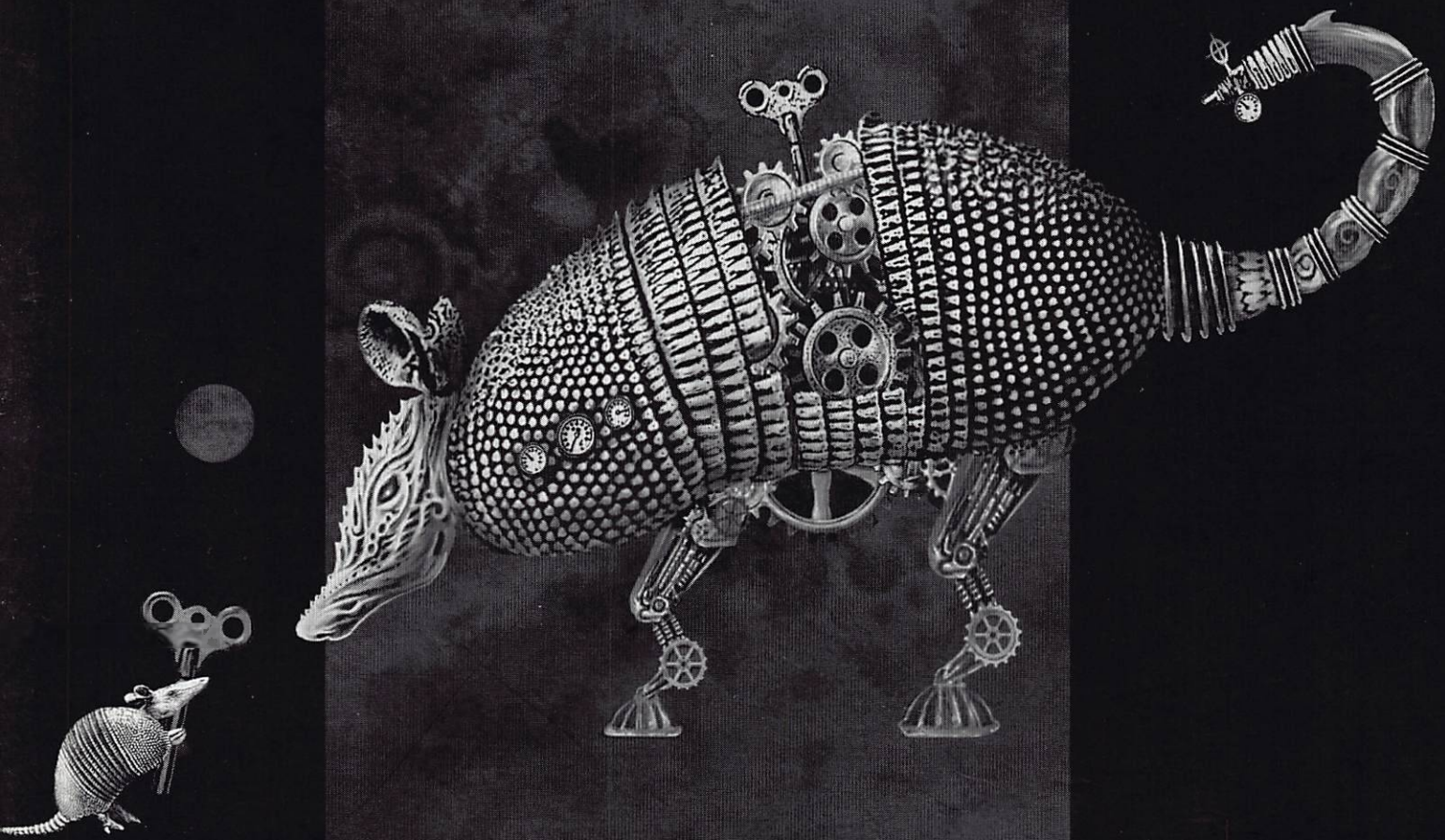


ARMADILLOCON

37

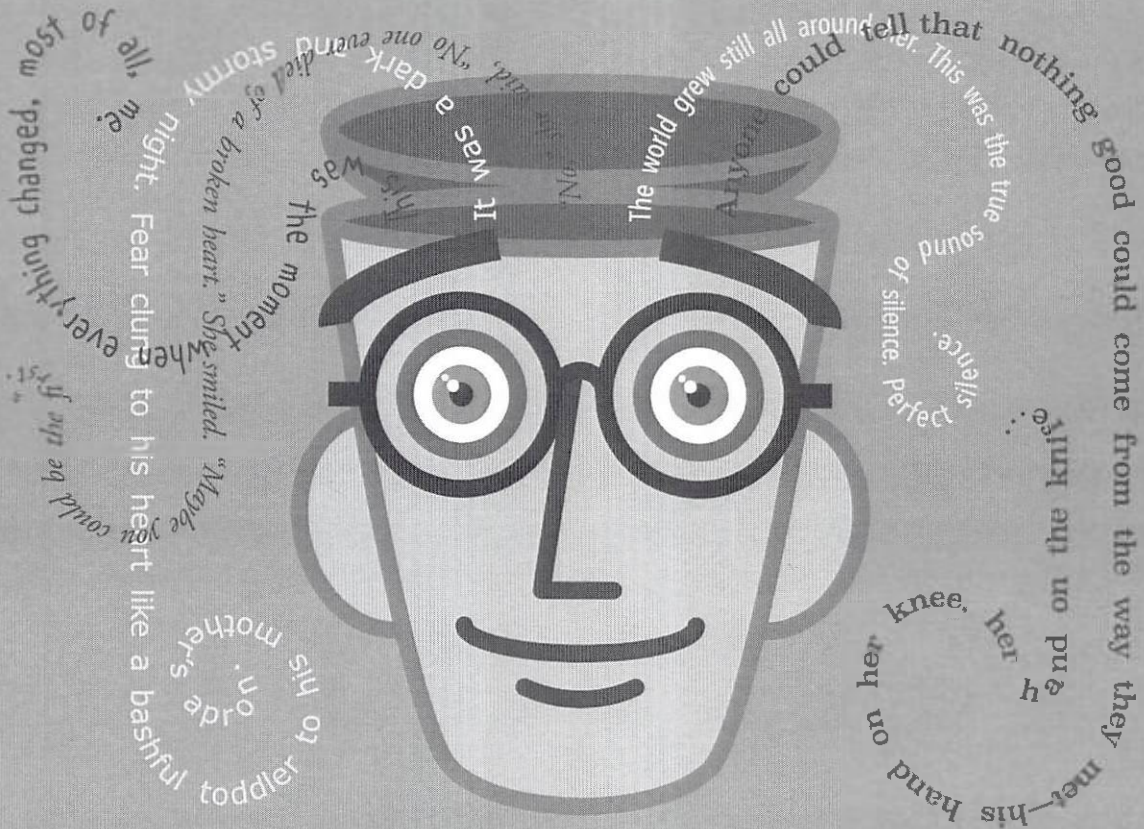


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ARMADILLOCON 37

Guest of Honor **Ken Liu**

Artist Guest **Rocky Kelley**

Fan Guest **John DeNardo**

Editor Guest **L. Timmel Duchamp**

Toastmaster **Stina Leicht**

Special Guest **James Morrow**

ArmadilloCon 37 Committee

Chair: Jennifer Juday & Charles Siros
Art Show & Auction: Scott Zrubek
Dealers' Room: Jonathan Miles
Gaming: Eric & Ian Hollas
Hospitality Suite: Melissa Tolliver
Hospitality Assistants: Tolliver Clan, Shirley Sanchez,
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Holt & Cameron Stewart
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Writers' Workshop: Marshall Ryan Maresca
Writers' Workshop Assistants: Rebecca Schwarz &
Melissa Tyler

