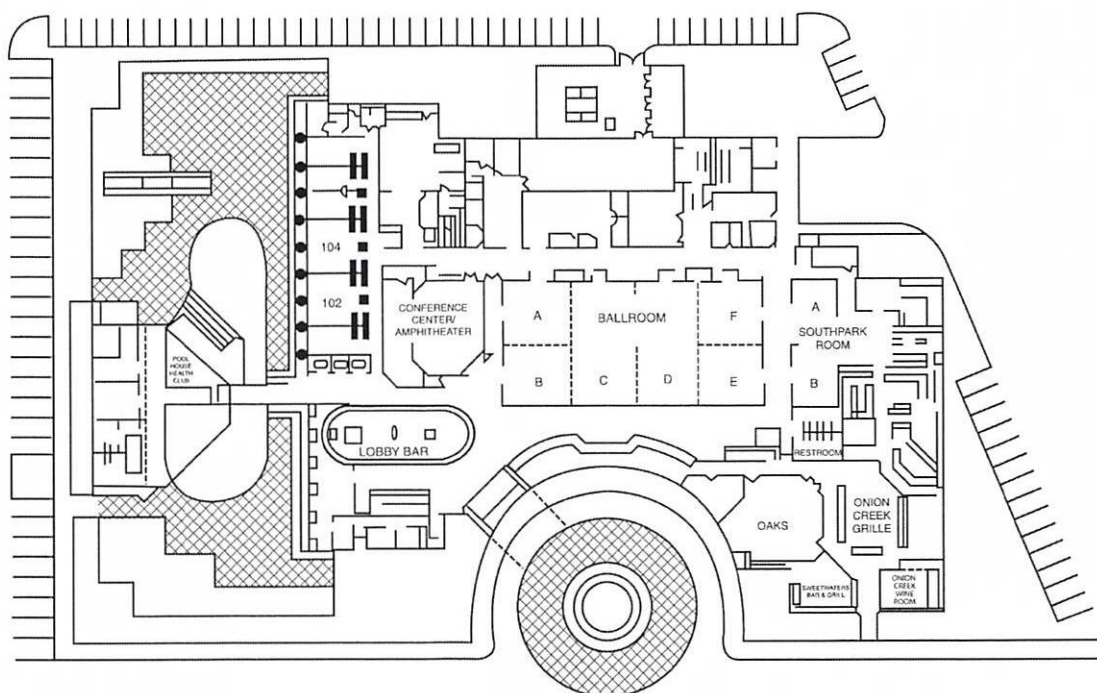
PS: I prefer white Russians.

Convention Hours

	Friday	Saturday	Sunday
Writers' Workshop	9am-4:30pm	-	-
Hospitality Suite	12pm-12am	9am-12am	9am-5pm
Registration	1pm-7pm	10am-6pm	10am-12pm
Dealers' Room	4pm-7pm	10am-6pm	10am-1pm
Programming	3pm-12am	10am-12am	10am-5pm
Art Show	2pm-7pm	10am-6pm	10am-12pm
Gaming	6pm-?	10am-?	10am-5pm
Charity Auction	-	6pm-7pm	-
Art Auction	-	7pm-9pm	-

Location, Location, Location...

- Art Show - Oaks
- Art Auction - Conference Center
- Charity Auction - Conference Center
- Dealers' Room - A, B, C
- Gaming - 102, 104
- Registration - Lobby
- Hospitality - 1400



Schedule of Events

* = moderator

Friday

Fr1500E Welcome to ArmadilloCon

Fri 3:00 PM-4:00 PM Room E

Babcock*, Baty, Felix, Walsh

Our panelists will talk about the essential elements of ArmadilloCon.

Fr1600D Required Horror

Fri 4:00 PM-5:00 PM Room D

de Orive*, Cargill, Frater, Johnson, Trimm

From Frankenstein to Joe Hill, what are the ultimate stories in horror you need to read.

Fr1600E Tree Creatures

Fri 4:00 PM-5:00 PM Room E

Wells*, Clarke, Oliver, Stanley

Ents, nymphs dryads and more. Discussion regarding the various kinds of tree creatures from myth and legend.

Fr1600F Cool Locations Which Haven't Been Used

Fri 4:00 PM-5:00 PM Room F

Faust*, Cambias, Hale, Thompson

The world has so many interesting places. Which locations on earth have not been used in the genre?

Fr1600SB Reading

Fri 4:00 PM-5:00 PM Southpark A

M. White

Fr1600SB Reading

Fri 4:00 PM-5:00 PM Southpark B

Latner

Fr1600DR Autographing

Fri 4:00 PM-5:00 PM Dealers' Room

Chiang, Denton, Finn

Fr1700CC Stupid Movies We Love

Fri 5:00 PM-6:00 PM Room D

Rountree*, Eudaly, Hailey, Person, Whittaker

Hollywood makes many stupid genre moves, but sometimes they are so bad, we love them.

Fr1700E Twin Paradox

Fri 5:00 PM-6:00 PM Room E

Gibbons*, Chiang, Hoover, Jones, Mahoney

A discussion of the twin paradox and how it affects the world today.

Fr1700F Hollywood vs. Everyone Else

Fri 5:00 PM-6:00 PM Room F

Finn*, Crider, Hardy, Sullivan

Comparing American film noir with other countries' productions.

Fr1700D Watercolorists

Fri 5:00 PM-6:00 PM Conference Center

Felix*, Chang, Law

Which watercolorists in history have inspired our works?

Fr1700SA Reading

Fri 5:00 PM-6:00 PM Southpark A

Swendson

Fr1700SB Reading

Fri 5:00 PM-6:00 PM Southpark B

Moore

Fr1700DR Autographing

Fri 5:00 PM-6:00 PM Dealers' Room

Carl, McDonald, Reisman

Fr1800D True Detective

Fri 6:00 PM-7:00 PM Room D

de Orive*, Cupp, Finn, Johnson

WTF did the ending mean?

Fr1800E Literary Archives: Why, Where and How

Fri 6:00 PM-7:00 PM Room E

Brett*, Schiller

Authors and other creators produce a lot of archival materials over the course of their careers. Why, where, and how should these valuable papers and products be archived for future generations?

Fr1800F Stonehenge on Pluto

Fri 6:00 PM-7:00 PM Room F

M. White*, Simmons, Stanley, S. White

Discussion of historical events and places which have had the biggest influence in SF/F/H.

Fr1800CC Required Fantasy

Fri 6:00 PM-7:00 PM Conference Center

Nevins*, Benjamin, Marmell, Pedersen, Siros

Fantasy has been around since biblical times. Have you read the most important books in the genre?

Fr1800SA Reading

Fri 6:00 PM-7:00 PM Southpark A

Gibbons

Fr1800SB Reading

Fri 6:00 PM-7:00 PM Southpark B

Mills

Fr1800DR Autographing

Fri 6:00 PM-7:00 PM Dealers' Room

Acevedo, Eudaly, Weisman

Fr1900D Opening Ceremonies

Fri 7:00 PM-8:00 PM Room D

Antell*, Acevedo, Chiang, Close, Law, McDonald, Walsh, Weisman

Mario will use his incredible wit and whimsy to introduce the guests and then we spill out to the lobby for Meet and Greet with the Pros.

Fr2000D Mars 1 Dream Team

Fri 8:00 PM-9:00 PM Room D

Sarath*, Close, Latner, Ledbetter, Mahoney

If you could choose a person to be on the Mars 1 mission, who would you choose?

Fr2000E Protecting the Indigenous Tribes

Fri 8:00 PM-9:00 PM Room E

Maresca*, Compton, Wright

Indigenous peoples confront a diverse range of concerns. What should be done to insure their existence?

Fr2000CC Tachyon Presentation

Fri 8:00 PM-9:00 PM Conference Center

Klaw*, Lalumière, Lansdale, Weisman

Our Editor Guest of Honor discusses Tachyon Publications, past, present and future.

Fr2000SA Reading

Fri 8:00 PM-9:00 PM Southpark A

Chang

Fr2000SB Reading

Fri 8:00 PM-9:00 PM Southpark B

de Orive

Fr2100D Beyond the Plunder

Fri 9:00 PM-10:00 PM Room D

Blaschke*, Clarke, Hardy, Leicht, Rogers

Which genre books, movies, shows correctly portray historical pirates?

Fr2100E Why is This Not Being Worked On?

Fri 9:00 PM-10:00 PM Room E

Mahoney*, Acevedo, Baty, Ledbetter, Strickland, Young

Great technology in the near or far future that is being ignored by researchers.

Fr2100F 40 Years of D&D

Fri 9:00 PM-10:00 PM Room F

Benjamin*, Finn, Maresca, Marmell, Sarath, Wright

How did D&D inspire authors?

Fr2100CC The Doctor Who Number Game

Fri 9:00 PM-10:00 PM Conference Center

Miller*, Pedersen, Roberts, Walsh

Debating the finale, renumbering the doctors and thoughts on Peter Capaldi.

Fr2100SA Reading

Fri 9:00 PM-10:00 PM Southpark A

Cheney

Fr2100SB Reading

Fri 9:00 PM-10:00 PM Southpark B

Cambias

Fr2200D Novels of the Year

Fri 10:00 PM-11:00 PM Room D

Babcock*, Lalumière, Muenzler, Renwick, Siros, Wagner

The best science fiction, fantasy and horror of the year. Great for filling up your reading list.

Fr2200E Jules Verne's Errors

Fri 10:00 PM-11:00 PM Room E

Nevins*, Baty, Cambias, Jackson

Jules Verne was a true visionary, seemingly clairvoyant, but what did he get wrong?

Fr2200F Do Werewolves Dream of Bloody Sheep

Fri 10:00 PM-11:00 PM Room F

de Orive*, Kimbriel, Oliver, Roberts, S. White

What are the beginnings of werewolves in fiction? How have they changed over the years?

Fr2200CC If Only They Had Consulted Me

Fri 10:00 PM-11:00 PM Conference Center

Simmons*, Burton, Hailey, Jewell, Marmell

The panelists discuss Great Works of Fiction where the writers dropped the ball and how they would have handled it.

Fr2200SA Reading

Fri 10:00 PM-11:00 PM Southpark A

Fung

Fr2200SB Reading

Fri 10:00 PM-11:00 PM Southpark B
Rountree

Fr2300D TV Shows You Should Be Watching

Fri 11:00 PM-Midnight Room D
Miller*, Acks, Pedersen, Rountree, Walsh
There are some very good science fiction and fantasy shows out there. Do you need to update your recorder?

Fr2300F Required Mystery

Fri 11:00 PM-Midnight Room F
Cupp*, Crider, Lalumière, Lansdale, Renwick
We aren't telling you the description.

Fr2300SA Reading

Fri 11:00 PM-Midnight Southpark B
Cargill

Fr2300SB Reading

Fri 11:00 PM-Midnight Southpark B
Rogers

Saturday

Sa1000D Elemental Magic

Sat 10:00 AM-11:00 AM Room D
Kimbriel*, Pedersen, Wells, Wilson
What is elemental magic and which stories use it the best?

Sa1000E Watch Out for that Plothole!

Sat 10:00 AM-11:00 AM Room E
Simmons*, Acks, Bracken, Fung, Reisman, Webb
Our panelists give you tips and advice on fixing the plotholes in your works.

Sa1000CC I Need to Floss My Brain

Sat 10:00 AM-11:00 AM Conference Center
Eudaly*, Antonelli, Lalumière, Trimm, Weisman
Weird fiction isn't for everyone, but if you like it, here are some great stories.

Sa1000SB Reading

Sat 10:00 AM-11:00 AM Southpark B
Allen

Sa1000SB Reading

Sat 10:00 AM-11:00 AM Southpark B
Oliver

Sa1000DR Autographing

Sat 10:00 AM-11:00 AM Dealers' Room
McDonald

Sa1100F Space Mission Design

Sat 11:00 AM-Noon Room D
Latner*, Baty, Mahoney, Strickland
What is NASA working on to solve some of the most difficult problems of long-term space travel?

Sa1100E Build the Perfect Thief

Sat 11:00 AM-Noon Room E
Finn*, de Orive, Foster, Sheridan Rose, Sullivan, Wright
Thieves can make delightful characters, but what does it take to create a great thief? Brad Foster will make an accompanying drawing to be sold for charity.

Sa1100CC Hieronymus Bosch

Sat 11:00 AM-Noon Room F
Hardy*, Acevedo, Johnson, Waldrop
Discussion of the artist and how his art changed the world. Was he ahead of his time or insane in the membrane?

Sa1100D Interview

Sat 11:00 AM-Noon Conference Center
Cupp*, Klaw, Weisman

Sa1100SA Reading

Sat 11:00 AM-Noon Southpark A
Hale

Sa1100SB Reading

Sat 11:00 AM-Noon Southpark B
Roberts

Sa1100DR Autographing

Sat 11:00 AM-Noon Dealers' Room
Chiang

Sa1200D Gorilla Playing Saxophone with Balloons

Sat Noon-1:00 PM Room D
Finn*, Crider, Klaw, Johnson
Some of the strangest, craziest, weirdest stories about apes ever written.

Sa1200E The Many Faces of Elric

Sat Noon-1:00 PM Room E
Allen*, Hardy, Roberts, Sullivan
Evil, good. Moral, perverse. Great, common. Can you define Elric of Melniboné?

Sa1200F Gothic Novels of the 1800s

Sat Noon-1:00 PM Room F
Sarith*, Cheney, Jones, Swendson, Wright
Discussion of how gothic novels came to be and which stories can still hold up today.

Sa1200CC Artist's Jam

Sat Noon-1:00 PM Conference Center
 Foster*, Antell, Law, Stanley
 Skilled artists team up to create art. Afterward, the results will be sold in the Charity Auction.

Sa1200SA Reading

Sat Noon-1:00 PM Southpark A
 Carl

Sa1200SB Reading

Sat Noon-1:00 PM Southpark B
 Kimbriel

Sa1200DR Autographing

Sat Noon-1:00 PM Dealers' Room
 Antonelli, Benjamin, Rountree

Sa1300D Interview

Sat 1:00 PM-2:00 PM Room D
 Babcock*, Acevedo

Sa1300E Quetzaxuahuitzalohtlicueotl

Sat 1:00 PM-2:00 PM Room E
 Richerson*, Maresca, Oliver
 Discussion of Aztec mythology and why it isn't used in more genre stories.

Sa1300F Space Westerns

Sat 1:00 PM-2:00 PM Room F
 Crider*, Compton, Hoover, Mills, Thompson
 Why are Westerns so good in space?

Sa1300CC Cushing Library Collection

Sat 1:00 PM-2:00 PM Conference Center
 Brett*, Schiller
 Talking about the Science Fiction and Fantasy Research Collection at A&M, how they archive items and also make them accessible.

Sa1300SA Reading

Sat 1:00 PM-2:00 PM Southpark A
 Frater

Sa1300SB Reading

Sat 1:00 PM-2:00 PM Southpark B
 Sullivan

Sa1300DR Autographing

Sat 1:00 PM-2:00 PM Dealers' Room
 Blaschke, Wells

Sa1400D Interview

Sat 2:00 PM-3:00 PM Room D
 Denton*, McDonald

Sa1400E Where Are They Now?

Sat 2:00 PM-3:00 PM Room E
 Carl*, Antonelli, Hale, Wells
 Authors read short snippets from their early works, critique and discuss what they learned.

Sa1400F Before You Edit

Sat 2:00 PM-3:00 PM Room F
 Richerson*, Bracken, Frater, Jewell
 This is a discussion of minor edits you can make before you really dig in. Find/Replace is your friend.

Sa1400CC Interview

Sat 2:00 PM-3:00 PM Conference Center
 Antell*, Walsh

Sa1400SA Reading

Sat 2:00 PM-3:00 PM Southpark A
 Wright

Sa1400SB Reading

Sat 2:00 PM-3:00 PM Southpark B
 Pedersen

Sa1400DR Autographing

Sat 2:00 PM-3:00 PM Dealers' Room
 Cheney, Faust

Sa1500CC Required Science Fiction

Sat 3:00 PM-4:00 PM Room D
 Nevins*, Jewell, Wagner, Yalow, Young
 The science fiction stories you need to read to be a well-rounded sci fi fan.

Sa1500E Vampires, WTF???

Sat 3:00 PM-4:00 PM Room E
 Babcock*, Clarke, Downum, Faust, S. White
 Vampires were such evil, dangerous creatures. How in the world did they become sparkling so quickly?

Sa1500F Perfecting Your Locations

Sat 3:00 PM-4:00 PM Room F
 Fung*, Hale, Jones, Muenzler, Thompson
 Editing tips to help you get the most out of the locations in your stories.

Sa1500D Slideshow

Sat 3:00 PM-4:00 PM Conference Center
 Felix*, Law
 Guest of Honor Stephanie Law will show us slides of her work and discuss her process.

Sa1500SA Reading

Sat 3:00 PM-4:00 PM Southpark A
Antonelli

Sa1500SB Reading

Sat 3:00 PM-4:00 PM Southpark B
Leicht

Sa1500DR Autographing

Sat 3:00 PM-4:00 PM Dealers' Room
Klaw, Stufflebeam, Waldrop

Sa1600D The Works of Neal Barrett

Sat 4:00 PM-5:00 PM Room D
Cupp*, Denton, Hailey, Lansdale, Person, Waldrop, Whittaker, Zrubek

Our panel will discuss our recently departed friend and talk about why his works were so great.

Sa1600E We Don't Need Another Hero

Sat 4:00 PM-5:00 PM Room E
M. White*, Cambias, Compton, Stanley
How would the world be different if Hero of Alexandria had truly understood the power of steam?

Sa1600F Writing a 500 Word Story

Sat 4:00 PM-5:00 PM Room F
Fung*, Moore, Muenzler, Sheridan Rose, Trimm
Discussing what you have to put in a 500-word story and what you have to keep out.

Sa1600CC Fannish Feud

Sat 4:00 PM-5:00 PM Conference Center
Finn*, Babcock, Eudaly, Chiang, Close, Law, McDonald, Orth, Walsh, Weisman, Wilson

Sa1600SA Reading

Sat 4:00 PM-5:00 PM Southpark A
Downum, Reisman

Sa1600SB Reading

Sat 4:00 PM-5:00 PM Southpark B
Lalumière

Sa1600DR Autographing

Sat 4:00 PM-5:00 PM Dealers' Room
Marmell

Sa1700D Reading

Sat 5:00 PM-6:00 PM Room D
McDonald

Sa1700E Stupid Superhero Powers

Sat 5:00 PM-6:00 PM Room E
Roberts*, Benjamin, Foster, Klaw, Rogers

The title says it all.

Sa1700F Alcoholic Drinks in Fiction

Sat 5:00 PM-6:00 PM Room F
Maresca*, Acks, Allen, Downum, Renwick
Discussing the drinks mentioned in stories, movies and TV.

Sa1700CC SASS

Sat 5:00 PM-6:00 PM Conference Center
Cupp*, Antonelli, Crider, Sheridan Rose
The Society for the Advancement of Speculative Fiction (SASS) is a non-profit group out of Denton.

Sa1700SA Reading

Sat 5:00 PM-6:00 PM Southpark A
Clarke

Sa1700SB Reading

Sat 5:00 PM-6:00 PM Southpark B
Wells

Sa1700DR Autographing

Sat 5:00 PM-6:00 PM Dealers' Room
Cargill, Webb

Sa1800D Off on a Comet

Sat 6:00 PM-7:00 PM Room D
Gibbons*
This summer, the Rosetta mission will rendezvous with a comet and follow it through perihelion. What will we find about the origins of the Solar System?

Sa1800CC Charity Auction

Sat 6:00 PM-7:00 PM Conference Center
Finn*
Spend money to support GirlStart and promote math and science for girls and teens.

Sa1800SA Reading

Sat 6:00 PM-7:00 PM Southpark A
Klaw

Sa1800SB Reading

Sat 6:00 PM-7:00 PM Southpark B
Johnson

Sa1900D Interview

Sat 7:00 PM-8:00 PM Room D
Gibbons*, Close

Sa1900CC Art Auction

Sat 7:00 PM-8:00 PM Conference Center
Zrubek*

Sa1900SA Reading

Sat 7:00 PM-8:00 PM Southpark A

Hardy

Sa1900SB Reading

Sat 7:00 PM-8:00 PM Southpark B

Sarath

Sa2000D Interview

Sat 8:00 PM-9:00 PM Room D

Blaschke*, Chiang

Sa2000CC Art Auction

Sat 8:00 PM-9:00 PM Conference Center

Zrubek*

Sa2000SA Reading

Sat 8:00 PM-9:00 PM Southpark A

Maresca

Sa2000SB Reading

Sat 8:00 PM-9:00 PM Southpark B

Faust

Sa2100D Fireside Chat

Sat 9:00 PM-10:00 PM Room D

Denton*, Blaschke, de Orive, Lansdale

The quartet talk about anything and much mirth will be expected.

Sa2100CC Hypocrisy of the Round Table

Sat 9:00 PM-10:00 PM Conference Center

Sheridan Rose*, Carl, Chang, Law, Wilson

How can knights be considered chivalrous if they go around sleeping with every chick wearing a wimple?

Sa2100SA Reading

Sat 9:00 PM-10:00 PM Southpark A

Hoover

Sa2100SB Reading

Sat 9:00 PM-10:00 PM Southpark B

Thompson

Sa2200D Evil Characters

Sat 10:00 PM-11:00 PM Room D

Denton*, Acevedo, Marmell, Rountree, Stufflebeam, Wright

Discussing the best evil characters in history.

Sa2200CC Remembering the Future

Sat 10:00 PM-11:00 PM Conference Center

Sarath*, Chiang, Close, Palmer

The distinction between past, present, and future is only a stubbornly persistent illusion.

Sa2200SA Reading

Sat 10:00 PM-11:00 PM Southpark A

Eudaly

Sa2200SB The Science Behind the Paranormal

Sat 10:00 PM-11:00 PM Southpark B

Burton*, Jackson, Roberts, Strickland

Listing the methods used in paranormal studies and which ones are bogus or misinterpreted.

Sa2300D Are You My Mummy?

Sat 11:00 PM-Midnight Room D

Wright*, McDonald, Webb

I want more mummy stories! Why aren't they being written?

Are there any good ones out there?

Sa2300E 13 Assassinations

Sat 11:00 PM-Midnight Room E

de Orive*, Hoover, Lansdale, Leicht, Salvaggio

Do martial arts have a place in fiction?

Sa2300CC Party On, Jay

Sat 11:00 PM-Midnight Conference Center

Person*, Siros

Join us in the hospitality suite to raise a toast to recently passed Jay Lake.

Sa2300SA Reading

Sat 11:00 PM-Midnight Southpark A

Acks

Sa2300SB Reading

Sat 11:00 PM-Midnight Southpark B

Palmer

Sunday

Su1000D Best Cons from Genre Books

Sun 10:00 AM-11:00 AM Room D

Blaschke*, Hale, Maresca, Webb

Not many people are good at writing capers. Which books do it right?

Su1000E Presbyteralutheran

Sun 10:00 AM-11:00 AM Room E

Mills*, Antonelli, Latner, McDonald, Palmer

Should books use real-world religions or make them up?

Effective uses of both.

Su1000F Angels or Demons

Sun 10:00 AM-11:00 AM Room F

de Orive*, Faust, Leicht, Reisman, S. White

Which make the best antagonists?

Su1000CC The Denisovans and Homo floresiensis

Sun 10:00 AM-11:00 AM Conference Center

Oliver*, Mahoney, McKay

New discoveries in DNA research. What are they and how many more are out there?

Su1000SA Reading

Sun 10:00 AM-11:00 AM Southpark A

Simmons

Su1000SB Reading

Sun 10:00 AM-11:00 AM Southpark B

Jones

Su1000DR Autographing

Sun 10:00 AM-11:00 AM Dealers' Room

Cupp

Su1100CC Scariest Fiction

Sun 11:00 AM-Noon Rpp, D

Nevins*, Allen, Hailey, Lansdale, Richerson, Rountree

Which genre stories have scared the bejeezus out of you?

Su1100E My Favorite Things in Outer Space

Sun 11:00 AM-Noon Room E

Wilson*, Faust, Latner, Mahoney

Stars, planets, comets and meteors are common place. What mysterious things are out there most people don't know about?

Su1100F Overhauling a Character

Sun 11:00 AM-Noon Room F

Maresca*, Bracken, Carl, Chang, McKay, Rogers

Now that you have written a book, go back and rewrite your main character.

Su1100D Mathematics, Magic and Mystery

Sun 11:00 AM-Noon Conference Center

Gibbons*, Cheney, Chiang, Jewell

Here are subjects to whet your intellectual appetite:

<http://tinyurl.com/mx85h3b>.**Su1100SA Reading**

Sun 11:00 AM-Noon Southpark A

Finn

Su1100SB Reading

Sun 11:00 AM-Noon Southpark B

Sheridan Rose

Su1100DR Autographing

Sun 11:00 AM-Noon Dealers' Room

Accvedo, Frater

Su1200D Another Earth and Sound Of My Voice

Sun Noon-1:00 PM Room D

Wagner*, Person, Waldrop, Whittaker

A discussion of great unknown genre movies you should watch.

Su1200E Sub-genres of Fantasy

Sun Noon-1:00 PM Room E

Kimbriel*, Benjamin, Eudaly, Marmell, Swendson, Thompson

They are literally hundreds of sub-genres in fantasy. Here are some of the lesser known and why they are so good.

Su1200F Do You Hear What I Hear?

Sun Noon-1:00 PM Room F

Allen*, Palmer, Salvaggio, Schiller

What music in books and stories would you actually like to hear?

Su1200CC Publisher's Q&A

Sun Noon-1:00 PM Conference Center

Burton*, Simmons, Weisman

Do you have a question for a publisher? We have three ready and waiting.

Su1200SA Reading

Sun Noon-1:00 PM Southpark A

McKay

Su1200SB Reading

Sun Noon-1:00 PM Southpark B

Muenzler

Su1200DR Autographing

Sun Noon-1:00 PM Dealers' Room

Cambias, Law, Leicht

Su1300D Reading

Sun 1:00 PM-2:00 PM Room D

Accvedo

Su1300E Women in Science

Sun 1:00 PM-2:00 PM Room E

M. White*, Acks, Close, Roberts

While more women are getting noticed, has this led to more women in science? The trials and tribulations of making it in a field full of goofy, nerdy men.

Su1300F Best Weapons in Fact or Fiction

Sun 1:00 PM-2:00 PM Room F

Moore*, Mills, Stanley, Yalow

Our panel will discuss some of the best fictional and non-fictional weapons in history and Allison Stanley will draw the

ultimate weapon using a conglomeration of these ideas.

Su1300CC Best Book Covers of the Year

Sun 1:00 PM-2:00 PM Conference Center

Felix*

Sara will show you the covers which have won awards or just caught her eye.

Su1300SA Reading

Sun 1:00 PM-2:00 PM Southpark A

Denton

Su1300SB Reading

Sun 1:00 PM-2:00 PM Southpark B

Lansdale

Su1300DR Autographing

Sun 1:00 PM-2:00 PM Dealers' Room

Downum, Sarath

Su1400D Contagion

Sun 2:00 PM-3:00 PM Room D

Blaschke*, Faust, Frater, Leicht, Moore

What diseases/syndromes/parasites could kill the entire population of the world if we didn't have current restrictions set. (Not including malaria.)

Su1400E Convention Stories

Sun 2:00 PM-3:00 PM Room E

Babcock*, Baty, Miller, Orth, Walsh

What are some of the humorous, strange or plain bizarre stories of conventions in the last 100 years?

Su1400F Writing Pulp Paced Stories

Sun 2:00 PM-3:00 PM Room F

Reisman*, Finn, Hardy, Johnson, Nevins

Writing fiction that has heft, depth and aspirations of greatness with the energy and pace of the adventure, mystery, horror, penny dreadful pulp story.

Su1400CC Slideshow

Sun 2:00 PM-3:00 PM Conference Center

Acevedo*

Mario shows us his favorite illustrations and described how science fiction and fantasy art influenced him.

Su1400SA Reading

Sun 2:00 PM-3:00 PM Southpark A

Ledbetter

Su1400SB Reading

Sun 2:00 PM-3:00 PM Southpark B

Stufflebeam

Su1400DR Autographing

Sun 2:00 PM-3:00 PM Dealers' Room

Lalumière, McKay, Weisman

Su1500D Reading

Sun 3:00 PM-4:00 PM Room D

Chiang

Su1500E Organizing Your Books Midway

Sun 3:00 PM-4:00 PM Room E

Siros*, Brett, Person, Palmer, Schiller

You have been collecting books for years and put them on all spaces available in the house. Where do you begin?

Su1500F Brain in a Jar

Sun 3:00 PM-4:00 PM Room F

Klaw*, Burton, Ledbetter, Mahoney, Strickland, Young

What would science have to do to make Brain in the Jar a reality?

Su1500CC Favorite Minor Characters

Sun 3:00 PM-4:00 PM Conference Center

Swendson*, Benjamin, Moore, Salvaggio, Stufflebeam

We all have favorite main characters, but we also have minor characters we adore. Who are some of yours?

Su1500SA Reading of Aaron Allston

Sun 3:00 PM-4:00 PM Southpark A

de Orive

Su1600D Reading

Sun 4:00 PM-5:00 PM Room D

Waldrop

Special Guest of Honor

By Pembroke Lleucu Blaine Yates

A planet orbits 98 million miles away from a sphere of hot plasma and magnetic fields. The apes on the planet call the sphere The Sun. The sphere's real name is Pembroke Lleucu Blaine Yates. It is Welsh.

Most of the apes on the planet were a bore, doddering about each day concerned with tiny boxes in their hands and drinking hot liquids. But there were a few who interested Pembroke, and one of these apes was named Ian McDonald. Not a proper Welsh name, but Scottish, which was close.

He lived in a place called Dublin, where you could insult two different religions with one sentence and they would begin to kill each other.

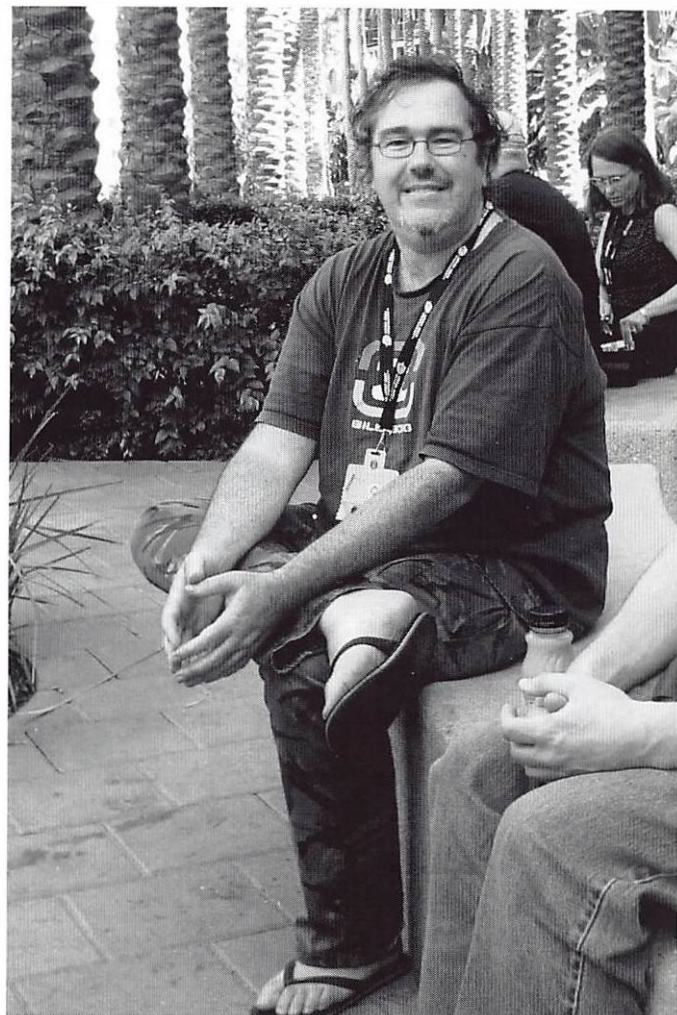
When Ian was 9, he started to write stories about the world and the future. Pembroke loved to read, especially stories where he almost always survived. Ian enjoyed killing an awful lot of apes in his stories as well as greatly damaging the planet, but he never destroyed Pembroke.