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Program Book Contributors

Artists: Scott Cooper (p. 27), Rocky Kelley (p. 1, 3, 11, 15, 19), Allen Koszowski (p. 39), Sherlock (p. 22), Brandy Stark (p. 41), Maria Williams (p. 3, 8)
Writers: F. Brett Cox (p. 20), Patrick Hester (p. 17), Eric Hollas (p. 6, 12), Jennifer Juday (p. 4, 14), Marshall Ryan Maresca (p. 18), Nancy J. Moore (p. 16), Raven Sexton (p. 15), Scott Zrubek (p. 10)

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Convention Hotel

Omni Southpark Hotel



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*Welcome to ArmadilloCon***Greetings from the Chair!**

Welcome to ArmadilloCon 37! We have a fantastic guest lineup this year, and we hope you enjoy the convention!

Guest of Honor **Ken Liu** has been dazzling short fiction readers for more than ten years. Did you catch his story in *Writers of the Future* back in 2003? It was the year the cover had a sailing ship in the sky. Other authors in *WOTF* that year were Jay Lake and Myke Cole. We are delighted Ken accepted our invitation and that his first novel is out, and we look forward to enjoying more of his writing for years to come.

James Morrow is this year's Special Guest. His novels have been highlighted many times in the ArmadilloCon "Books You Should Have Read This Year" panel discussions. If you have not read all of his novels (and there are many to choose from), be sure to head to the Dealers' Room to fill in some of the gaps.

We also invite you to join us in extending a warm Texas welcome to our Editor Guest, **L. Timmel Duchamp**. As an editor at Aqueduct Press, she has been part of a team bringing challenging, feminist SF to readers since 2004. Duchamp's own fiction comes recommended by the likes of Cory Doctorow and Samuel Delaney. She is a thoughtful critic whose thinking can expand your experience of reading and whose scholarship can teach you a great deal about the history of women writers speculating about alternate possibilities.

Artist Guest **Rocky Kelley** is truly a gentleman. We could not be more grateful and delighted to feature his gorgeous work on the badge you are wearing and on the cover of this book. Be sure to head over to the Art Show to see what else he might have for you to admire!

We are ridiculously pleased to have **Stina Leicht** as Toastmaster this year. Stina has been a huge contributor to ArmadilloCons past as a programming participant and as the person who ran the Writers' Workshop for a number of years. Her brand new novel, *Cold Iron*, is getting great reviews. Stina brings intelligence, humor and passion to whatever she is doing, and we are thrilled to see her writing career being such a success.

Finally, we offer a big thanks to Fan Guest **John DeNardo**, whose work at SF Signal does so much to connect fans with great SF. John is very generous with his time, and a fun guy. Oh, and if you see him, offer him a bagel, if you have one handy.

This convention is the work of a mighty team of fans who have as a group worked late nights, early mornings, weekends, lunch hours, and yes, even taken vacation days to make all of this happen. Please take a moment to look at the list of names of the committee members. If you see one of them, take a moment to thank them. Each of them has done more than you know to make this the best possible ArmadilloCon, and they have generated an incredible amount of fun while doing it.

We hope you enjoy yourselves at ArmadilloCon 37. We have enjoyed bringing it to you!

Jennifer Juday
Charles Siros

Co-Chair ArmadilloCon 37
Co-Chair ArmadilloCon 37



Con Rules

1. Your badge is the property of the Fandom Association of Central Texas, Inc., the sponsors of ArmadilloCon 37. It may be repossessed at any time, so be good. You must be wearing your badge to participate in all ArmadilloCon 37 events, and to gain access to the Dealers' Room and Art Show. If you lose your badge, please notify the registration desk. There is a replacement fee of \$5 per lost badge.

2. Weapons are strictly prohibited at ArmadilloCon 37. Weapons purchased in the Dealers' Room must be secured in public spaces. Failure to comply with this rule will result in the immediate revocation without a refund of your membership.

3. Please be respectful of all ArmadilloCon 37 guests, program participants, members and other hotel guests. This includes limiting noise on the nonparty floors of the hotel, particularly late at night. We reserve the right to revoke a membership, with no refund, of anyone who breaks this rule.

4. ArmadilloCon 37 is here for the enjoyment of all participants. ArmadilloCon 37 is dedicated to providing a harassment-free conference experience for everyone, regardless of gender, sexual orientation, disability, physical appearance, body size, race, age or religion. We do not tolerate harassment of conference participants in any form. Harassment includes offensive verbal comments related to gender, sexual orientation, disability, physical appearance, body size, race, age, religion, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of talks or other events, inappropriate physical contact, and unwelcome sexual attention.

If you believe that you are being harassed, by another person at ArmadilloCon 37, we recommend that you tell the person in a clear and unambiguous manner that their conduct is unwelcome and that you want it to stop. If the conduct does not cease after you have warned the offending person to stop, you should visit the Registration Desk and ask to speak to the Chair. Participants asked to stop any harassing behavior are expected to comply immediately. We reserve the right to revoke the membership, with no refund, of anyone who breaks this rule.

5. Please do enjoy yourself.

Writers' Workshop

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

Ken Liu	Derek Johnson
L. Timmel Duchamp	Rebecca Schwarz
Stina Leicht	Martin Wagner
Marshall Ryan Maresca	Martha Wells
James Morrow	Skyler White
Steven Brust	Rebecca Schwartz (Staff)
Katherine Catmull	Melissa Tyler (Staff)

More About Our Con

Charity Auction

Our charity benefit organization for ArmadilloCon 37 is **The Literacy Coalition of Central Texas**. This non-profit strengthens literacy education providers through advocacy, research, training and resource development that strives to create a 100% literate central Texas community with employable and engaged people. They support a network of **over 70 organizations** providing literacy services, including **English as a second language, GED** preparation, family literacy, health literacy, workforce literacy and digital literacy within the five county region of Central Texas.



Let's all pitch in at our Charity Auction on Saturday and support their mission statement which follows:

Reach

We reach out to the community with resources. Raising awareness and involvement in addressing literacy needs by calling the community to action and connecting individuals with opportunities to give. We connect community members wishing to make philanthropic investments, policy makers and elected officials, and those with time/talents to volunteer directly to our literacy programs.

We reach out to families in the Austin area who struggle with limited literacy. A toll-free Literacy Referral Line connects people with local programs to meet their need. We continually conduct outreach to low-literate populations in our community to help them understand and enroll in the available services.

Teach

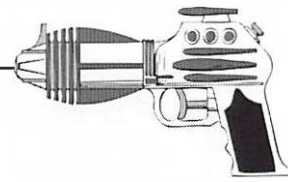
We teach literacy instructors through quality, evidence-based training in English as a second language, Adult Basic Education and health literacy instruction. We provide continuing education trainings, classroom resources and peer consultation opportunities to improve the quality and quantity of available Central Texas services.

We teach community stakeholders about changing literacy conditions and community needs by conducting community presentations, participating in community planning efforts, and conducting public awareness campaigns.

Unite

We unite literacy programs and the broad community service network, to build a seamless system of literacy services for learners at various levels and for various populations.

We unite literacy programs to spark collaboration, shared learning, shared resources, and client referrals at our quarterly Council meetings.



Board and Card Gaming

ArmadilloCon is a time to relax, meet new people and ideas, and play games. In our first gaming room, we will be hosting several tables filled with board and card games. These are not the run-of-the-mill Monopoly and Texas Hold-Em. These games were designed for the thinking gamer from as close as Austin to as far as Germany. Gamemasters will be on hand to introduce you to a wider world of gaming.

Board and Card Gaming Schedule:

Friday	4 PM–8 PM	<i>7 Wonders, Dominion, Fluxx, Munchkin Zombies, Zombie Dice</i>
	8 PM–12PM	<i>Puerto Rico and Power Grid</i>
Saturday	10 AM–1 PM	<i>Smallworld and Outpost</i>
	2 PM–6 PM	<i>Dungeon Lords and Munchkin Quest</i>
	6 PM–8 PM	<i>Ticket to Ride and Settlers of Catan</i>
	8 PM–12 PM	<i>Battlestar Galactica, Munchkin, Empire Builder and Merchant of Venus</i>
Sunday	10 AM–4 PM	Card games

Children, with their parents, may enjoy games like *Crows, Connect 4, Gobblet, Max or The Secret Door*.

As always, this is an open gaming room. Even through we are featuring games and demos at certain times, those aren't the only games available to play at those times. Also, those games can be played at other times.

Social Gaming

Report to the USS Artemis, the spaceship bridge simulator located in the second gaming room.

Do you fancy yourself a science officer? Does your blood burn green? Would you like to drive a ship or launch torpedoes at enemy targets? Perhaps Helmsman or Weapons officer fits your fancy. Then again, we have allies in this fight. We will need a communication officer to rally the troops. Perhaps you would rather get your hands dirty and turn the engines up to eleven. In that case, sign up for Engineering. While each of the officers will get a computer station to execute their duties, the Captain will command from his or her captain's chair.

Join us in 20 minute sieges where you will be taught how to be a valuable crew member. Seasoned players can crew for longer tours. At the end of each day, we will play an unlimited game.



Reserve space at <https://www.timecenter.com/ac37>

Gaming Rules

No smoking will be allowed in the Gaming rooms. Please take care with any food or drink items.

Age: Open Gaming and tournament play is open to all ages. RPGs are open to ages 14 and up unless the Gaming Coordinator(s) give specific permission.

Equipment: Equipment will be provided by the Staff. Games may be brought in for Open Gaming.

Damage: 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(s) will be in charge of facilitating any disputes.

Stealing: If anyone is found stealing, we will call the police and we will prosecute.

Noise: Please remember to have fun, but respect others with your noise level. Role-playing games will be played near other games, and those games should be courteous to their fellow gamers. The Gaming Coordinator(s) have the right to ask anyone to be quiet at any time.

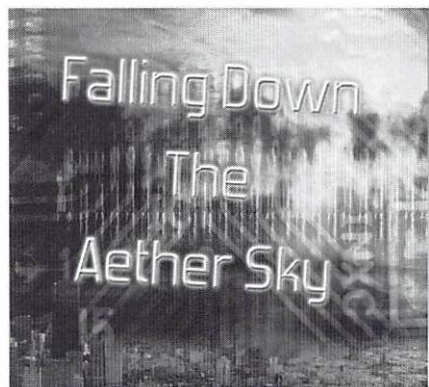
DM: The DM's decision is final. Arguing past the point of the DM saying "because I said so" will usually result in something terribly undesirable. Anyone caught peeking at the DM's notes will usually find themselves facing a large, angry, many-HD creature that will usually be immune to your primary weapon/spell/etc. Don't force a combat/plot rewrite—you will most likely regret it.

PLEASE BATHE EVERY MORNING.

General: 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 people's personal space. Don't continue to argue/whine/pout/etc. after you've lost an argument. Ask before taking something. Do not speak for another character unless you have their character sheet. The Gaming Coordinator(s) will have the final word on any game rules or disputes over the rules. **Remember... it's only a game.**

The Gaming Coordinator(s) have 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, NO hysterics or fits of any kind, and especially NO yelling at the Gaming Staff. All you will end up doing is annoying us. If you do not understand any of these rules, please ask.



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FENCON XII

Dallas/Fort Worth  *September 25-27, 2015*

“It’s about time...”

Guest of Honor
S.M. Stirling

Music Guest of Honor
Tricky Pixie

Artist Guest of Honor
Mitchell Bentley

Fen Guest of Honor and Toastmaster
Tadao Tomomatsu

Science Guest of Honor
Dr. Penny Boston

Special Workshop Guest
Jaye Wells

Special Gaming Guest
Rick Loomis

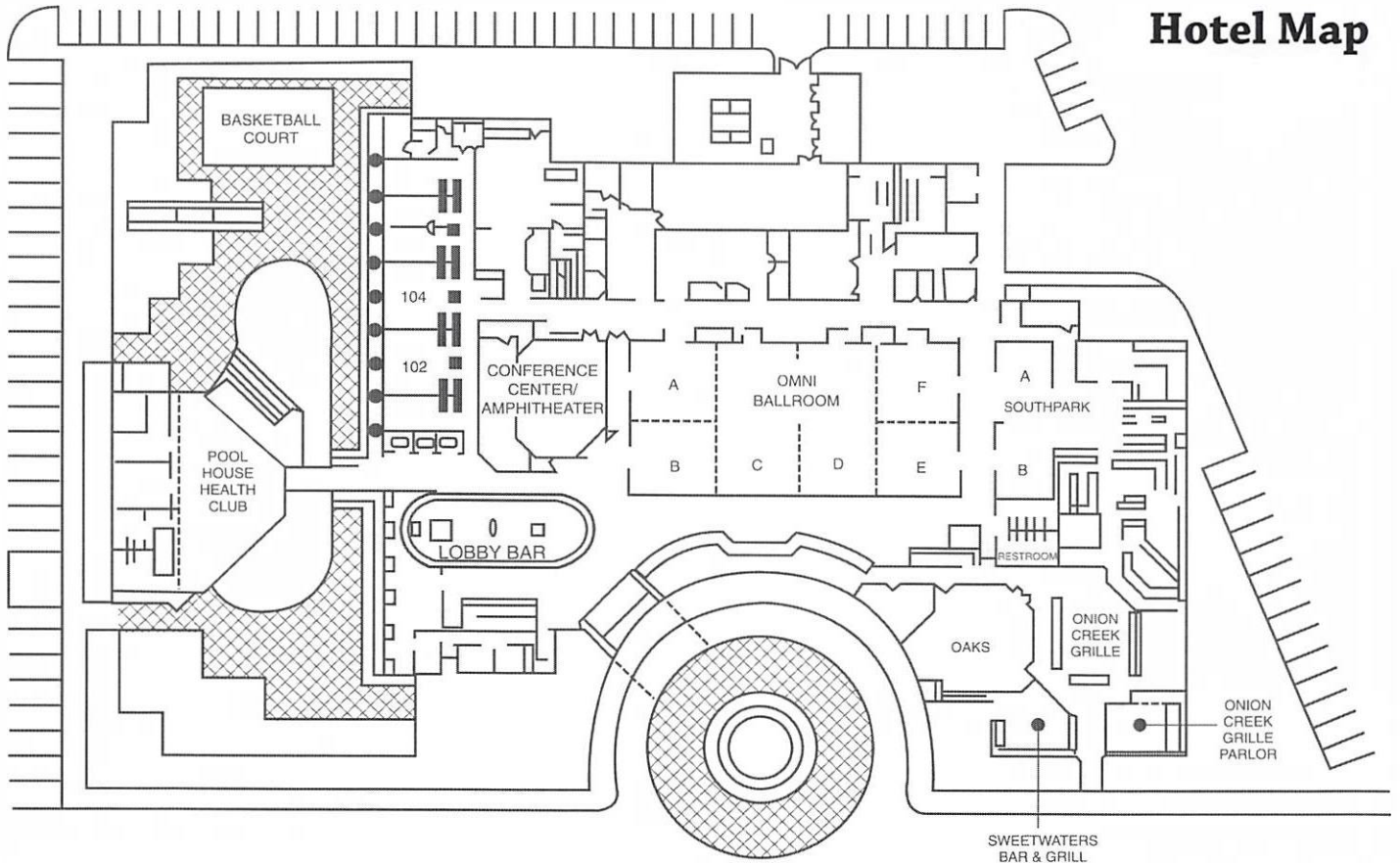
September 25-27, 2015
The Westin DFW in Irving