As he got older, Ian became a remarkable ape. He continuously threatened to destroy civilization, and people paid him money in response. Yet, he was never arrested for extortion. He was immune to the laws of his own country. Pembroke would use his power to incinerate Swansea, but not Ian.

Was it the trinkets people gave him, Pembroke wondered? Ian went to these shindigs where of fat apes dressed in silk clapped and gave him shiny objects. He had six trophies in his house: a Locus Award, a Phillip K. Dick Award, a Kurd-Laßwitz-Preis Award, a Hugo Award, a John W. Campbell Award and two BSFA awards. Pembroke enjoyed shining on these trophies while Ian typed on a keyboard in a room full of books, papers and teacups.

But Ian's best work to date was the effect those stories seemed to have on the world. The Chaga saga saw many apes go into a frenzy over the care and feeding of other simians in Africa who had AIDS. River of Gods warned those in India and other countries what the future will bring if they ignore what the present has given them. Even Brasyl reminded us that physics is love and to hate physics is to doom ourselves to a physical end.

Pembroke looked down at Ian. He was in Austin and looked very sweaty, so Pembroke lowered its heat rays. Pembroke didn't want Ian to perspire or expire anytime soon.



Guest of Honor

By Kelly Link

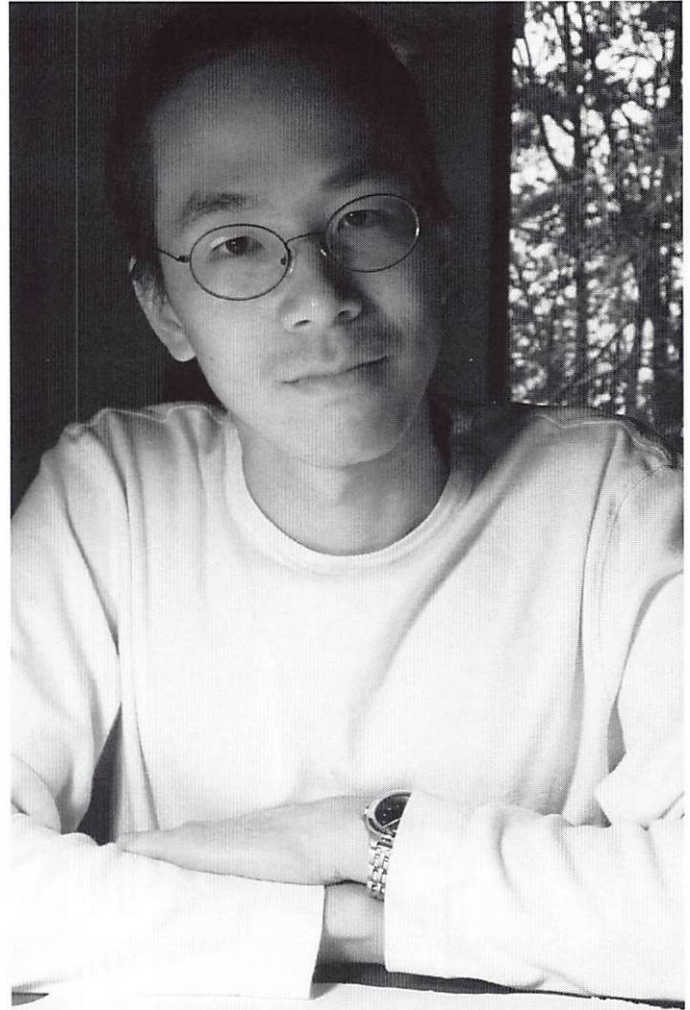
Not quite a decade ago, my husband and I got an email from Ted Chiang.

He wondered if we were going to the 2007 Worldcon in Yokohama, Japan. We replied we were seriously considering it. Ted said he and his partner, Marcia Glover, were thinking about attending the convention and then traveling for a few weeks around Japan. Would we like to do the same? We said we would. We did.

The convention itself was fun business, but I don't actually remember much of it. What I do remember has mostly to do with Ted. In the first memory, Ted is sitting on a banquette in a hotel lobby. Japanese con-goers walk past then do a double take. They stop and stare at Ted.

Some of them eventually approach him and shake his hand, maybe say something. Others clearly recognize him but are too shy (too stricken by awe?) to approach him. The banquette is round. Ted's fans circle him. They orbit, then approach or retreat. This happens over and over again.

The other memory: Ted isn't actually on any panels. But eventually there is so much outcry about this an interview is set up. Then it turns out the room isn't big enough to contain all of the people who want to see Ted interviewed. The room has something of the feel of a revival meeting, or an underground rock show. You can hear the audience listening, they're listening so hard. (People attending Armadillocon: Do you know how lucky you are? You get to hear Ted read, Ted on panels, Ted being interviewed all weekend long! I'm serious. Late at night, Ted will probably be in a hotel hallway somewhere, having interesting conversations with people who are much drunker than him. People in those hallways, people at Armadillocon: You're very, very lucky.)



After the convention is over, Ted and Marcia and Gavin and I travel. We go to the Ghibli Museum in Mitaka, the Robot Museum in Nagoya, and Nijo Castle in Kyoto, with its nightingale floor. We take the shinkansen to Uno, where we catch a ferry for Naoshima, an island of museums and contemporary art installations Marcia has researched. Many of the featured artists use light as their medium: James Turrell, Tatsuyo Miyajima, Hiroshi Sugimoto. All over the island, shrines and traditional Japanese houses have been transformed into art installations. We stay for three nights, and it's one of the most transcendental (science fictional?) experiences of my life.

Upon leaving Naoshima, we fly to Hokkaido and visit a translators' school, then travel with translator Yoshi Kobayashi and his daughter. We visit Moerenuma Park, where many of the features are designed by the architect Isamu Noguchi, and then Lake Toya where, after dark, visitors walk through the streets in white hotel robes, down to the lake where there are nightly fireworks. The whole time we are in Japan, I feel a bit as if I am in a Ted Chiang story. Not so much because Japan feels like the future (although, in some ways, it does) but because Ted's way of seeing the world is communicable.

More recently, while spending time with a group of translators at the Banff Arts Center, I fell, momentarily, into a Ted Chiang story when a Hebrew translator, a Czech translator, and a Spanish translator began to talk about the effect of translating from a dominant language, like English, into a native language with a smaller population of speakers/readers. They talked about how, if too many popular translations keep too much of the structures and rhythms of the dominant language, the native language (its structures, its patterns) begins to degrade. In fact, spending a week with eighteen translators, listening to them discuss the business of translation, was science fictional. Ted Chiang territory. How happy I was!

That Ted Chiang's stories seem to spill over into real life isn't going to be a surprise to anyone who's read one. I've been thinking about what happens in his stories, and the kind of effect they have on the reader.

Often they're about a particular moment in which the world changes, in which the ground shifts underfoot. His stories are, in fact, about that road-to-Damascus moment in which his narrators/protagonists are witness to great change, a moment of translation. Translation, comprehension, understanding. The first story I ever read by Ted Chiang was "Story of Your Life." It confounded me; it wounded me; it astonished me. It was exhilarating. It reminded me of why I loved science fiction — the "sense of wonder" science fiction can evoke comes from the way in which

certain writers are able to give us the experience of seeing/understanding the world from an entirely new perspective. I have this experience with Ted's work over and over again: "Hell is the Absence of God," "Liking What You See: A Documentary," "The Truth of Fact, The Truth of Feeling". The world shifts each time. Or do I?

I don't think this experience (the experience of reading science fiction, of reading someone like Ted Chiang, or Maureen F. McHugh, or Ursula K. Le Guin, or David Marusek or Kim Stanley Robinson) is solely idea-driven. It also comes from the way in which a writer perceives human nature, how a writer uses dialogue, even how they construct sentences and paragraphs. I feel remade, just a little, when I have spent time with Ted's characters, Ted's stories. I seem to borrow clarity and purpose from them which carries over into real life. (This is, of course, as a reader. As a writer, my business still seems to be the business of confusion, uncertainty, and dread.) There is something about the architecture and fine details of Ted's stories remind me of a series of hand-ground telescope mirrors. The work is fine, and the result? Beautiful, purposeful, illuminating. The world will not always be the same. We will not always be the same. But I expect the effect Ted Chiang's stories have on me will always be the same.

Oh, one more thing. I know, oh I know! There's always one question a short story writer will always be asked. I bet you know what the question is, too. But here's my question for you. If Ted Chiang writes a novel, who will write Ted Chiang short stories? Shouldn't we just celebrate the fact he writes what he writes? I mean, whatever it is Ted Chiang wants to write, I already know I want to read it.

Toastmaster

By Jaye Wells

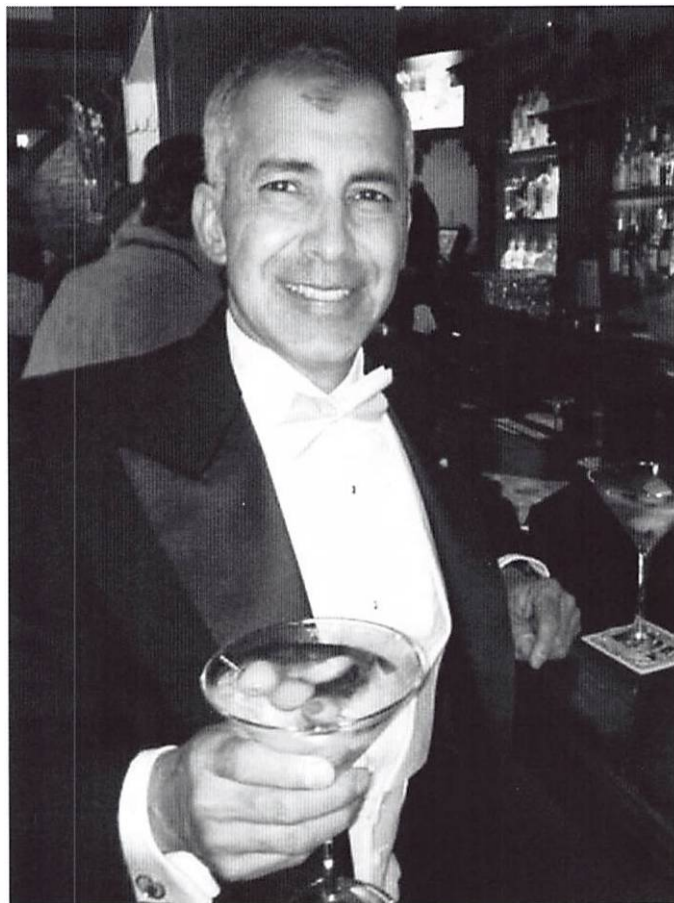
The doctors told Mario Acevedo's family that lots of babies were born with prehensile tails, but they couldn't explain why this one was red and pointed at the tip. Luckily, his mother was a famed seamstress and created a special tail pocket in all of his clothes—a practice he continues to this day.

Unfortunately, word of the baby with the devil's tail spread quickly, and the family was forced to move to Las Cruces, NM. The children in Las Cruces were no kinder, but Mario did make friends with a pack of chupacabra shifters, who taught him to see the tail as a blessing instead of curse. They suggested he even name the appendage Pepe. It wasn't long before he realized that, while his hands were clumsy and talentless, his tail was a source of unrestrained creative power. He discovered this by accident one day when the tail picked up a paint brush and painted an exact replica of Rembrandt's *The Night Watch* on the side of his family's garage.

After that, Mario would wake up each morning to news reports of reproductions of Old Masters' works cropping up all over Las Cruces. When the police traced the vandalism back to Mario, he tried to explain that his tail was in charge, but when he put a brush into the tail's grasp, it betrayed him by hanging limply. We won't speak of the months Mario spent in prison, except to say Pepe's talents made him quite popular.

After his stint in prison, Mario had little choice but to join the military. Luckily, Pepe wasn't just a sensitive artist but also a crackerjack helicopter pilot. Mario resented Pepe's growing skills—especially when women demanded he unleash Pepe during romantic interludes.

The night that changed everything happened when Mario and Pepe went to Iraq during Operation Desert Storm. Pepe's art, which of course Mario took credit for, had gained renown, so the military hired Mario to be a combat artist. One night, Mario and Pepe were in desert watching an oilfield burn



when a soldier approached. He was a haunted man whose eyes were too old for his face. The soldier attacked Mario, but Pepe subdued him long enough to hear his tale. His name was Felix Gomez, and he was a vampire. Mario felt intense empathy for the man, but Pepe saw opportunity and staked Felix in the heart.

No one knows for sure exactly what happened next, but soldiers miles away reported agonized screams echoing in the desert that night. Mario returned to camp at dawn. A few witnesses reported a new light in his eyes, but he refused to explain the blood on his hands.

When he returned from Iraq, Mario's friends reported that he seemed different. He was more fun to be around and a better lover. His art career took off, and he even wrote a series of novels about a soldier-turned-vampire named Felix Gomez. However, no one could understand why he suddenly wanted everyone to call him Pepe.

Science Guest of Honor

By Greg Close

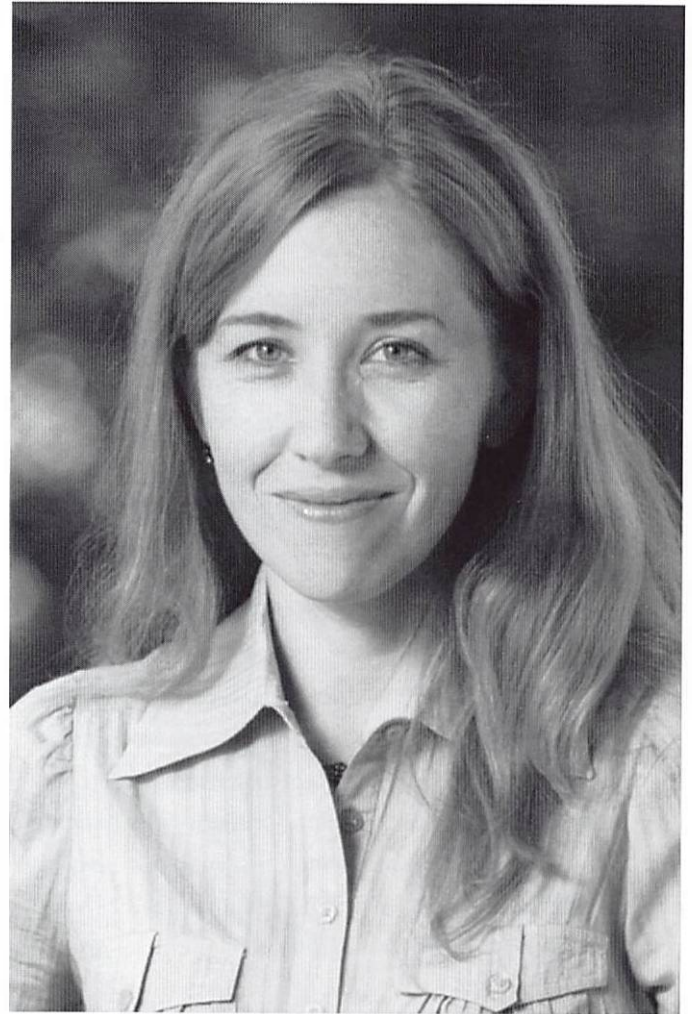
Sigrid Close is a Stanford Professor, an award-winning scientist, an amateur medical researcher and a truly amazing Mom. Also, she is perhaps the only person born in the '70's who did not see *Star Wars* in its original theatrical run.

Sigrid grew up in a small Pennsylvania town, dividing her time between excelling at school, reading lots of sci-fi/fantasy books and ignoring all the people telling her she wasn't going to go anywhere or do anything with her life. Her parents, despite missing the boat on the whole *Star Wars* thing, pressed her to achieve and succeed to the highest levels, and she did.

Then she went to college, and things got dicey for a while. And by dicey, mostly I mean the polyhedral kind. Yes, *Dungeons and Dragons*. Unlike Tom Hanks, Sigrid managed to avoid descending completely into madness, but she did discover that balancing a challenging academic curriculum with the ongoing adventures of her chaotic-neutral wizard might not be mutually sustainable goals. Alas, physics won out, and her career in science was launched at the expense of further wizardry.

(However, she did end up marrying her Dungeon Master, a fact that has been oft misunderstood over the years, depending on the audience).

Sigrid earned her master's degree from the University of Texas at Austin and her PhD in space physics from Boston University. Her career has taken her to the MIT Lincoln Laboratory in Boston, to the ALTAIR radar on the Kwajalein Atoll, to the Los Alamos National Laboratory and then finally to Stanford University, where she now teaches classical dynamics and plasma physics to graduate students in the Aeronautical and Astronomical Engineering Department.



Sigrid has received a special Career Award from the National Science Foundation as well as the Presidential Early Career Award from President Obama. She was a co-host for one season of *National Geographic's* Known Universe series. She sits on the National Research Council's Board Review of Near-Earth Hazard Mitigation Strategies (aka the What To Do When The Big One Is Coming, or Armageddon Panel).

In addition to all of that impressive stuff, she also volunteers every week at her daughters' school, participates in special outreach programs to encourage young women to enter the sciences, and will drop anything and everything to watch a re-run of *Star Trek: The Next Generation*.

Editor Guest of Honor

Saving the World, One Good Book at a Time

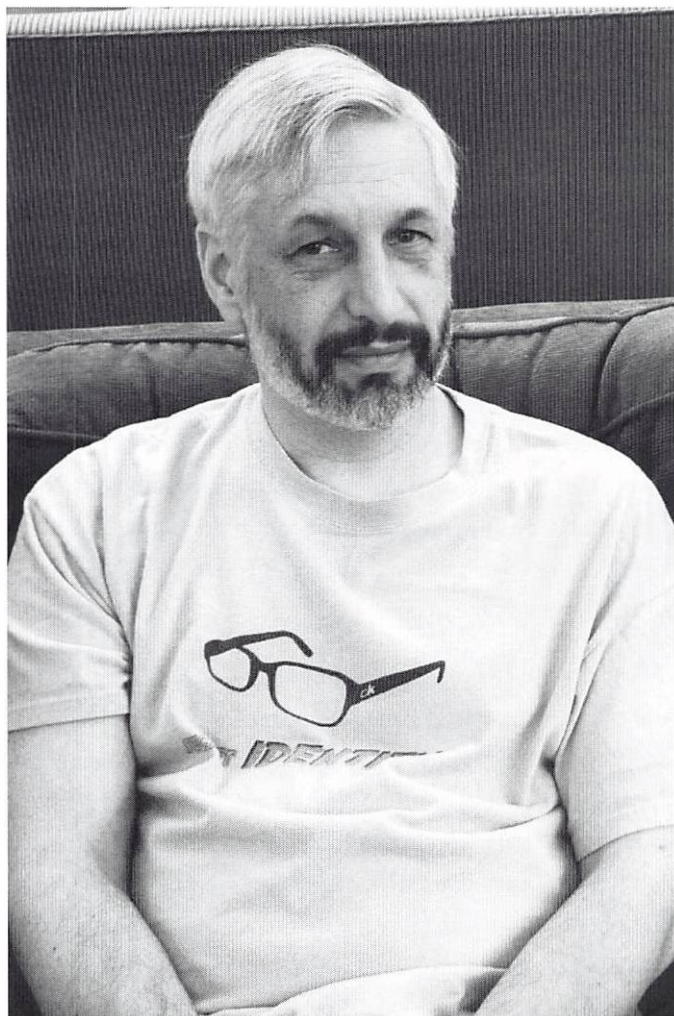
By Michael Swanwick

Allow me to introduce Jacob Weisman. He's a quiet man, dapper, modest, good company. There's a gleam in his eye, as often as not, of tolerant amusement at the follies of the world. I've known Jacob for decades, hold him in high esteem, and consider him a solid friend. Yet, perhaps uniquely among my friends, I have absolutely no dirt to dish on him. None whatsoever.

Well . . . I was present when he and Rina were wed, at a ceremony presided over by Dick Lupoff, in which they somehow managed to incorporate the Green Lantern oath ("In brightest day, in blackest night . . .") into their marriage vows. But as neither of them seemed at all embarrassed about it, the incident is probably just indicative of a bone-deep love of genre, which is a good and possibly even necessary thing in two people who make their living publishing science fiction and fantasy.

Which brings us to Tachyon Publications, the independent publishing house founded by Jacob in 1995, and the chief reason he's being honored this weekend. Oh, sure, Tachyon sponsors the Science Fiction in San Francisco reading series and film series, both organized by Rina and benefiting various charities. Yes, for four years he edited the fantasy magazine *The Thirteenth Moon*, which published stories by Ursula K. Le Guin, Lisa Goldstein, Paul Di Filippo, Michael Bishop, and Mary Soon Lee. He did intern at *Locus* and *Asimov's*, and wrote for publications as diverse as *Realms of Fantasy* and *The Nation*. He's been nominated for the World Fantasy Award three times, once with Rina and twice solo. All this is true.

But, honestly, it's all about the books.



Tachyon began as a small press, specializing in bringing back into print the works of the classic masters of science fiction. Early books included Stanley Weinbaum's *The Black Flame* and Robert Nathan's *Portrait of Jennie* and collections of stories by Clifford Simak, A. E. Van Vogt, and Mary Shelley as well as contemporary writers such as Jack McDevitt, (cough) me, – and Peter S. Beagle.

Beagle deserves special mention because he's the writer most closely identified with Tachyon Publications. His 1997 collection, *The Rhinoceros Who Quoted Nietzsche*, was the house's first serious success and the beginning of his long and productive association with them. More than that, Beagle is the quintessential Tachyon author, for his work hits the sweet spot of being intelligent, literary, and

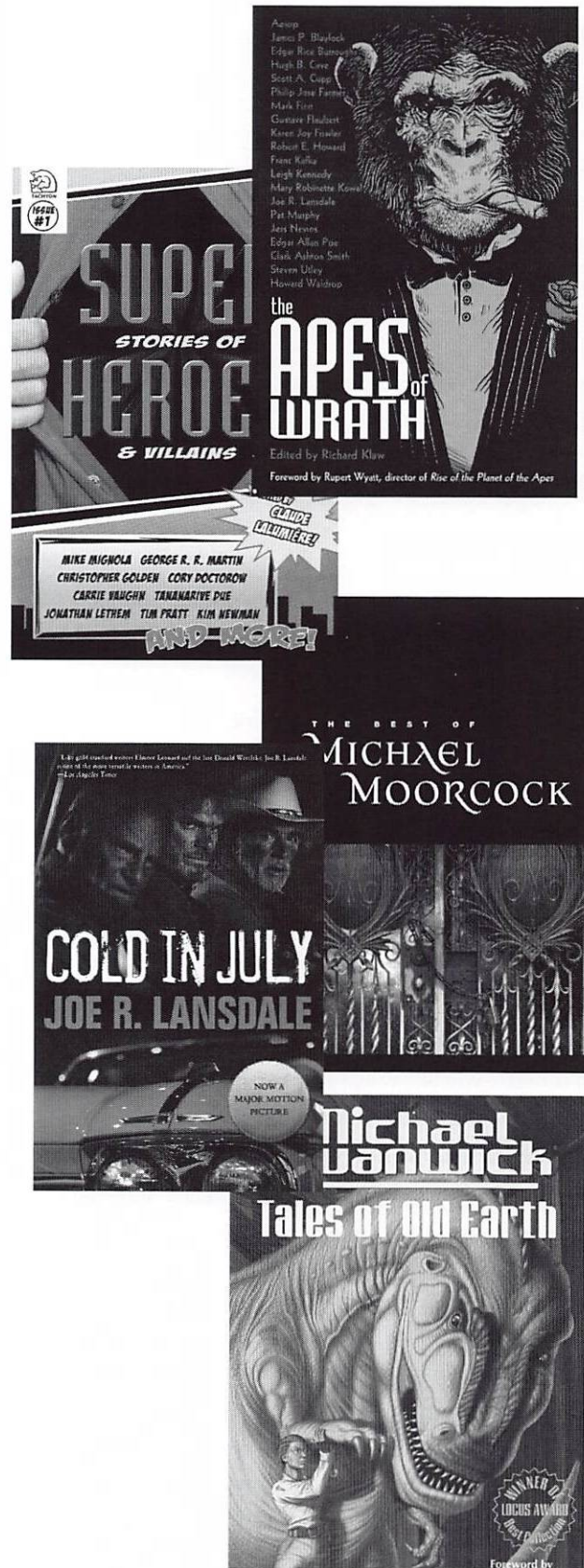
entertaining.

Almost from the beginning, Tachyon has made something of a specialty of publishing stand-alone novellas such as Nancy Kress's "Dancing on Air" and Avram Davidson and Grania Davis's "The Boss in the Wall". Over the years, these have become increasingly prominent. In 2007, "Burn" by James Patrick Kelly won the Nebula Award, and in 2013 Brandon Sanderson's "The Emperor's Soul" won the Hugo while "After the Fall, Before the Fall, During the Fall" by Nancy Kress took both the Nebula and Locus Awards.

Recently, Tachyon has taken to publishing large, substantive anthologies. Some of these, like *Apes of Wrath*, edited by Richard Klaw and *Super Stories of Heroes and Villains*, edited by Claude Lalumière, are primarily for fun. But others, such as *Rewired: the Post-Cyberpunk Anthology*, assembled by James Patrick Kelly and John Kessel. *The Urban Fantasy Anthology*, edited by Peter S. Beagle and Joe R. Lansdale, and Kessel and Kelly's *Feeling Very Strange: the Slipstream Anthology*, have helped to shape the discussion of science fiction within the community.

I set out to tell you something about Jacob and now that I have reached the bottom of the page, I see that I have failed completely. But I cannot feel entirely bad about this. Because, as I said – and I'm certain that Jacob would agree completely – it's all about the books.

Really, I ought to have simply provided you with an annotated list of all the volumes Tachyon Publications has published and let you daydream over them. It would be an afternoon well wasted and the best possible way, short of buying some, to admire the man responsible for a splendid line of books.



Fan Guest of Honor

By Peggy Rae Sapienza

Michael J. Walsh sometimes seems a little befuddled. He ruminates. He hates controversies. He isn't fond of making decisions. Michael makes snarky comments. He adds eclectic comments to discussions.

Co-chairing a convention with him can be frustrating; aggravating even. Then he'll propose a brilliant idea—a full-blown idea with many bells and whistles.

When the situation no one could have anticipated presents itself, when the situation needs to be managed, Michael quietly, compassionately and competently asks questions, elicits information, and calms the troubled waters.

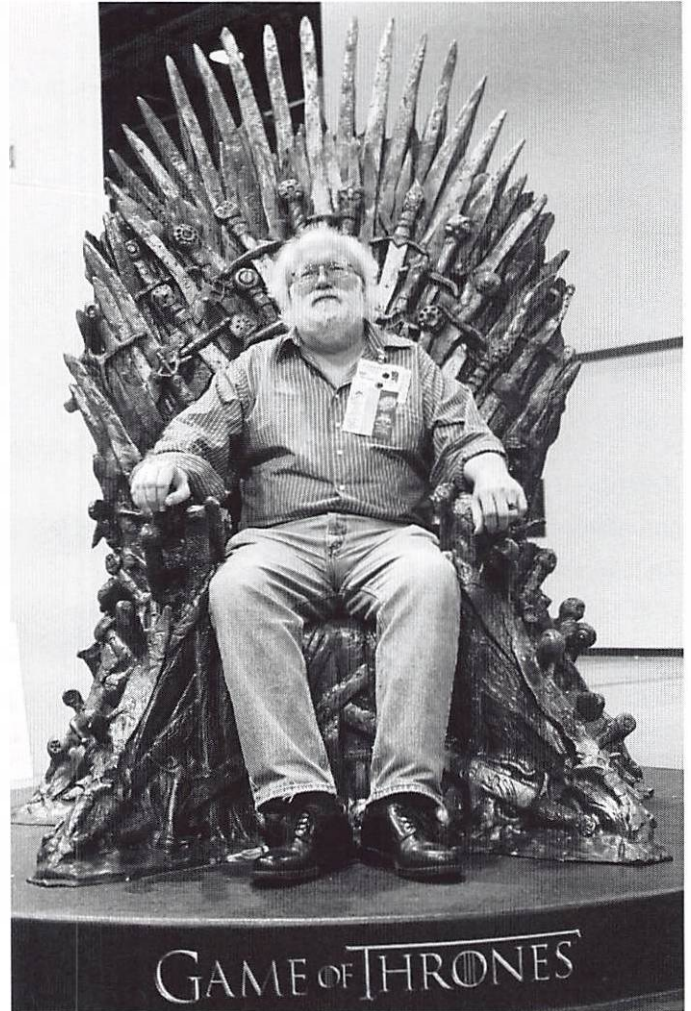
That's all part of one side of Michael J. Walsh.

There's another side of Michael J. Walsh.

If you want to get to see another facet of Michael J. Walsh, my recommendation, if you are lucky enough to get the opportunity, is to watch him enter a bookstore. Any book store. He'll be silent for about ninety seconds. He'll just stand there. He won't seem to be looking around, but rather sensing the atmosphere and ambiance of the business.

Then he'll transform into an expert on this book store. He'll know where the science fiction section is; where the mysteries are located; where the autobiographies are shelved. He'll know their ordering procedures and how they prefer to make their selections. How many staff they have. When they take lunch breaks. Everything. Doesn't matter which book store.

Spend some time hanging out with Michael. You can probably find him at either his Dealers Table or at the DC17 Bid Table. If you're lucky enough, you might be able to talk him into exploring the area with you to find yet another book store. And you'll meet the transformer!



Artist Guest of Honor

Chasing Peacocks with Stephanie Pui-Mun Law

By *Satyros Phil Brucato*

“You wanna go chase some peacocks?”

Those probably weren't Stephanie's exact words, but on that hot day in July 2004, she offered that suggestion to me as a break from the numbing monotony of booth-sitting at FaerieWorlds. At the time, the young festival spread across the sloping hills of northern Oregon. On its fringes, bands of peacocks brandished bright feathers with curious aplomb. Until we set out after them, both barefoot. Stephanie holding a pad and pencil as we scuttled through the grass. Then those peacocks ran like hell.

Okay, “running” is a bit of an exaggeration. The birds ticked and fluttered in ruffled pride, striving to put distance between these two-legged interlopers and their regal feathered selves. Half-crouching, Stephanie dashed out portraits of our disconcerted prey. As we crabbed across the field, I watched Steph's pencil dance across her drawing-pad. Lines sketched themselves on paper in a looping sort of magic, catching the essence of those retreating birds. I found myself staring at those lines and marveling at the way in which a few brief bursts of graphite or pigment can suggest so much more than what's immediately seen.

“How do you do that?” I finally asked.

“Do what?”

“Draw so well so damned fast?”

She shrugged. “Just practice, really.”

Now, I used to draw – not well, but I know what goes into it. And I've lived and worked with artists for the better part of my life. And despite Stephanie's characteristic understatement – a trait that appears to keep her sane and



grounded in

a difficult vocation – what she captures in her art involves far more than simple practice.

It's a dance: A disciplined flow of vision and control that opens pathways between the conscious mind and primal energy. Apparent randomness that ideally comes together in a breathtaking interplay of sublime grace. That's what I see when I look at my friend and her work: a miraculous tension of movement and stillness that expresses dimensions of enigmatic clarity.

The lady dances.

With her pencils. With her mind. With feet and hands and

head and heart, she moves gracefully even when she's standing still.

Tricksters populate Stephanie's world, capering pageants of foxes, cats, ravens and masked figures. Birds, dragons, feng huangs and bareshod dreamers weave their way through blossoming tangles of organic geometry. Each element of that world is alive and dancing, casting sly grins even in the darkness. Amidst Stephanie's "shadowsapes," a constant tapestry of wonder unfolds. Flashes of rigidity curl into smoke, disappear, and reform again in new, unfathomable shapes. And the clever humor and hidden mysteries that typify Stephanie's artwork are intrinsic elements of the woman herself, as well.