*To buy your membership, book your hotel room,
and stay up-to-date with our Newsletter, please visit:*

FENCON.ORG

Where to Find Stuff

Hotel Map



Locations and Hours

What	Location	Friday	Saturday	Sunday
Art Show	Oaks	Noon-6PM, 7:30PM-9:30PM	10AM-6PM, 8PM-9PM	10AM-Noon
Dealers' Room	Ballroom A, B and C	4PM-7PM	10AM-6PM	10AM-4PM
Gaming	102 and 104	4PM-Midnight	10AM-Midnight	10AM-4PM
Hospitality Suite	14th Floor Suite 1404	Noon-Midnight	8AM-Midnight	8AM-4PM
Programming	Conference Center, Ballroom D, E, and F and Southpark Room A and B	4PM-11PM	10AM-11PM	10AM-4PM
Registration	Lobby in front of Ballroom	2PM-7PM	9AM-4PM	10AM-Noon
Writers' Workshop	Conference Center	9AM-4:30PM	-	-

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Questions?
info.2016@apollocon.org

ApolloCon
P.O. Box 541822
Houston, TX. 77254

*Art Show***Art Show Rules**

No food, drink, smoking, or picture taking (except by the media) will be allowed in the Art Show room. Please place all bags and boxes by the Art Show Table when you enter.

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. This includes accidents.

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 give them the respect they deserve.

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.

Bid Sheets: All art work entered will have affixed to it, in the form of a bid sheet, the following information: 1) Piece Number 2) Artist 3) Title 4) Medium 5) Original or Print Number 6) Minimum bid or Not for Sale (NFS) and 7) Quick Sale price.

Quick Sale Price: Any item with no bids may be purchased at the Quick Sale price. As soon as one (1) bid is made, it can no longer be purchased at the Quick Sale price. Once an item has been Quick Sold, the bid sheet will be stamped "Quick Sold."

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." Please do not write additional bids once an item has received three (3) bids. Bidding will start with the third bid. Any items with no bids after the auction may be purchased at the Quick Sale price.

Pick-Up: Attendees must pay for all art on which they have the winning bid by 12:00 pm on Sunday. Failure to do so will result in legal action. Items with two (2) or fewer bids may be picked up on Sunday.

Payment: We accept cash, credit card and check. Art which has been Quick Sold can be paid for at anytime during the show. We ask that you do not pick up quick sold art until after 5:00 PM on Saturday so that all art may be considered for awards. There will be no refunds.

All decisions are FINAL. That means NO bribing, NO groveling, NO whining, NO screaming, NO threats, NO hysterics or fits of any kind, and especially NO yelling at the Art Show Staff. All you will end up doing is annoying us. If you do not understand any of these rules, please come ask. We do not want you to lose out on some art because something was confusing.

Artists

Rocky Kelley	Michelle Parker
Kimm Antell	Ruth Peterson
Nancy Cagle	John Picacio
Peri Charlifu	April Robinson
Alan Clark	Mark Roland
Sarah Clemens	Ralph Ryan
Scott Cooper	Maia Sanders
Daniel Cortopassi	Katherine Sanger
Charlene Taylor Dalessio	Sherlock
Loren Damewood	John Sies
Sara Felix	Victoria Shipman
Sandra Hardy	Brandy Stark
Jennifer Husmo	Maria J William
Betsy Mott	Lubov Yegudin

A Nu-Phan's Guide to the Art Show*by Scott Zrubek*

So, you've never been inside a convention Art Show. They can be overwhelming experiences at first, but soon you'll relish just crossing the threshold of one.

As you approach the hallowed doors leading into the museum-like environment, you find open doors and a welcoming light. You walk in and find yourself faced with an array of art and a small table behind which you spot a forlorn and exhausted individual surrounded by a mass of papers and other paraphernalia.

One of the items on the table is a register of all bidders at the convention. In order to bid, you need a bidder number. In order to get a bidder number, you need to fill out a line in the bidder registry. It requires just a few bits of information: name, address, phone, email and driver's license number. This information is needed in order to contact you if you've won an item through either the silent or live auction and you don't pick it up.

After filling in the registry, you've now got a bidder number attached to your name, perhaps even a little piece of paper with that number on it. Remember that number. Love that number. Commit it to memory. You'll be using it for all of your transactions in the Art Show.

Now it's time to wander the aisles of the Art Show, examining the work of the artists you find there. Some of the art may be available to be handled, while other items are best just being admired. Some of the art is a bit more risqué than you expected and might be inappropriate for unaccompanied children.

But wait! What's this? You've stumbled across a piece of art that goes just perfectly with your pink SnarfBlaster and you must have it! What do you do now?

As you look around the piece of art, examining every minor

embellishment, you see a small rectangular piece of paper. On that piece of paper it says "Bid Sheet". Whether it is written in your native tongue is a question left for sages.

On this bid sheet, you will find numerous pieces of information. One is the title of the piece. This one happens to be entitled "Pink SnarfBlaster Accompaniment #1." Also on the bid sheet will be a number of monetary values and some lines waiting for stuff to be written.

One of the monetary values will be "Minimum Bid." This is the lowest amount of money that the artist is willing to accept for this piece of art. The minimum bid for "Pink SnarfBlaster Accompaniment #1" is \$5.

Another monetary value may be a "Quick Sale" value. This is a value that the artist has decided is the amount that they really want to have for their piece. The Quick Sale price for "Pink SnarfBlaster Accompaniment #1" is \$54.

Some art shows have yet a third value: Sunday or After Auction. This is a value that the artist has decided is the amount they are willing to accept so they don't have to take it back home. The Sunday price for "Pink SnarfBlaster Accompaniment #1" is \$35.

You've decided that your budget for the weekend allows you to spend up to \$100 on artwork at the convention but, after perusing the rest of the Art Show, you've decided that you might commit all of the money to "Pink SnarfBlaster Accompaniment #1." However, being the savvy soul that you are, you don't want to spend that much if you don't have to. You're going to try to get the piece for \$5, the minimum bid.