According to her book *Between the Seams: The Art of Stephanie Pui-Mun Law*, Brooklyn-born Stephanie traces her artistry to the hidden corners of her grandparents' piano shop. It's appropriate that the piano – a refined percussion instrument whose broad range and delicate potential mask that fact the tight strings inside are being hit with hammers – would inspire "her beginner scrawls, accompanied by beginning musicians in their practice rooms." No matter how deeply you study one of Stephanie's paintings, or how wide you range in conversations with the artist, there's always a sense of vibrant enigmas playing out somewhere just beyond sight. Personally, one of the things I find so fascinating about my friend and her creations comes from their contrast between clear lines and blended colors. It's no surprise that she's a poet, because the essence of poetry – to evoke much more than you actually say – is a deep part of who she is.

It's also not surprising that Stephanie loves to dance... and that she does so, beautifully. That same trickster's grace cascades through cultivated flamenco steps. In several dimensions, Stephanie channels vitality through precision. You can see it in her Dreamdance Oracle figures, hear it in her laughter, catch it in the curve of a tail of a dancing fox, or in the half-grin of a Red Queen presented with a balloon by the grim-faced emissary of the Queen of Spades.

Even in her stillness, the lady knows how to move.

Writing in *Between the Seams*, Stephanie describes how in "the blank white space thus bordered in solemn ritual (on the page, and through action) an entire world could blossom... where anything was allowed." And although a particular cast of characters and settings resonates throughout her work, Stephanie always seems to be pursuing those elusive possibilities of more. For in Stephanie's art, and in her life, I see her dancing with reality itself, her vision filling the space between its sketched-out lines with colors brewed from her imagination and the fleet departure of vivid birds.

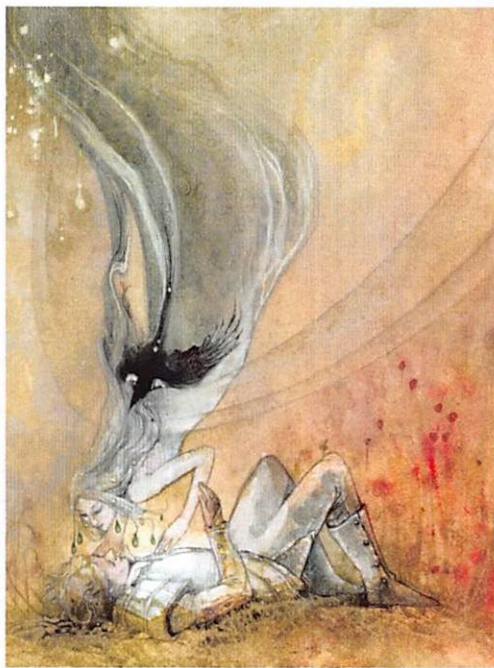








2014



Rules and Information

1. Please act responsibly. We try to treat everyone like an adult, so please act like one (at least in public). We reserve the right to revoke a membership, with no refund, of anyone who breaks this or any rule.
2. Please bathe at least once a day. Twice if you sweat frequently or suffer from body odor issues. Even Wookies have to bathe once in awhile.
3. There will be youngsters at the con. Please watch your language and multi-media.
4. No sexual harassment. We will call the cops.
5. Have fun. We really mean it. Anyone caught not having fun will be severely chastised.

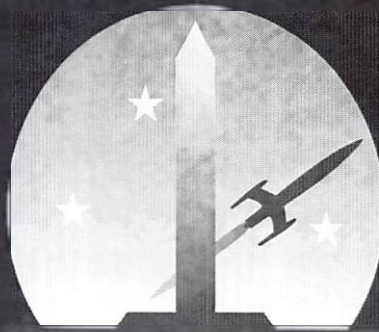
Art Show Rules

- No smoking or picture-taking (except with the permission of the Art Show Director) will be allowed in the Art Show
- Hours: Art Show hours are: Friday 2 p.m.– 7 p.m. & (probably) 8 – 10 p.m., Saturday 10 a.m. – 6 p.m., and Sunday 10 a.m. – noon
- Art Auction : Saturday 7 – 9 p.m.
- Age: Some of our art is of an adult nature and we will not be held responsible for anyone who is offended by any of the art. Parents, please view the art before allowing your children to enter. All children under 13 must be accompanied by an adult unless they are volunteers for the Art Show
- Damage: If a piece of art is damaged by an attendee, the guilty party must purchase it at the Quick Sale price.
- Stealing: If anyone is found stealing, we will call the police and we will prosecute. This is the sole source of income for many of our artists. Please allow them to earn a living.
- Awards: A variety of awards will be given. Ballots will be supplied to attendees when they receive an Auction Number. Awards rules are available on the back of the ballot
- Sunday Price: Any item with a Sunday price may be purchased on Sunday before close of the art show at this price. The price is only available after the Auction, so you will be at risk of losing the item if you wait.

- Print Shop: Print Shop items do not require bids. Please select the item that you wish, bring it to the Art Show Administration table and purchase the item
- Auction: Any item with three (3) written bids goes to auction. Once an item has received three bids, the bid sheet will be stamped "Auction." Any items with no bids after the auction may be purchased at the Sunday Sale price. If the Art Director deems it appropriate, he can send items to auction that have just two bids. These items will be marked by 4 p.m. on Saturday. Bidding will cease at 6 p.m. Saturday evening
- Pick-Up: Attendees must pay for all art on which they have the winning bid by noon on Sunday. Items with two (2) or fewer bids may be picked up after the auction at the highest bid
- Payment: We accept cash, credit card and check. Art which has been Quick Sold can be paid for at any time during the show. We ask that you not pick up Quick Sold art until after 5 PM on Saturday so that all art may be considered for awards.



A Strong
Foundation

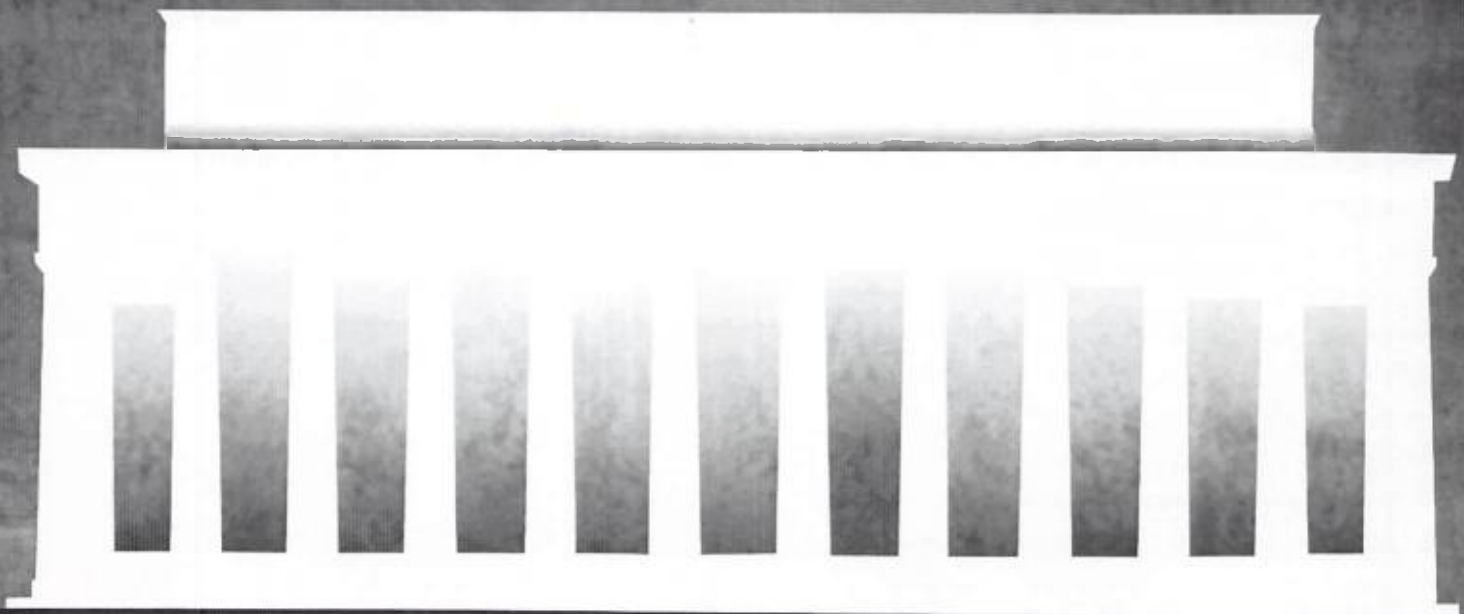


A Brilliant
Future

DC17

A Bid for the 75th Worldcon
August 16-20, 2017
Under One Roof At
The Marriott Wardman Park
Washington, DC

www.DC17.org



Gaming Rules

Please take care with food and drinks. Open Gaming and tournament play is open to all ages. Equipment will be provided by Staff. Games may be brought in for Open Gaming. If any of the games are damaged, the guilty party will be responsible for giving payment to the owner of the game if the owner so desires. The Gaming Coordinator will be in charge of facilitating any disputes. If anyone is found stealing, we will call the police and prosecute. Respect others with your noise level. The Gaming Coordinator has the right to ask anyone to be quiet at any time. PLEASE BATHE EVERY MORNING. Clean up after yourself. Put things back where you found them. Wait your turn during conversation, preferably in and out of game play. Do not, under any circumstances, invade other peoples' personal space. Don't continue to argue/whine/pout/etc. after you've lost an argument. Ask before taking something. The Gaming Coordinator will be the final word on any game rules or disputes over the rules. Remember... it's only a game. The Gaming Coordinator has the RIGHT to ask anyone to leave for any reason at any time. All decisions are FINAL. That means NO bribing, NO groveling, NO whining, NO screaming, NO threats and NO hysterics or fits of any kind. If you do not understand any of these rules, please ask.

Our Charity

The charity of ArmadilloCon 36 is GirlStart. Through its comprehensive programming, Girlstart provides a year-round, intensive suite of STEM education programs for K-12 girls. Girlstart's core programs foster STEM skills development, an understanding of the importance of STEM as a way to solve the world's major problems, as well as an interest in STEM electives, majors, and careers:

- Girlstart After School
- Girlstart Summer Camp
- Girls in STEM Conference
- Community STEM Programming

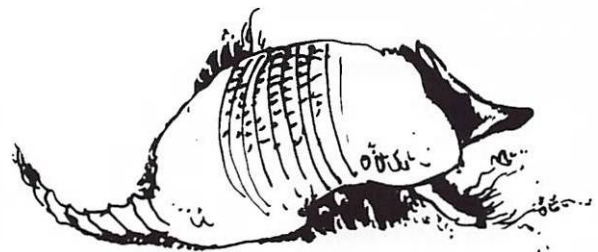
Tax Free Notification

Texas House Bill 3211 allows nonprofit organizations to sell items tax-free for two designated days in any year. ArmadilloCon's sponsoring organization, FACT, has declared Saturday and Sunday, July 26 and 27, 2014 to be its tax-free days for the year 2004. No tax will be charged on any items sold by FACT or ArmadilloCon on those days. This includes anything sold in the art show or at ArmadilloCon registration, and anything sold at the FACT table in the dealers' room. This does not apply to other vendors, so most dealers will be required to charge sales tax.

Writers' Workshop

ArmadilloCon 36 and FACT would like to extend a special thanks to the professional writers and editors who volunteered to teach the ArmadilloCon Writers' Workshop. Your enthusiasm and wisdom are appreciated!

Mario Acevedo, Jayme Lynn Blaschke, Ted Chiang, Nicky Drayden, Mark Finn, Derek Johnson, Claude Lalumiere, Stina Leicht, Marshall Ryan Maresca, Ian McDonald, Alex C. Renwick, Kat Richardson, Dr. Anne-Marie Thomas, Lee Thomas, Martin Wagner, Jacob Weisman, Martha Wells and Skyler White.



Dining Guide

By Kimm Antell

Other than the hotel restaurant (I highly recommend the pasta bar), there are very few places to eat on this side of IH-35. However, on the other side of IH-35, there are a great number of eateries. Here are some highlights.

Bamboo Garden

(www.bamboogardenaustin.com)

625 W. Ben White Blvd (SW Corner of Ben White & 1st)

Go west on Ben White under IH35. Take the 1st street exit.

Recommendations: Shanghai onion pancakes, orange chicken and tofu fried rice.

Warning: Open until 9:30 pm

Dan's Hamburgers

(www.dans-hamburgers.com)

4308 Manchaca Road

Go west on Ben White and take Manchaca exit.

Recommendations: hamburger, cheeseburger, malt, onion rings... really, it is all fantastic.

Warning: The parking lot can be a bit tricky.

Tino's Greek Cafe

(www.tinosgreekcafe.com)

9905 Brodie Lane

Go South on IH35 and take the Slaughter Lane Exit.

Turn right on Slaughter and right on Brodie Lane.

Recommendations: gyro plate, moussaka, spanakopita.

Warnings: Sometimes hard to spot from the road.

Don Darios Mexican Restaurant

(www.dondarioscantina.com/)

8801 N Interstate 35

Go South on IH-35 and take the Slaughter Lane Exit.

Do a U-turn under the overpass and it will be on your right.

Recommendations: crispy beef tacos, carne guisada and the best flan in the city. (I kid you not.)

Warning: Mariachi bands sometimes on Saturday.



Rockin' Tomato Pizza Company

(www.servingfoodthatrocks.com)

3003 S Lamar Blvd #150

Go west on Ben White and take the Lamar exit.

Head north on Lamar and it will be on your right.

Recommendations: rockin' rolls, aloha baby and beer.

Cheers: They have gluten-free dough and deliver.

Third Base Southpark Meadows

(www.thirdbaseaustin.com)

9600 S Interstate 35

Go South on IH-35 and take the Slaughter Lane Exit.

Go past Slaughter Lane and turn right on Taft Rd.

Recommendations: crawfish dip, beef sliders and a redheaded Mexican.

Warnings: Can get loud if there is a big sports event.

These are just a few, but there is a plethora of restaurants nearby for whatever your tastes, including fast food and the health conscious. And if you want dessert, you can get it at a Dairy Queen or Sonic or come on back to the Hospitality Suite. I guarantee there will be M&Ms.

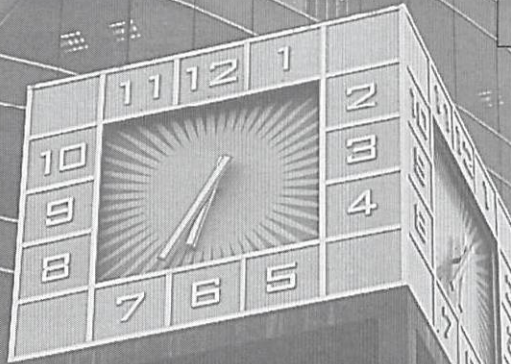
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Regional Participants

Rachael Acks is a writer, geologist, and sharp-dressed sir. In addition to her steampunk novella series from Musa Publishing, she's had short stories in *Strange Horizons*, *Waylines*, *Daily Science Fiction*, *Penumbra*, and more. Rachael lives in Houston (where she bicycles, drinks tea, and twirls her ever-so-dapper mustache) with her two furry little bastards. For more information, see her website (rachaelacks.com) or watch her tweet (@katsudonburi) way too often.

Sanford Allen, at various times, has worked as a newspaper reporter, a college journalism instructor and a touring musician. He recently released his first novel, *Deadly Passage*, bound back-to-back with Joe McKinney's *Dog Days*, as part of JournalStone books' DoubleDown series. His short fiction has appeared in magazines and anthologies including *Horror Library Vol. 5*, *Rayguns Over Texas* and *Innsmouth Magazine*, to name a few.

Kim Antell is the chair of this convention. She is also a playwright, published artist, computer engineer and geek from Pflugerville, TX. She is terrible at writing biographies.

Lou Antonelli: From the *Encyclopedia of Science Fiction*: US journalist, editor and author who began publishing work of genre interest with "Double Crossing the Styx" in *Continuum Science Fiction* for Fall 2004, and who has released a large number of stories since, though no novels. A large number of these are tall tales set in a fantasticated Texas, many of them being assembled as *Fantastic Texas* (2009); *Texas & Other Planets* (2010), with more Texas tales included in *The Clock Struck None: a Collection of Alternate and Secret History Short Stories* (2014).

As well as being an avid reader, **Renee Babcock** has been the past chair of several ArmadilloCons, as well as being a co-chair of the 2006 World Fantasy Convention in Austin, TX. Renee is currently on the World Fantasy board as well as being a member of the Fandom Association of Central Texas, Inc. board of directors.

Kurt Baty is the reason we have ATM machines and cable. He claims he is human, but the jury is still out.

Paul Benjamin is a *New York Times* bestselling author who has written and produced comics and video games for diverse properties including many Marvel characters such as Hulk, Spider-Man, and Wolverine, as well as Star Wars, Star Trek, Starcraft, World of Warcraft, the Muppets, Monsters, Inc., G.I. Joe, and more. His first prose short story appeared in *The Protectors* anthology. His original manga series *Pantheon High* was a YALSA Great Graphic Novels for Teens nominee.

Jayme Lynn Blaschke's fiction has appeared in *Interzone*, *Fast Ships*, *Black Sails* and *Cross Plains Universe*, among other places. He's the former fiction editor of *RevolutionSF.com*, and has served as media director for Science Fiction & Fantasy Writers of America. A collected volume of his SF-themed interviews, *Voices of Vision: Creators of Science Fiction and Fantasy Speak*, is available from the University of Nebraska Press. Blaschke lives in New Braunfels, Texas, where he is working to convince publishers they need to buy his non-fiction book about the infamous La Grange Chicken Ranch.

Even though he is the author of several books—including *Microchick*; *Psi Cops*; and *In the Town of Dreams Unborn and Memories Dying*—**Michael Bracken** is better known as the author of more than 1,000 short stories published in *Crime Square*, *Ellery Queen's Mystery Magazine*, *Espionage*, *Expanse*, *Fantastic*, *Flesh & Blood: Guilty as Sin*, *Hot Blood: Strange Bedfellows*, *Midnight*, *Mike Shayne Mystery Magazine*, *Northern Horror*, *Oui*, *Pirate Writings*, *Specters in Coal Dust*, and many other anthologies and magazines. Additionally, Michael has edited five crime fiction anthologies, including the three-volume Fedora series. Learn more about Michael at www.CrimeFictionWriter.com and CrimeFictionWriter.blogspot.com.

Jeremy Brett is the Processing Archivist and the Curator of the Science Fiction & Fantasy Research Collection at Texas

A&M University. The collection - consisting of books, pulps and other magazines, authors' manuscripts, and other items - is one of the largest in the country. He is particularly interested in archiving and preserving fanworks, such as fanfic, vids, and filk. As for personal fannish interests, he loves all manner of genre authors (particularly Ursula K. Le Guin and Iain M. Banks), and movies and TV shows (he's been really into *Fringe*, *Supernatural*, and most of what Joss Whedon likes to put out, for example.)

Elizabeth Burton: Like her writing, Liz is a work in progress, except there's no big rush to reach "finis." She also hate talking about herself, so suffice to say she's had a few books published, edited and published more than a few, and enjoys life most of the time.

James L. Cambias writes science fiction and designs games. Originally from New Orleans, he lives in western Massachusetts and burns a lot of wood when it's cold. He worked in publishing and journalism before turning to freelance writing full time. During the 1990s he wrote roleplaying games and began selling science fiction in 2000. His stories have appeared in *The Magazine of Fantasy & Science Fiction*, *Shimmer*, *Nature*, and several original anthologies. *A Darkling Sea* is his first novel. Mr. Cambias is a partner in Zygote Games. He is a member of the notorious Cambridge SF Workshop. Mr. Cambias knows more than most people do about alchemy and Zeppelins, dines well, smells of tweed and bay rum, and wields a mighty axe. Read his blog at www.jamescambias.com.

C. Robert Cargill is an Austin-based screenwriter and novelist best known for his film *Sinister*. He began his career as a nationally recognized film critic, writing for such sites as Ain't it Cool News, Film.com, and Hollywood.com before teaming up with Scott Derrickson to write *Sinister* (as well as its upcoming sequel), and most recently signing to adapt Harlan Ellison's *Demon with a Glass Hand* for MGM. He is the author of two books, *Dreams and Shadows* and *Queen of the Dark Things*.

Lillian Stewart Carl writes in multiple genres at multiple

lengths. Her work often features paranormal/fantasy themes and always features plots based on mythology, history, and archaeology. The latest of her twenty novels is *The Avalon Chanter*. Of her twenty-five mystery, fantasy, and sf short stories, twelve are collected in *Along the Rim of Time*, and thirteen are collected in *The Muse and Other Stories of History, Mystery, and Myth*. With John Helfers, Carl edited a retrospective on Lois McMaster Bujold's science fiction work, *The Vorkosigan Companion* (Baen Books, 2008), which was nominated for a Hugo award. Lillian Stewart Carl's website is lillianstewartcarl.com.

D Chang is almost certainly not someone whose work you know. On the other hand, he has done some things that, if you are unlucky, you might've seen without knowing it. Examples: designer on a top-ten videogame, corporate events animator, movie night program director, search marketing strategist for Fortune 500 companies, original member of the Cryptopolis writing group, editor and cover artist for the infamous Austin sci-fi rag *Space Squid*. You can find more at videogamewriter.com, spacesquid.com, and sparkleworks.com.

J. Kathleen Cheney is a former teacher and has taught mathematics ranging from 7th grade to Calculus, with a brief stint as a Gifted and Talented Specialist. Her short fiction has been published in *Jim Baen's Universe*, *Writers of the Future*, and *Fantasy Magazine*, among others, and her novella "Iron Shoes" was a 2010 Nebula Award Finalist. Her novel, *The Golden City* came out from Penguin in 2013. The sequel, *The Seat of Magic* will come out July, 2014.

Cassandra Rose Clarke is a speculative fiction writer for both teenagers and adults. She grew up in south Texas and currently lives in a suburb of Houston, where she writes and teaches composition at a local college. She holds an M.A. in creative writing from The University of Texas at Austin, and in 2010 she attended the Clarion West Writer's Workshop in Seattle. Her work has been nominated for the Philip K. Dick Award and YALSA's Best Fiction for Young Adults. Her latest novel is the YA adventure fantasy *The Wizard's Promise*, out in May 2014. Visit her online at www.

cassandrarozeclarke.com.

Leonard (Stoney) Compton is a native of Nebraska, a U.S. Navy vet, and former 31-year resident of Alaska. During those 31 years, he did many interesting things and is now trying to fit them all into his fiction. He is married to Colette, and they currently live in Corpus Christi, Texas, with their many cats, blue heeler Pullo and red heeler-hound mix Parker. Colette teaches ballet and Stoney independently publishes his own science fiction and historical fiction under Pullo Pup Publishing.

Bill Crider is the author of more than fifty published novels. He won the Anthony Award for best first mystery novel for *Too Late to Die* (1987) and he and his wife, Judy, won the Best Short Story Anthony for "Chocolate Moose" (2002). His short story "Cranked" was nominated for an Edgar award. He won the Golden Duck Award for SF for young readers with *Mike Gonzo and the UFO Terror*. His latest novel is *Half in Love with Artful Death* (St. Martin's). Check out his blog at <http://billcrider.blogspot.com>.

Scott A. Cupp collects books and movies. He writes book and movie reviews each week for the *Missions Unknown* blog. He writes weird short fiction and non-fiction. Most recent publications include an essay on apes in comics for *The Apes of Wrath* and a memoir/history for *Rayguns Over Texas*. He lives in San Antonio with the amazing Sandi.

A graduate of the University of Texas' film program, **Aaron de Orive** began his writing career in video games, serving as a lead or senior writer on *Metroid Prime 3: Corruption*, *Star Wars Galaxies: An Empire Divided*, *Tabula Rasa*, *Anarchy Online*, and *Star Wars: The Old Republic*. *Blade Singer*, his first novel (co-written with Martha Wells) will be published in the Fall of 2014. Aaron lives in Austin with his wife, daughter, and two spoiled terriers.

Bradley Denton has been a professional science fiction, fantasy, crime, and horror writer for thirty years. His short fiction has been collected in *One Day Closer to Death* and in the World Fantasy Award-winning volumes *A Conflagration Artist* and *The Calvin Coolidge Home for*

Dead Comedians. His novels include *Blackburn*, *Lunatics*, *Laughin' Boy*, and *Buddy Holly is Alive and Well on Ganymede*. For 2014, his new book is *Seargant Chip and Other Novellas* (Subterranean Press) . . . and his story "Bad Brass" will appear in Gardner Dozois and George R.R. Martin's *Rogues* (Bantam).

Amanda Downum is the author of the Necromancer Chronicles--*The Drowning City*, *The Bone Palace*, and *Kingdoms of Dust*--published by Orbit Books. Her short fiction has appeared in *Strange Horizons*, *Realms of Fantasy*, *Weird Tales*, and the anthologies *Lovecraft Unbound*, *Brave New Love*, and *A Fantasy Medley 2*. She lives in a garret in Austin, Texas, where she drinks absinthe and tries not to die of consumption. Her day job sometimes lets her dress up as a giant worm.

Rhonda Eudaly lives in Texas where she's worked in various industries to support her writing habit. She is married with dogs. Her passions are writing and music (mutually exclusive), and she enjoys reading, movies, friends, and family. She loves all things writing related including unusual writing instruments and notebooks. Her Rubber Duck collection has recently been ousted by a persistent and precocious Minion© Army. She has a well-rounding history of fiction, non-fiction, and scripts published and produced in a variety of locations. Check out her website - www.RhondaEudaly.com - for the latest information and downloads.

Acclaimed horror author **Gabrielle Faust** is best known for her vampire series *Eternal Vigilance*. Her previous work included three collections of poetry, the novella "Regret", the novel *The Lineage* and the dark fantasy adventure novel *Revenge*. She was also chief editor of the vampire anthology *High Stakes*. Her work has appeared in *SciFi Wire*, *Fatally Yours*, *Blastr.com*, *Girls and Corpses Magazine*, *Doorways Magazine* and *Fear Zone*, as well as various anthologies and magazines. Faust was Guest of Honor at the Queen of the Damned Vampire Ball in 2008. From 2009 to 2011 she was a Special Guest of the Endless Night Festival in New Orleans and was crowned "New Orleans Vampire

Royalty" at the Tru Blood & Gold vampire ball in 2010. She is currently a staff writer for *Gothic Beauty Magazine*, the owner of the Nightshade Vampire Boutique and a member of the Permuted Press marketing department.

Sara Felix is an artist who works mostly in clay, resin, and Shrinky Dinks. Her whimsical robots are intended to make the viewer smile; they definitely make her smile while she is creating them. She has also worked on numerous conventions, including 4 WorldCons, 2 World Fantasy Conventions, and too many ArmadilloCons, even if it is just making the gift baskets most years.

Mark Finn is an author, pop culture critic, essayist, and playwright. He is recognized as an authority on the Texas author Robert E. Howard and has written extensively on that subject. His biography, *Blood and Thunder: The Life and Art of Robert E. Howard*, was nominated for a World Fantasy award in 2007 and is now available in an updated and expanded second edition. Finn's fiction can be found in *Rayguns Over Texas*, *Tails From the Pack*, *Empty Hearts*, and *The Adventures of Sailor Tom Sharkey*, among others. He lives in North Texas with his long-suffering wife, too many books, and an affable pit bull named Sonya.

Brad Foster is still a geek at heart—and in mind and body—though if pressed to act like an adult, he can fake it for a couple of minutes. While he did manage to get over his early addiction to comic books (the soaring price of which helped that out a LOT), he is still addicted to drawing, owing to having veins full of ink rather than blood. Out of the several hundred drawings he creates each year, a handful are worth showing to other people, and sometimes people like them enough to give him shiny awards, or print them in comics, or on book covers. Sometimes they even give him money for that! You can give Brad money, too, either through his Jabberwocky Graphix website, or here at the convention. Remember, if you don't, who will? --website link-- jabberwockygraphix.com.

Rhiannon Frater is the award-winning author of over a dozen books, including the *As the World Dies* zombie

trilogy (Tor), as well as independent works such as *The Last Bastion of the Living: A Futuristic Zombie Novel* and other horror novels. In 2014, her newest horror novel, *The Mesmerized*, will be released by Permuted Press. *Dead Spots* will be published in 2015 by Tor. She was born and raised a Texan and presently lives in Austin, Texas, with her husband and furry children (a.k.a. pets). She loves scary movies, sci-fi and horror shows, playing video games, cooking, dyeing her hair weird colors, and shopping for Betsey Johnson purses and shoes.

As an English professor at Tarrant County College, **Urania Fung** loves to write but is usually stuck grading essays. She has been an editor for the *Texas Review Press* and a finalist in the Writers' League of Texas Novel Manuscript Competition. Her short story "Mist Wraith" has been published in the anthology *Ages of Wonder*, and "The Right to Eat Decent Food" has been published in the anthology *The Dragon and the Stars*.

Occasional SF author (any editors interested in a novel?), long-time fan, and volunteer spokesman for NASA's JPL through the Solar System Ambassadors program, **John Gibbons** still has too many hobbies. Ask about the Thames Path...

Peggy Hailey has worked in bookstores and libraries for almost 20 years. Despite spending the bulk of her working life surrounded by books, she surrounds herself with them outside of work, too. She is the Books Editor for *RevolutionSF*, and her reviews have appeared there as well as in *The Readerville Journal* and at *Booklist*.

Bev Hale is a SF/F/H writer with a steampunk problem. She has been published in the gaming, comics, short story and novel fields. She has also written a children's book and a cookbook of Indian-Pakistani food. When not writing Bev makes steampunk accessories under *Otherwhen Oddities*. She also collects people, books, recipes, as well as insults in other languages.

Dave Hardy is a fan and a writer. He has been a regular in Robert E. Howard fandom for many years. He is also the

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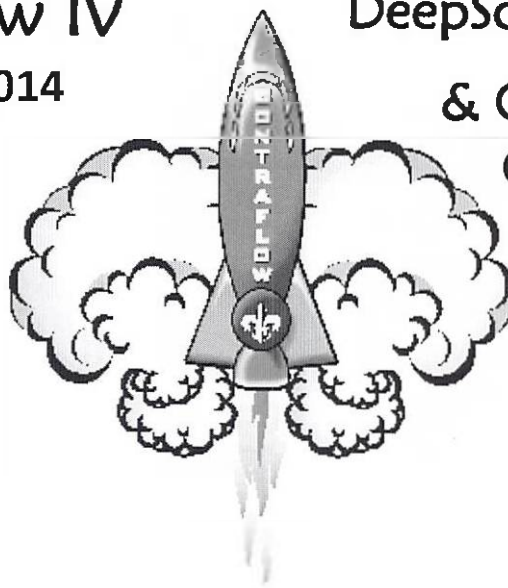
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author of *Crazy Greta* (Musa Publishing 2012). He lives in Austin, Texas, with his wife and daughter.

Kenneth Mark Hoover is an active member of SFWA and HWA. His fiction has appeared in *Ellery Queen's Mystery Magazine*, *Strange Horizons* and many other magazines. His latest novel, a dark fantasy western titled *HAXAN*, was published by CZP/HarperCollins in May 2014. He currently lives in Dallas, TX.

Al Jackson started out as a fan in Dallas in 1954 with the Dallas Futurians. The DFS held the first SF convention in Texas in August 1958. He was a member of the Houston Science Fiction Society from sometime around 1966, and he refounded the University of Texas SF club during the time when he was getting his PhD in Physics. So, he has been in and around SF fandom for around 52 years now. He has spent most of his years at the Johnson Space Center working on training astronauts during Apollo to computing where space debris will be and go to assorted engineering. Fulfilling a childhood space cadet's dream! Officially retired in 2010.

K.G. Jewell lives and writes in Austin, Texas. He is a '09 graduate of the Odyssey Writing Workshop and an Active member of SFWA. His stories of short speculative fiction have appeared in such august publications as *Daily Science Fiction*, *InterGalactic Medicine Show*, and *Baycon Progress Report Two*. His website, which is rarely updated, is lit.kgjewell.com.