So, looking at the bid sheet some more, you see that it has a spot for a name, a bidder number and a bid. Aha! This must be how you record your desire to purchase this piece. You reach into your pocket and pull out a pen. As your pen approaches the bid sheet, you notice that someone else has already written a bid on there. Jack Spratt, your old high school nemesis, appears to have bid \$30 on the piece.

Since the bid is already \$30, you can't bid just \$5, the minimum bid. The next bid on the piece must be higher than \$30. You can't bid \$30.01 or \$30.67, but you can bid \$31.

You consider your options. You contemplate bidding the Quick Sale price, \$54, and walking off with the piece right then and there. That, unfortunately, is not allowed. Once a piece has a bid on it, neither the Quick Sale nor the Sunday price allows you to take the piece home immediately. If there had been no bids on the item, you could have done just that.

So, you've decided to outbid Jack Spratt and write a bid of \$35 on the bid sheet. You also write down your name and your bidder number in the space provided.

Referring to the rules for the Art Show that you were provided in your program book, or in a handout from the Art Show staff, you know that if a piece receives 3 bids or more, it will go to the Live Auction. "Pink SnarfBlaster Accompaniment #1" now has two bids on it. One more bid and it will go to the Live Auction.

You've got several panels to go visit, so you wander through the rest of the convention. You know that the silent bidding portion of

the art show ends at 5 p.m. Saturday, so you've got several hours to go.

Time passes.....

You come back into the art show at 5:55 p.m. and wander back to check on bidding on "Pink SnarfBlaster Accompaniment #1". You discover that several more bids are on the piece, with the current bid at \$76, by Jack Spratt. Since there are more bids than required for a piece to go to the live auction, the art show staff have marked the piece as going to auction. The auction happens at 7 p.m., so you've got time to get some dinner and then try to win "Pink SnarfBlaster Accompaniment #1" at the live auction.

It's time for the live auction, and there are a number of pieces that have made it to the auction, but none as beautiful as "Pink SnarfBlaster Accompaniment #1." The auctioneer is doing a good job of generating interest in each piece, something you hope he doesn't do when PSA #1 comes up. And then the auctioneer holds up PSA #1 and you remember how beautiful it is. The auctioneer asks for a bid of \$80 and you hold up your hand to bid that amount. You see Jack Spratt, off in a corner, cringe. Jack raises his hand to bid \$85.

This time, you cringe. You've got \$15 left in your budget. What to do? You make a bold move, bidding \$100 and hoping that you scare off Jack. After the auctioneer acknowledges your bid, you look over at Jack. He's crestfallen. It appears you've beaten him.

The auctioneer calls out "going one, going twice, sold for \$100", and you rejoice.

You relax through the rest of the auction knowing, for a certainty, that you got the best piece in the show.

All you have left to do is to pay for your treasure.

You're no longer a nu-Phan.



© Rocky Kelley

*Dining Guide***ArmadilloCon Dining Guide***By Eric Hollas*

We have surveyed the nearby lands and found some old and new favorites for you to enjoy. To help you find your destination quickly, we have sorted the list into categories. Most of the restaurants are within five minutes drive. Bon appétit!

The Restaurant Guide**In the Hotel**

Lobby Lounge (\$) Specialty cocktails open daily

Morsel's Coffee Shop (\$\$)

Onion Creek Grille (\$\$\$) Breakfast, lunch and dinner.

ConSuite (14th Floor) Conversations and ConFood™.

Bar and Grille

[4] Bender Bar & Grill

[25] Logan's Roadhouse

[22] Texas Land and Cattle Steak House

[28] Trudy's South

[23] Umi Sushi Bar & Grill

[2] Opal Divine's

Sandwiches

[19] Jimmy John's Gourmet Sandwiches

[10] Subway

[3] Thundercloud Subs

Regional Flavor

[17] Asia Chinese and Vietnamese

[14] Bill Miller Bar-B-Q

[0] Don's Bar-B-Q

[10] Hea Cafe - Pan Asian Kitchen

[18] Hill's Cafe and Live Music

[5] P. Terry's Burgers

[9] Taqueria Chapala

[15] Tekila's Mexican Food

Food Trucks

[1] El Paisa

[6] El Borrego De Oro

National Standards

[16] Burger King

[13] Chick-Fil-A

[27] Chilli's

[28] Chipotle Mexican Grill

[24] Krispy Kream

[7] McDonald's

[21] Pizza Hut and Wings

[26] Romano's Macaroni Grill

[12] Starbuck's

[8] Wendy's

Worth Driving a Ways

* Local independent restaurant

+ Voted best in Austin Chronicle 2014 Reader's Poll

* **Conans Pizza** (2018 W. Stassney, 512-441-6754, \$) Excellent deep-dish pizza. The whole-wheat crust is great. Conan pictures are an amusing bonus.

* **Dos Batos** (2525 W. Anderson Lane Ste 175, 512-452-001, \$) Wood fired steak or portabello tacos, tortas, taquitos, and savory charro bean soup.

+ **Hopdoddy's** (1400 S. Congress, 512-243-7505, \$\$\$) Custom built burgers that moves faster than it should. Choose from beef, lamb, bison, chicken, turkey, veggie or tuna.

* + **Kerbey Lane Cafe** (3003 S. Lamar, 512-445-4451, \$\$) Voted best late night dining. Their seasonal menu, full bar and excellent wait staff are hard to beat.

* **Korea House Restaurant & Sushi Bar** (2700 W Anderson Ln Ste 501, 512-458-2477, \$\$) Sushi, sashimi, bulgogi, combo boxes. Korean BBQ is fun but not their best. Entrees come with small dishes of kimchi and pickled vegetables.

* **Madam Mam's** (2500 Guadalupe St, 512-472-8306, \$\$) Thai Spring rolls, green curry, Tom Yum soup.