Derek Johnson writes criticism for Revolution SF and SF Signal, and writes a column called "Watching the Future" for SF Site.

Pauline Baird Jones is the award-winning author of thirteen novels of science fiction romance, action-adventure, suspense, romantic suspense and comedy-mystery. *Girl Gone Nova* and *Out of Time* were EPIC Book Award winners. *The Key* won an Independent Book Award Bronze Medal (IPPY) for 2008 and is a 2007 Dream Realm Awards Winner. Website: www.paulinebjones.com.

In the beginning, **Katharine Eliska "Cat" Kimbriel** was nominated for the Campbell Award for Best New SF/Fantasy Writer. Kimbriel wrote literate, character-driven SF and fantasy. Then she became really ill and tried to die. Do you know that if you win the throw with Death, you become a wizard? Her SF and fantasy have been re-released as e-books. You can find *The Chronicles of Nuala* through all major Internet distributors. DRM-free editions are available at Book View Cafe. The *Night Calls* novels (*Night Calls* and *Kindred Rites*) are now also available in trade paperback. The third novel, *Spiral Path*, is expected in 2014. Cat is revising a mystery with ghosts. There's also a *Nuala* chapbook and charting an urban fantasy based in Austin, TX that begins with an old curse. Find her on the Internet.

Professional reviewer, geek maven, and optimistic curmudgeon, **Richard "Rick" Klaw** was the co-editor of the groundbreaking anthology *Weird Business*, and co-founder of Mojo Press, one of the first publishers to produce both graphic novels and prose books. He has written countless reviews and essays for a variety of publications including *The Austin Chronicle*, *Blast*, *Moving Pictures Magazine*, *San Antonio Business Journal*, *RevolutionSF*, *SF Site*, and *SF Signal*. His writings were collected in *Geek Confidential: Echoes from the 21st Century*. He can often be found pontificating on Twitter (@RickKlaw) and his award winning blog *The Geek Curmudgeon* (revolutionsf.com/revblogs/geekcurmudgeon/). Klaw recently edited the anthologies *The Apes of Wrath* and *Rayguns Over Texas*.

Claude Lalumière (claudepages.info) is the author of the collections *Objects of Worship* (CZP 2009) and *Nocturnes and Other Nocturnes* (Infinity Plus 2013) and of the mosaic novella "The Door to Lost Pages" (CZP 2011). He's the co-creator of the multimedia cryptomythology project *Lost Myths* (lostmyths.net), and he has edited more than a dozen anthologies, the most recent of which is *Super Stories of Heroes & Villains* (Tachyon Publications 2013); he's currently working on his thirteenth, *The Exile Book of New Canadian Noir* (Exile Editions, forthcoming in 2015).

Joe R. Lansdale is the author of over forty novels and two

hundred short pieces, short stories, articles, introductions etc. He has written for Batman the Animated Series, numerous film scripts, has produced films, and several of his works have become films. *Bubba Hotep*, *Cold in July*, *Incident On and Off a Mountain Road*, and, forthcoming, *The Bottoms*, directed by Bill Paxton. He has won numerous awards, including the Edgar and nine Bram Stoker Awards, one the Lifetime Achievement Award.

Alexis Glynn Latner has written the hard science fiction novel *Hurricane Moon* (Pyr, 2007) and two dozen stories in science fiction, fantasy, horror and mystery magazines and anthologies. She's now writing dark fantasy set in the American West. In addition, she's revising a sequel to *Hurricane Moon* and self-publishing her backlist of novelettes and short stories. She works at Rice University's Fondren Library and teaches creative writing through the Glasscock School of Continuing Studies at Rice. For fun she flies sailplanes and travels in the West. Her Website is www.alexisglynnlatner.com.

William Ledbetter lives near Dallas with his family and too many animals. His fiction has appeared in *Jim Baen's Universe*, *Writers of the Future*, *Escape Pod* and *Baen.com*. He is a consulting editor at *Heroic Fantasy Quarterly* and runs the annual Jim Baen Memorial Writing Contest for Baen Books and the National Space Society.

Stina Leicht is a two-time Campbell Award nominee for Best New Writer. Her debut novel *Of Blood and Honey*, a historical fantasy set in 1970s Northern Ireland, was short-listed for the Crawford Award. The sequel, *And Blue Skies from Pain*, is available now. Her shorter fiction is also featured in Ann and Jeff VanderMeer's surreal anthology *Last Drink Bird Head*, and in the anthology *Rayguns Over Texas*. Her new Flintlock Fantasy titled *Cold Iron* is set for publication in 2015 by Simon and Schuster's Saga imprint.

Ex-rocket scientist, house-dad of five, novelist, and science/math/ writing skills teacher **Bob Mahoney** still breathes. After teaching astronauts to fly the shuttle for 9.5 years he returned to Austin to write space thrillers, which

landed him some freelance editing work. He's published numerous essays in *The Space Review* and other venues. Hailing originally from NJ, his passion for spaceflight brought him to Texas, which enabled the rendezvous with his wife and the pleasant production of all those kids. His recent experiences teaching middle school are feeding his deepest fear: space exploration (by helping to launch the microelectronic Information Age) might be guilty of contributing to the Death of Thought.

Marshall Ryan Maresca is a fantasy and science-fiction writer, as well as a playwright, living in South Austin with his wife and son. His first two novels, *Thorn of Dentonhill* and *A Murder of Mages* will be released by DAW Books next year. His work also appeared in *Norton Anthology of Hint Fiction*, in Rick Klaw's anthology *Rayguns Over Texas*. He also has had several short plays produced and has worked as a stage actor, a theatrical director and an amateur chef. He is represented by Mike Kabongo of the Onyxhawke Agency. For more information, visit his website at www.mmaresca.com.

Ari Marmell would love to tell you about various esoteric jobs and wacky adventures on the way to becoming an author. Unfortunately, he doesn't have any, as the most exciting thing about his professional life, besides his novel writing, is the work he's done for Dungeons & Dragons and other role-playing games. His fiction consists of both original works and licensed/tie-in properties—including *Darksiders* and *Magic: the Gathering*—for Del Rey, Pyr Books, Titan Books, and Wizards of the Coast. Ari currently lives in an apartment that's almost as cluttered as his subconscious, which he shares (the apartment, not the subconscious, though sometimes it seems like it) with George—his wife—and a cat who really thinks it's dinner time. Find Ari online at mouseferatu.com and @[mouseferatu](https://twitter.com/mouseferatu).

Emily McKay knew she wanted to be a professional storyteller since before she even knew books were written by people. She got her start writing romances and still swoons over a great love story even though she now also

writes post-apocalyptic young adult. She's the author of the award-winning *The Farm* series. Her books have sold over a million copies and have been translated into eighteen languages. She loves to read, shop, and geek out about movies. When she's not writing, she reads on-line gossip, bakes and preps for the apocalypse. She pretends her weekly yoga balances her. She lives in central Texas with her family and her crazy pets.

Tim Miller is a Dallas/Fort Worth fan who has the unfortunate problem of liking hockey.

C. J. Mills lives in Austin, but she's a Yankee, having grown up all over the Midwest (Illinois, Minnesota, Nebraska, Ohio). The first fiction she remembers writing was a version of *A Wrinkle in Time* in 6th grade. Her first published novel was a Western, which was nominated for the Golden Spur Award of the WWA. The next five were SF, set on a wintry (Minnesota made worse) feudal world, involving lots of battle and political intrigue. She was married and has three children. She's a CASA (Court-Appointed Special Advocate) volunteer, which means she speaks for abused/neglected children in family court. She sings, plays the piano, and does Tai Chi.

Nancy Jane Moore is the author of two novellas – *Ardent Forest* and *Changeling* – and three collections: *Conscientious Inconsistencies*, *Flashes of Illumination*, and *Walking Contradiction and Other Futures*. Her books have been published by Aqueduct Press, PS Publishing, and Book View Café, and her short fiction has appeared in a variety of anthologies and in magazines ranging from *Lady Churchill's Rosebud Wristlet* to the *National Law Journal*. Moore has trained in martial arts for 35 years and holds a fourth degree black belt in aikido. She divides her time between Austin, Texas, and Oakland, California.

Michelle Muenzler's goal in life is to bring forth the bunny apocalypse and bury the earth with furry-soft goodness. When not working toward this goal, she experiments on her husband with new recipes and builds blockades around her NetBook to protect it from her cats. Her latest short stories

can be found in *Electric Velocipede*, *Daily Science Fiction*, and *Crossed Genres*. For more information on how you can help with the bunny apocalypse or any other furry-soft apocalypse of your choice, visit her on Facebook at www.facebook.com/michelle.muenzler.

Jess Nevins is the author of several works of genre non-fiction, including *The Encyclopedia of Fantastic Victoriana*, *The Encyclopedia of Pulp Heroes*, and the forthcoming *Victorians For Freshmen*. He has also written a number of articles on pulp literature and history.

Gloria Oliver lives in Texas making sure to stay away from rolling tumbleweeds while bowing to the never-ending wishes of her feline and canine masters. She is the author of *In the Service of Samurai*, *Vassal of El*, *Cross-eyed Dragon Troubles*, *Willing Sacrifice*, *The Price of Mercy*, and *Inner Demons* all fantasy, young adult fantasy, and urban fantasy novels, several with romantic elements. She is a member in good standing of EPIC, BroadUniverse, SASS, and Future Classics, though she has yet to make the list for Cat Slaves R Us. Another novel, *Jewel of the Gods*, is scheduled for publication in fall 2014. For free reads, sample chapters, and more info, please drop by and visit her at www.gloriaoliver.com.

Jeff Orth: I'll get back to you on that, and you may print this if I don't.

Ada Palmer's first science fiction novel is forthcoming from Tor in 2015. She is an historian of the Renaissance, Enlightenment, classical reception, book history and the history of philosophy, science and atheism. She taught at Texas A&M University, now teaches at the University of Chicago and researches in Italy, often in Florence or at the Vatican Library. She is the composer for Sassafrass, an a cappella group performing fantasy, SF and mythology-themed music, whose Viking musical play *Sundown: Whispers of Ragnarok* debuted in 2013 at Balticon and Worldcon. She researches anime/manga, especially Osamu Tezuka, and has published articles on manga and worked as a consultant for many anime and manga publishers.

She blogs for Tor and writes the philosophy & travel blog *ExUrbe.com*.

David J. Pedersen, a native of Racine, WI, resides in his home town, Kansas City, MO. He received a BA in philosophy from the University of Wisconsin. He has worked in sales, management, retail, video and film production, and IT. David has run 2 marathons, climbed several 14,000 foot mountains and marched in the Badger Marching Band. He is a geek and fanboy who enjoys carousing, picking on his wife and teenage kids, playing video games, and slowly muddling through his next Angst fantasy novel.

Lawrence Person is a science fiction writer living in Austin, Texas. His work has appeared in *Asimov's, Fantasy & Science Fiction, Analog, Jim Baen's Universe, Postscripts, Cross Plains Universe, The Mammoth Book of Extreme Science Fiction, The Mammoth Book of Extreme Fantasy, National Review, Reason, Science Fiction Eye, The New York Review of Science Fiction*, and *Rayguns Over Texas*. He is the once and future editor of *Nova Express*, and the owner of *Lame Excuse Books*. He owns an extremely large collection of SF first editions and makes a mean batch of salsa.

Jessica Reisman's stories have appeared in numerous magazines and anthologies. Her first novel, *The Z Radiant*, was published by Five Star Speculative Fiction. She finds inspiration and solace in books, movies and television, good friends, animal life, and rain. She lives in Austin, Texas with well-groomed cats. For more, see storyrain.com.

Carrie Richerson's stories have appeared in *F&SF, Amazing Stories, Realms of Fantasy*, and a number of anthologies.

Paige Roberts: By day, she wrangles data into submission and translates techno-geek to mortal. By night, she writes for joy. Fantasy and science fiction, romance and action, vampires and werewolves, and quirky little spider-kin girls with very big blades. She loves the swish of genre boundaries as they swirl and blur under her toes. She created

the Protectors universe, populated it with superheroes, and invited all her talented writer and artist friends to come play. She has fangs and knows how to use them. Find her at CaughtDreamsBooks.com, PaigeEwing.com and playing #GeekTrivia on Twitter @PaigeEwing.

Rob Rogers is the author of *Devil's Cape*, a superhero thriller set in Louisiana. *Devil's Cape* was a Pop Matters pick and a HeroPress book of the year. His short stories have also appeared in *Comets and Criminals* magazine, as well as the anthologies *The Improbable Adventures of Sherlock Holmes, Triumph Over Tragedy*, and *This Mutant Life*. Rob lives in Richardson, Texas, where he continues to write about superheroes, pirates, aliens, mad cultists, dragons, interdimensional rifts, carnival freaks, and cowboys, often in the same stories.

Josh Rountree's short fiction has been published in a variety of magazines and anthologies, including *Realms of Fantasy, Daily Science Fiction* and *Rayguns Over Texas*. His short fiction collection, *Can't Buy Me Faded Love*, is available from Wheatland Press. His first novel, *Alamo Rising*, was co-written with Lon Prater and is now available from White Cat Publications. For more info, visit www.joshrountree.com.

Patrice Sarath is the author of the fantasy series, Books of the Gordath (*Gordath Wood, Red Gold Bridge*, and *The Crow God's Girl*) and the romance *The Unexpected Miss Bennet*. She is published by Penguin and Robert Hale Ltd. Her short stories have appeared in *Weird Tales, Black Gate, Alfred Hitchcock Mystery Magazine, Realms of Fantasy*, and many others. Her short story "A Prayer for Captain La Hire" was included in Year's Best Fantasy of 2003. Her story "Pigs and Feaches," originally published in *Apex Digest*, was reprinted in 2013 in *Best Tales of the Apocalypse* by Permuted Press.

Tony Salvaggio is a writer as well as a tech artist, animator, and designer in the video games industry. He is co-creator of the manga influenced series *Psy-Comm* from Tokyopop (published internationally in at least 6 countries) and

the steampunk adventure *Clockwerx* from Humanoids Publishing. As a freelance journalist, Tony has penned the column "Calling Manga Island" for *Comicbookresources.com*, and worked on various video game and manga related writing projects. When he isn't playing with his band Deserts of Mars, he is co-hosting the *Castle of Horror* podcast, working on video game projects, and planning for his next big comic writing adventure.

Lauren Schiller works at the Cushing Memorial Library and Archives at Texas A&M University. She is a fan of science fiction and anime and has been involved with conventions as both staff and as an attendee. She also involved with the filk community as a member of the a capella group Sassafrass. Lauren recently initiated and is involved with an effort to actively add filk and filk-related materials to Cushing Library's Science Fiction Research Collection.

Rie Sheridan Rose has been writing professionally for over ten years. She has 6 novels, 1 short story collection, 2 chapbooks of collected stories, and 5 poetry collections. She also wrote lyrics for Marc Gunn's *Don't Go Drinking With Hobbits* CD. Her short stories have been published in *Reloaded: Both Barrels*, *Shifters*, *A Bubba in Time Saves None*, *Nightmare Stalkers* and *Dream Walkers*, *In the Bloodstream*, *The Grotesquerie* and many more. Her poetry appeared in *Mythic Circle*, *Dreams of Decadence*, and *Abandoned Towers* as well as *Penumbra*, *The Voices Project*, and the *Metastasis*, *Boundless*, and *Di-Verse-City* anthologies.

Adrian Simmons writes, reads, hikes, and teaches taekwondo, burden in Central Oklahoma. His fiction, essays, and interviews crowd the Internet and out-of-the-way publications. In 2009 he founded the webzine *Heroicfantasyquarterly.com*.

Willie Siros: Defending Worldcon Fan Guest of Honor

Allison Stanley inks traditionally with a nib pen, using techniques from ancient illuminated manuscripts, from gold leaf to calligraphy to microscopic detail. Her signature

black & white style is ornamental. Delicate line-work, intricate surface patterns and swirling flourishes clothe her imaginative and symbolic designs. Since 2010, Allison has explored a variety of media: she's inked on calf skin vellum and parchment; tooled, burned and manipulated leather; carved wooden frames; worked with gold, palladium and tin leaf and custom painted a GT Mustang. She is currently designing an illustrated poetry book, with her sister, Rebecca Zara Stanley, acting as writer co-producer.

John Strickland has a BA degree in anthropology and computer science. He is a member of the Board of Directors of the National Space Society, the Space Power Association, and the Protect Lake Travis Association. He serves as the chair of the NSS awards committee, is an Advocate with the Space Frontier Foundation, and an active member of other pro-space organizations.. His specific interests include access to space, re-usable spacecraft, space policy, space solar power, and planetary and space logistics base infrastructure. He contributed chapters to the 1998 edition of Dr. Peter Glaser's book: *Solar Power Satellites: an Energy System for Earth*, and to the 2005 book *Return to the Moon*, edited by Rick Tumlinson. Since 1976, he has produced articles and papers for *The Humanist*, *L5 News*, *Solar Power*, *Ad Astra*, *Space News*, *NASAWatch*, *The Space Review*, the *Journal for Space Communication* and for other local and regional publications and sites.

Bonnie Jo Stufflebeam lives in North Texas with her partner and two cats: Gimli and Don Quixote. Her fiction and poetry has appeared or is forthcoming in *Clarkesworld*, *Lightspeed*, *Strange Horizons*, and *Goblin Fruit*. She curates the Art & Words Show in Fort Worth working with ten writers and ten visual artists to put together a collaborative art show which was profiled in the March 2014 issue of *Poets & Writers*. She also holds an MFA in creative writing from the University of Southern Maine's Stonecoast program and reviews short fiction at her blog, *Short Story Review*. This is her first year of Campbell eligibility. You can visit her at @BonnieJoStuffle or bonniejostufflebeam.com.

Patrick Sullivan is a published short story author. A screenwriter who has been a finalist at the AFF and Final Draft competitions. An abuser of software. A martial artist. A fanboy who has met Harlan Ellison several times and has not been yelled at once.

Shanna Swendson earned a journalism degree from Texas but decided it was more fun to make up the people she wrote about. Her contemporary fantasy Enchanted Inc. series has been translated into multiple languages and published around the world. She's launching a new contemporary fantasy series, beginning with *A Fairy Tale*, in 2014, and a young adult alternate history fantasy *Rebel Mechanics* will be published by Farrar Straus Giroux Books for Young Readers in 2015. She's also contributed essays to a number of books on pop culture topics and spends too much time discussing television on the Internet. Visit her at shannaswendson.com.

Ariane "Tex" Thompson is a home-grown Texas success story. A relentless fantasy enthusiast proudly dual-wielding a bachelor's degree in history and a master's in literature, Tex has since channeled her interests into an epic fantasy Western series, set to kick off in July 2014 with the release of *One Night in Sixes*. In addition to writing cowboys-and-fishmen fantasy, she is active member of SFWA, Codex, and Novelocity, and currently serves as editor for the DFW Writers Conference. Find her online at www.thetexfiles.com and on Twitter as [@tex_maam](https://twitter.com/@tex_maam).

Mikal Trimm has placed stories and poetry in every lowdown market that would accept his dribble. How places like *Realms Of Fantasy*, *Ellery Queen's Mystery Magazine*, *Postscripts*, and other seemingly reputable magazines fell for his shtick is anyone's guess...

Martin Wagner is a local Austin boy who's been deeply involved in SF most of his life. Under his full name, Thomas M. Wagner, he is best known for his book review website, *SFReviews*, which he launched in the summer of 2001. In the fall of 2013, he launched *SFF180*, the site's companion YouTube channel, in which he reviews new books on video.

As Martin Wagner, he has formerly worked in comics, and now works professionally in film and television. His documentary film, *Bloody Work*, was successfully funded on Kickstarter in 2013 and is nearing completion.

Howard Waldrop was born in 1946 in Houston, MS and to Texas at age 4. He has lived in Mineral Wells, Weatherford, Fort Worth, Arlington, Grand Prairie, College Station, Austin (for 21 years,) Osos, WA (7.5 years) and Austin (again since 2003.) His work has been in all the usual places and he's killed more magazines on anthologies than you can count. His latest book is *Horse of a Different Color* (Small Beer Press) (collection) and forthcoming are *The Moone World* (Small Beer Press,) *The Search for Tom Purdue* (Subterranean) and *I, John Mandeville*.

Don Webb has written hundreds of short stories of F/SF/H. He's had over 70 stories in various Best Of lists since 1986. He teaches SF writing for UCLA Extension. He has always been proud to be told he is funny, until he found out that was an appearance-based remark.

Martha Wells is an author of many fantasy novels, including *The Cloud Roads*, *The Wizard Hunters*, *Wheel of the Infinite*, and the Nebula-nominated *The Death of the Necromancer*. She has two YA fantasies, *Emilie and the Hollow World* and *Emilie and the Sky World*. She has had stories in *Black Gate*, *Realms of Fantasy*, *Stargate Magazine*, and *Lightspeed Magazine*, and in anthologies *Elemental*, *The Year's Best Fantasy #7*, *Tales of the Emerald Serpent* and *The Other Half of the Sky*. She has media-tie-in novels, *Stargate Atlantis: Reliquary* and *Stargate Atlantis: Entanglement*, and *Star Wars: Razor's Edge*.

Known to her kids as "Indiana Mom", Dr. **Mel White** is a scientist, writer, artist, comic book creator, poet, storyteller, filker, and World of Warcraft player (not necessarily in that order.) She is a volunteer educator at two Audubon centers and works on dinosaur bones for the Perot Museum and Heard Museum. She teams up with John DeLaughter for the Secret Science Society and occasionally appears as "Dr. Minerva Grant" to unwrap her famous "cat mummy",

Ta-Miaut. In her spare time she works with 3D graphics and printing, does the occasional Warcraft machinima, and is working on a diploma in Egyptology.

Skyler White left high school in Pennsylvania to pursue ballet in Boston, but ended up with a Master's in theater history from UT. She's appeared on reality TV, worked in theater, advertising and retail, and if you can see Career Path in that tangle, you have a better eye for pattern than she does. Her debut novel, *and Falling, Fly* was named one of the top sci-fi/fantasy books of 2010 by *Library Journal*, *Barnes & Noble's Sci-Fi Blog*, and *Dear Author*. Her follow-up, *In Dreams Begin*, was accorded the same honor by Fantasy Literature. *The Incrementalists*, co-written with Steven Brust, was one Publisher's Weekly Top 10 Sci-Fi/Fantasy titles for Fall 2013.

Richard Whittaker is a staff writer with the *Austin Chronicle* and has been described by his bosses as a "utility infielder/outfielder." However, being the *Chronicle's* token Englishman, he has no idea what that means but presumes it's a basety-ball thing. In seven years at the Chron, Richard has covered everything from education policy to women's roller derby, but stays up latest and longest writing about genre film, from independent international sci-fi to major studio releases. Aside from interviewing industry icons, including Bruce Campbell, Joe Lansdale, and Neal Barrett Jr., and rising stars including director Nacho Vigalondo, he writes a weekly horror/sci-fi/genre DVD column, DVDanger. He's also the US writer for *Hub Magazine*, a UK-based weekly sci-fi, fantasy and horror online publication, and has been a guest host on the p|review podcast for *p-review.net* and Digital Noise for *oneofus.net*.

Troyce Wilson studied medieval history at Texas A&M, where he now works in IT. He first attended Aggiecon in 1978 and was later an officer for 3 years. He is married to Nebula-nominated author Martha Wells, who quite properly ignores all his story suggestions. A polymath who hates math, his hobbies include medieval swordplay, both astronomy and astrology, Tolkien, Arthurian history/mythology, computers, all medievalism in general, antique

firearms, and TV trivia. He wants to be Errol Flynn if he ever grows up.

Barbara Ann Wright writes fantasy and science fiction novels and short stories when not adding to her enormous pen collection or ranting on her blog at *barbaraannwright.com*. Her fiction has appeared twice in *Crossed Genres Magazine* and once made Tangent Online's recommended reading list. Her first novel, *The Pyramid Waltz*, was one of Tor's Reviewer's Choice books of 2012, was a Foreword Review Book of the Year Award Finalist, a Goldie finalist, and won the 2013 Rainbow Award for Best Lesbian Fantasy. The sequels, *For Want of a Fiend* and *A Kingdom Lost*, are available now, and the final book in the series, *The Fiend Queen*, will be released next January.

Ben Yalow has been to about 800 cons, and worked on about a third of them, at levels ranging from gofer to Worldcon division head. He's also edited four books for NESFA Press.

D.L. Young is a Texas-based speculative fiction writer and founder of the Houston Science Fiction & Fantasy Writers Workshop. His stories are often set in dystopian futures with overlapping Latin and Anglo cultures, where advanced technologies amplify both the best and worst aspects of human nature (but never at the same time... that would just be weird). He's an English soccer fan and a cigar lover. You can visit his website at www.dlyoungfiction.com.

Scott Zrubek is usually behind the scenes of conventions, working on Art Shows. This year is his 10th ArmadilloCon Art Show, and he hasn't recovered from the LoneStarCon 3 Art Show. He has also run the Art Show and Security for various World Fantasy Conventions and Worldcons. You can find his artwork in the Art Show: pens, wands and chainmaille jewelry. He also runs the website *Zelazny & Amber* (roger-zelazny.com). Scott edited *Manna from Heaven*, a collection of harder-to-find Zelazny stories. He has one of the most extensive collections of Roger's works in the world. In the real world, he writes software, studies aikido, and bakes bread.

In Memoriam

This year, we have had three great losses to Texas fandom: Aaron Allston, Neal Barrett, Jr. and Jay Lake. All three hit us hard. Aaron's death of a sudden heart attack took everyone by surprise. Neal lived a long, full life, but his death hurt us nonetheless. Jay's death was expected and was a source of relief considering the pain he was in, but still left a raw hole in our hearts.

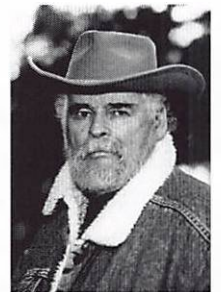
Aaron Allston

Aaron Allston was born in Corsicana, Texas, in 1960 and began writing at the age of 11; his first short story was written at 14 and his first novel at 16. He moved to Austin, Texas, to study journalism at the University of Texas while writing on the side. He worked for Steve Jackson Games before becoming a freelance, full-time game designer in 1983. His first novel—*Web of Danger*—was published in 1988, and he gradually moved from game design to full-time fiction writing. While at VisionCon convention in Springfield, Missouri, on February 27, 2014 Allston collapsed from what appeared to be heart failure. He passed away later that day at age 53. Unmarried, he lived in Round Rock, Texas, with four housemates, four cats, and a dog.



Neal Barrett, Jr.

Barrett was born Nov. 3, 1929, in San Antonio and grew up in Oklahoma City. Barrett wrote crime, young adult novels and non-fiction, but was best known as a science fiction and fantasy writer. His first published science fiction story, "To Tell the Truth," appeared in *Galaxy* magazine in 1960. His 1988 story "Stairs" was a Theodore Sturgeon Memorial Award finalist, and his 1988 piece "Ginny Sweethips' Flying Circus" was nominated for both the 1988 Nebula Award and 1989 Hugo Award, both for best novelette. His 1999 literary fantasy *Interstate Dreams* won the Texas Institute of Letters award; Barrett was inducted into the organization that year. Barrett is also remembered for the novel *The Hereafter Gang* (1991), a postmortem tale of a Dallas public relations man who explores his past after his death. In 2010, Barrett was named author emeritus by the Science Fiction & Fantasy Writers of America. Neal died on January 12, 2014, and is survived by his loving wife of 40 years, Ruth B. Barrett.



Jay Lake

Jay was born Joseph Edward Lake, Jr. on June 6, 1964, in Taipei, Taiwan to Sarah Ann Bryant and Joseph Edward Lake, Sr. He graduated from the Plan II Honors Program at the University of Texas Austin in 1986. In 2001 Jay made his publishing debut on the science fiction and fantasy scene. One of the most prolific writers in the genre, he has seen more than 300 short stories and 10 novels published with more in the works. He was a first-place quarter-finalist in the Writers of the Future contest in 2003 and went on to receive the John W. Campbell award for Best New Writer in 2004. His work has been nominated for several awards, including Hugo, Nebula, Sturgeon and Sidewise Awards. In 2008, Jay was diagnosed with colon cancer. Jay Lake died at 5:45 a.m. Sunday, June 1, 2014, after a six year, hard-fought battle with his disease.



A New Degree in Fandom



Guest of Honor
Eric Flint

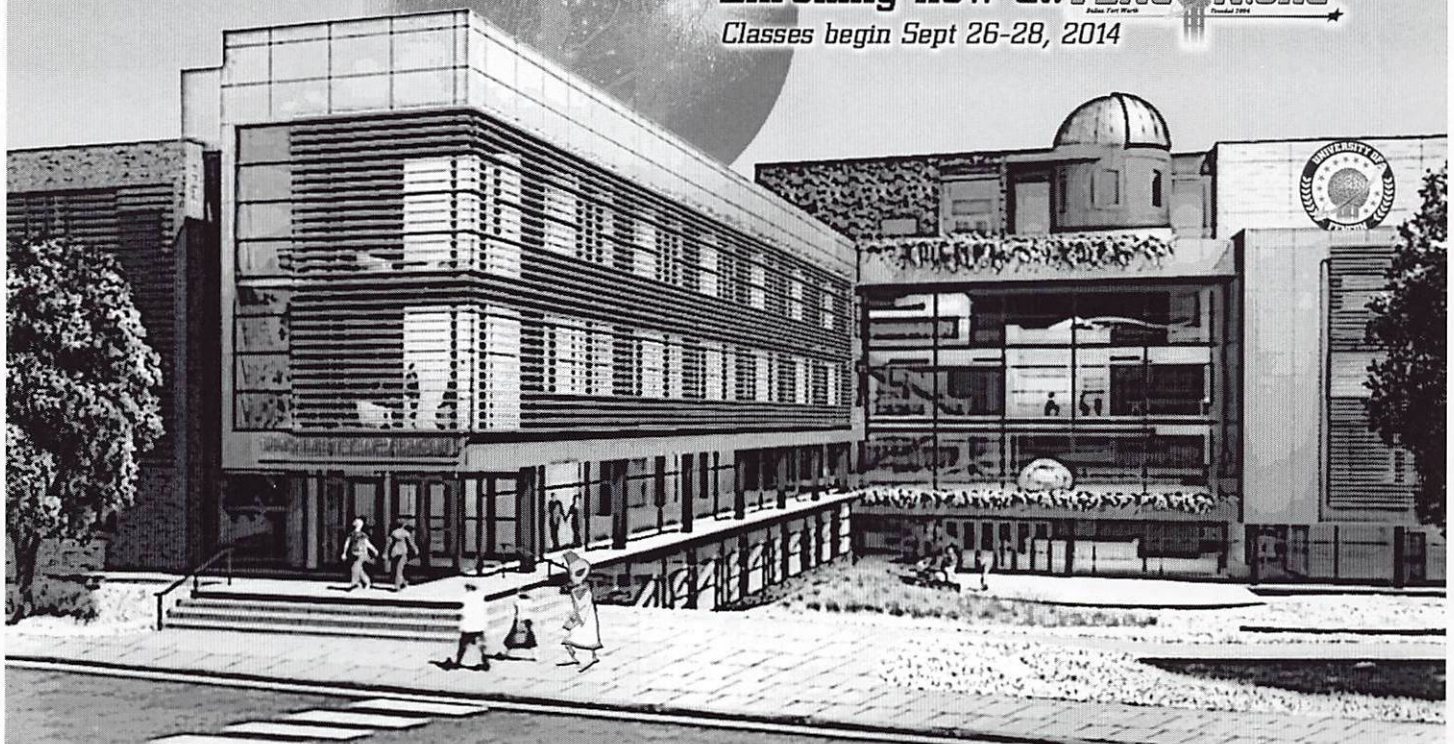
Music GoH **Ookla the Mok** Artist GoH **Rick Sternbach**

Fen GoH **Geri Sullivan** Science GoH **J Storrs Hall**

Toastmaster **Timothy Zahn** Special Artist Guest **R. Cat Conrad**

Special Workshop Guest **Carrie Vaughn** Special Gaming Guest **Steve Jackson**

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