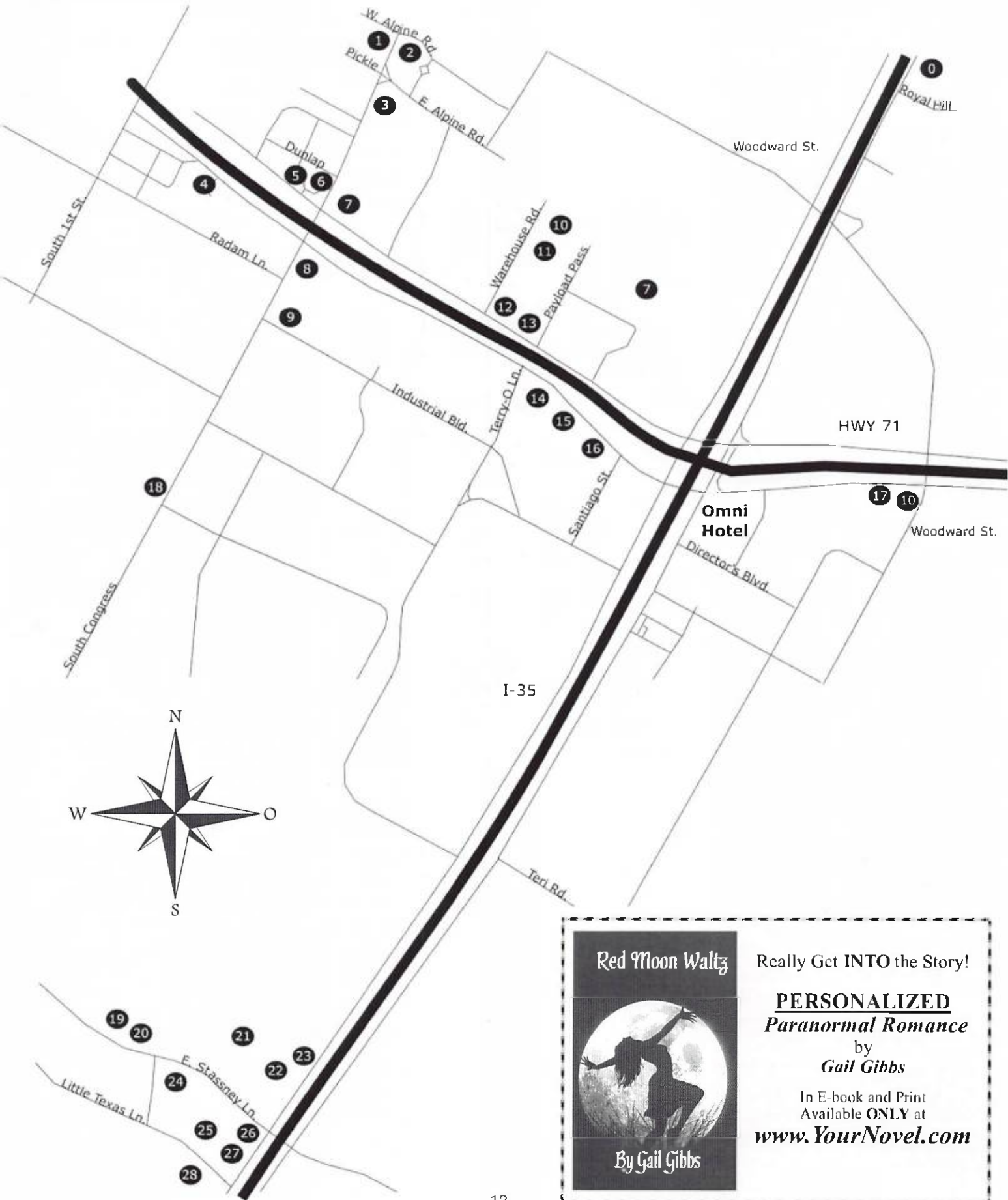
* **Maudie's** (1212 S. Lamar, 512-440-8088, \$) Classic Austin Tex Mex. Margaritas, queso, carnitas, fajitas, vegetarian options.

* **Mighty Fine Burgers and Shakes** (5601 Brodie Lane, 512-735-2800, \$\$) Fresh hand made burgers and fries made with all the fixin's. Gluten free options make this a hit with my son.


* + **East Side King** (2310 S. Lamar #101, 512-383-8382, \$) Rated the best food truck. This location serves a fusion of Korean and Mexican dishes. Try the Ebi Ebi Taco or Liberty Rice.

Shipley Do-Nuts (10401 Anderson Mill Rd Ste 100, 512-219-9170, \$) 5AM - 2 PM. Texas chain. Yeast do-nuts, filled do-nuts, cake do-nuts, do-nut holes, apple fritters, kolaches. Chocoholics, check out the Devil Food Do-nut.

* + **Torchy's Tacos** (2809 South 1st St., 512-444-0300, \$) Good breakfast tacos and migas. Later in the day, try fried avocado tacos, green chile pork tacos, green chile queso and fresh pico. Both corn and flour tortillas are great.



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*Guest of Honor***Ken Liu**

By Jennifer Juday

Ken Liu first appeared on the SF scene over 10 years ago. His story “Carthaginian Rose” appeared in *Empire of Dreams and Miracles: The Phobos Science Fiction Anthology* (v. 1), edited by Orson Scott Card and Keith Olexa, in 2002. That was followed by a 2003 appearance in *Writers of the Future*, Vol. 19, which also featured stories by Jay Lake and Myke Cole.

Since then, Liu’s short fiction has appeared in *Analog*, *Asimov’s*, *F&SF*, *Strange Horizons*, *Lightspeed*, and *Clarkesworld*, and in a number of anthologies, including several volumes of *Year’s Best SF*. He is a winner of the Nebula, Hugo, and World Fantasy awards. His story “The Long Haul” (*Clarkesworld*, November 2014) was just announced as a Sidewise Award finalist. Other Sidewise finalists this year include Harry Turtledove, Kristine Kathryn Rusch, and Lewis Shiner.

He lives near Boston with his family.

Liu’s debut novel, *The Grace of Kings*, the first in a fantasy series, was published by Saga Press, Simon & Schuster’s new genre fiction imprint, in April of this year. Saga will also publish a collection of his short stories, *The Paper Menagerie and Other Stories*, in November. He is currently working away on edits for *The Grace of Kings II*.

Liu is also an award-winning translator. His translation of *The Three-Body Problem* by Liu Cixin was nominated for the 2014 Nebula Award for Best Novel and the 2015 Hugo Award for Best Novel. His translation of the third volume in the trilogy, *Death’s End*, is due out from Tor in January, 2016.

What Ken Says

I’ve worked as a programmer and as a lawyer, and the two professions are surprisingly similar. In both, one extra level of indirection solves most problems.

I write speculative fiction and poetry. Occasionally, I also translate Chinese fiction into English.

My wife, Lisa Tang Liu, is an artist. *The Grace of Kings* is set in a universe we came up with together.

Things I like: pure Lisp, clever Perl, tight C; well-designed products, the Red Sox; sentences that sound perfect in only one

language; math proofs that I can hold in my head; novels that make me quiver; poems that make me sing; arguments that aren’t hypocritical; old clothes, old friends, new ideas.

Labels that fit with various degrees of accuracy: American, Chinese; Christian, Daoist, Confucian; populist, contrarian, skeptic, libertarian (small “l”); bridge-builder; a liminal provincial in America, the New Rome.

Other Fun Tidbits

- The final manuscript of *The Grace of Kings*, the first volume in Liu’s in-progress trilogy, weighed in at 7 pounds.
- The first volume in the trilogy was titled *A Tempest of Gold* back when the launch of the Saga imprint was announced.
- Students at Mercersburg Academy in Pennsylvania took a Ken Liu story and made a play of it. Liu took the opportunity to go visit the students. “I also got a chance to visit a few classes, share meals with some students, and talk to them about a sci-fi future (I told them about my visions of the robot apocalypse, since you know I’m such an optimistic guy).”
- Ken wrote a thoughtful review of *The Everything Store* by Jeff Bezos.
- Liu’s short fiction credits include a steampunk story set in Oz.
- Liu had a story in *Diverse Energies*, an anthology of YA dystopian short stories that also includes a story from former ArmadilloCon GoH Paolo Bacigalupi.



© Lisa Tang Liu

- In November, 2014, he took a trip to Beijing to attend the Xingyun Awards—one of the highest honors for Chinese-language science fiction. Highlights of the trip included:
 - “Having my first meal in Beijing in a greasy roadside dive noodle shop with a bunch of writers in a cloud of cigarette smoke—quite a way to get over jet lag.”
 - “Going out at midnight with others to do shots of erguotou (“Chinese vodka”) until we were kicked out by the restaurant owner ... This was research. Yes, research. If you read TTBP you’ll see I’m being 100% honest here.”

Artist Guest

Rocky Kelly

By Raven Sexton



Anyone who has met Rocky Kelly will likely describe him as a soft-spoken man with undeniable presence. And he will probably plot revenge on me for saying it here, however, it's true. Without a doubt, many have found that it is more than a little difficult to get this artist to talk about

himself, but engage him in a discussion about artwork and plan to invest some serious time, knowing it will be well worth it. In between descriptions and story-telling about past cons, good friends, events, and those strange coincidences surrounding his paintings, one finds out more than simply asking "Can you tell me about yourself?"

His paintings have found their way to the covers of magazines, been featured in galleries, art shows, and even the Letterman show. Over the years, Rocky has also created murals for educational facilities, entertainment and sports venues, places of worship, and even private residences.

Recognition of his work includes the Directors award at the 2006 World Fantasy Art Show among many other awards. His private commissions and portraits have allowed him to work with subjects from around the world, in a wide variety of styles. His works have included imagery in the styles of medieval Renaissance, Fantasy, Celtic, Native American, and Gothic styles among other genres. Many of his Dark Fantasy paintings are created under the pseudonym of Ashen Gray. Regardless of the subject matter, his work is undeniably his own, with a unique visual texture that draws in the eye and reveals layers of imagery, telling a story, creating a mood, or simply evoking deep reflection, depending on the perspective of the viewer.

A Texas native, born and raised, he has shared with many that among his greatest inspirations are the high deserts of northern Arizona and southern Utah. To hear him describe these areas, they are more than landscapes. One need only visit to understand the impact they can have on someone, but to hear his descriptions, it becomes a spiritual experience, a deep personal reckoning, and a healing process, all at once. It has been my observation over the years that I have known Rocky, that he draws inspiration from his surroundings, regardless of time and place. He once explained in an interview that he has always had "the ability to see hidden images in ordinary objects such as faces within the texture of an adobe wall, a crow hidden in hairline cracks along a sidewalk, or a

hooded figure contained in the wrinkles of a cloth napkin." Often, I believe, he has the same gift when it comes to how he views his experiences with those he meets. Every person has a story, or can evoke a certain imagery without knowing it. Mr. Kelly has the ability to see beyond the obvious and imagine something magical.

His nature is that of the observer, a student of humankind, and he explores and illustrates these observations in his work. At first glance, one finds a moment in time, a feeling illustrated in rich colour, but upon closer examination, that moment becomes a story. New images surface, bringing with them chapters that can only really be imagined and written by the individual following the story. Once in a while, we are fortunate enough to follow the same, or a similar story to that in his mind. As he explains it, many of his paintings contain pictures within pictures. These hidden visions have become a signature part of much of his work. They are guaranteed to spark conversation and interest among viewers as they search for the next elusive image. Fortunately, things are not always as they first appear.

Rocky is an ardent admirer those individuals in history who have paved the way for today's artists. Rocky is a former art teacher, and he currently serves as a Consultant, and Resident Artist for a large gallery in Waco, Texas where he continues to encourage up and coming artists, always looking for a way to help them along their path. He lends a positive, well-grounded perspective that is both encouraging and supportive. Always polite, he is not one to be insincere, and I think most who meet him realize this right away.

Synchronicity, or as he describes it: "those strange coincidences" have been a constant part of his creative process throughout the years. When asked to describe his art, his response: "My work is the result of witnessing that rare moment when a dream passes through a seam in darkness and rests with reality. What never was, is transformed into what will always be."

That would be the most apt description of his work, hands down, and is his official artist's statement.

Raven Sexton is an aspiring writer, living life as a Corporate Goth in management. She is on her way back from a two year semi-hiatus from her blog, Etiquette and the Victorian Gothic Aesthetic, due to a focus on employee development and work-life synergy. While the EVGA blog has been quiet, she has not lost sight of her two oldest loves, Victorian Gothic and Vampire cultures, supporting a resurgence of appreciation for the refinement of old world etiquette and artistry associated with both. Raven continues to collect stories, lists of very talented artists, musicians and crafters to be featured soon at RavenSexton.com along with her own commentaries and random thoughts. As always, Halloween is at the heart of her daily existence, earning her the occasional nickname "The Victorian Ghost Lady." She is currently collaborating on a project with artist Rocky Kelley that will blend their shared artistic visions.



© Rocky Kelly

Editor Guest

L. Timmel Duchamp

By Nancy Jane Moore

When Aqueduct Press was in its infancy, L. Timmel Duchamp – better known as Timmi – bought my novella, *Changeling*, for the Conversation Pieces series. She then proceeded to send me 263 edits on a 20,000-word manuscript. I argued about four of them.

Her changes improved my story markedly, even though they required me to expend a lot of effort revising descriptions and explaining things that I thought were clear. And there was one other thing about Timmi's edits: Not one of them changed the story I wanted to tell. Instead, her editing helped me tell that story best way possible.

That experience is why I was thrilled that ArmadilloCon named Timmi as its editor guest of honor. As an editor, she is brilliant at bringing the best possible book out of an author while still letting the author tell their story. But not only is she superb at hands-on editing, she's also good at choosing books to publish.

Aqueduct's first book was *Life*, by the multiple-award-winning British author Gwyneth Jones. It promptly picked up the 2004 Philip K. Dick Award, immediately establishing Aqueduct as a press to be reckoned with. The press then began publishing books by writers with much smaller reputations, including some who were unknown before their Aqueduct releases. Its books have gone on to win several Tiptree awards and to receive other awards and acclaim.

Under Timmi's guidance as publisher, editor-in-chief, and hands-on substantive editor, Aqueduct has more than lived up to its motto of "bringing challenging feminist science fiction to the demanding reader." The Conversation Pieces have included narrative poetry and experimental work as well as novellas and short collections. The Heritage series has brought back some classic fiction. The WisCon Chronicles series has made certain that current feminist issues are documented and debated. Nonfiction books have included a collection of essays on the importance of literature of the imagination by Ursula K. Le Guin, provocative essays on feminism and writing by Gwyneth Jones, and Helen Merrick's wonderful work on feminism in fandom, *The Secret Feminist Cabal*. And the new fiction has introduced the world to such authors as Andrea Hairston and Deb Taber, and furthered the reputations of Nisi Shawl and Kelley Eskridge, among many others.

It's impossible to talk about Timmi without discussing what she has done at Aqueduct. The press has been the major focus of her life since it began in 2004, and it reflects her vision of both science fiction and feminism. However, before she became an editor and

publisher, Timmi was already known for her fiction and her essays. And, of course, before that she was a reader.

According to her official bio, Timmi's feminism dates from reading Kate Millet's *Sexual Politics* in the early 1970s, but she was ready for that revelation, having grown up around a strong mother and grandmother. She was introduced to science fiction a few years later, the result of reading Samuel R. Delany's *The Einstein Intersection*. It's fair to say that coming to science fiction by way of Delany and informed by feminism led her to see the vast possibilities in the genre: neither the fiction she writes nor the fiction she publishes are constrained by the narrow ideas that some think suitable to the field, though both her stories and Aqueduct's books are grounded in a conversation with both science fiction and other literature that has gone before.

She began writing seriously in 1979. In the mid-1980s, she started in on the book that became *Alanya to Alanya*, the first of the five books of her Marq'ssan Cycle. She finished the entire opus in two years, but could find no way to publish it until twenty years later after she had started Aqueduct.

This powerful, complex work shows how humans might successfully change the world, might move away from the inequities and cruelties that

characterize so much of human lives to a place where all of us can thrive. She uses aliens to kick off this movement, but as she notes in an afterword to the first book, "Powerful extraterrestrial beings ... will not come to our rescue." The aliens, and the near future changes of this society, are tools to enable the rest of the story.

Timmi has also published a good deal of shorter fiction over the years, much of it in *Asimov's*. Like her novels, her short stories are complex works. One of my favorites is "The Fool's Tale," which originally appeared in the anthology *Leviathan 3* and was reprinted in *Lightspeed* in 2013. I recall being delighted by wondering whether the sources footnoted in this historical fantasy were real or whether she had made them all up. (I'm still not sure.) A completely different story, "Explanations Are Clear," which appeared in *Bending the Landscape: Horror* also captivated me. As with most good horror, this is set in a very real world – in this case, Louisiana – and the frightening thing slowly creeps in. She has many other short stories, some available on her website, lrimmelduchamp.com, and all worth reading.

Timmi is also noted for her critical essays. Aqueduct produces a magazine, *The Cascadia Subduction Zone*, to which she contributes an occasional piece. Her essay in Justine Larbalestier's *Daughters of Earth: Feminist Science Fiction in the Twentieth Century* is a fine example of the serious effort Timmi puts in to examining a story and its relationship to earlier work – the "grand conversation," as she calls this dialogue. This essay is on Karen Joy Fowler's story, "What I Didn't See," which won the 2002 short Nebula despite



criticism that it wasn't "really" science fiction. Timmi's analysis makes it clear that, if you read the story with an awareness of the James Tiptree Jr. story "The Women Men Don't See" and of Alice Sheldon's ("Tiptree") life, the science fictional possibilities are obvious.

I see that I have managed to write about Timmi without telling you much about her life outside of Aqueduct and her writing. That is as it should be. Outside of a few obvious examples, it is the work, not the daily lives, that is most interesting about writers and editors. However, Timmi lives in Seattle. She goes to WisCon in Madison – where she is a former guest of honor – every year. Occasionally she goes off on a retreat to write, and her retreats usually involve walks along the beach and observation of wildlife. And, of course, she reads and thinks deeply about what she reads. Because she is a writer and a publisher, we get the benefit of that deep thinking.

Nancy Jane Moore is the author of The Weave, which was recently published by Aqueduct Press, as well as of a number of short stories and novellas. She first ran into Timmi Duchamp through her critical essays in Lady Churchill's Rosebud Wristlet, and then discovered her short fiction. An email correspondence led to them meeting in person at WisCon about thirteen years ago, where Moore remembers them spending an hour or so at a party in a complex and fascinating discussion. They have been friends, as well as writer and publisher, ever since.

Fan Guest

John DeNardo

By Patrick Hester

John DeNardo was raised by his paternal Uncle and Aunt on a small moisture farm in the middle of nowhere. He spent his days squeezing every drop he could from the atmosphere, and his nights dreaming of getting power converters with his friends at Toshi Station. When the Unification War broke out, he put on a browncoat and fought with the Independents against the Alliance. At the Battle of Serenity Valley, he decided he would always fly free, and put together a rag-tag crew of irregulars. Together, they worked for years as Guardians of the Galaxy, protecting planets who didn't have anyone else to help them.

Having never known his parents, John didn't expect the message he received years later asking him to return 'home'. He learned his father, Robert Barathcon, had died and the family needed him to return and take his rightful place on the Iron Throne. Unfortunately, his return came far too late. A rival family - the House Harkonnen - launched a sneak attack, slaughtering nearly everyone still loyal to his house and family. Now hunted, John was forced to flee into the desert with the strange people known only as 'Minions'.

His time with the Minions was transformative. Although they spoke an unrecognizable language and barely managed to get

anything accomplished without also putting his life in danger in the process, John learned a lot about bossing people around. When he left them, he wandered from star system to system on a living ship with some escaped prisoners. Everyone onboard looked for a place where they belonged, a place to call home. John found home the first time he tried an everything bagel...

John setup shop on a planet called 'Earth' where he decided that 'the signal' couldn't - no, shouldn't - be stopped. From his hub, which resembles the crisis room of a medium sized government, he reaches out and pulls in all the signals large and small, condensing them down, filtering the static and boosting the signal out into the universe.

To this day, John works tirelessly to push the signal out every day. And still enjoys having Minions around...

If you don't believe this biography, I get that, but believe this; John DeNardo loves speculative fiction in all its various forms and mediums. He loves sharing SF with anyone and everyone, young and old, newbies and veterans. And if you ask him why, he'll take you into the nearest dealer's room and start pulling books off the shelves and displays and handing them to you one by one while talking animatedly about each and everyone of them like they're old friends he hasn't seen in a while but remembers fondly. When there are too many for you to carry, he'll give you a shy smile and the twinkle in his eye will invite you in and make you feel warm and welcomed like two friends sharing a secret. He'll tell you the pile in your arms is only the beginning. There is so much more SF out there with new and different worlds being created every single day. ...and his passion and enthusiasm will infect and delight you, and you won't want to wait to get back to your favorite reading spot, crack open a good book, and start your next adventure.

That is who John DeNardo is... a Fan.

Patrick Hester is an author, blogger, podcast producer, host, and is the winner of two Hugo Awards.

Patrick, John DeNardo and JP Frantz won the 2013 Hugo for Best Fanzine for SFSIGNAL. Patrick won a Hugo in 2014 for Best Fancast for his SF Signal weekly podcast, which had also been nominated for the Hugo in 2012 and 2013.

His Functional Nerds and SF Signal weekly podcasts were both nominated for Parsec awards in 2011.

Patrick also produces I Should Be Writing, the podcast for wannabe fiction writers created/ hosted by 2012 & 2013 Campbell Award Nominee Mur Lafferty. Patrick writes science fiction and fantasy (mostly), and is currently represented by Bob Meccoy for his fiction. His fiction appears in

the anthologies Space Battles: Full-Throttle Space Tales Vol 6, An Uncommon Collection, and in the eBooks Conversations with my Cat, Consumption: A Tale of the Universe, Witchcraft & Satyrs, and Cabill's Homecoming. He writes for his website, atfmb.com (All Things from My Brain), as well as SFSIGNAL.com, FunctionalNerds.com and KirkusReviews.com. Patrick lives in Colorado.



Toastmaster

Stina Leicht

By Marshall Ryan Maresca

I'm in a car in the middle of nowhere on a deep, deep back-country road. Flash floods and washed out roads have forced my journey home off the main highway, and then off the side road. I'm literally, in a moment, one plot-point away from being a horror movie cliché.

But it's cool, because I'm riding shotgun with Stina Leicht.

All right, here's the sitch: We were both on panels at ComicPalooza in Houston, scheduled for a last-panel-of-the-con slot at 5 p.m. on a Monday. My wife had to drive home early, so I asked Stina for a ride back to Austin, and she was happy to oblige. So we get into Locksley—her blue Miata—and hit the road.

Problem: there's been serious flooding in Austin, and the heavy storms are making their way to us. Our respective spouses are texting us, "You might want to stay in Houston" messages. But we're both thinking (A) the storm is coming to Houston, so that's not a better choice and (B) no, we want to get home.

And this is Stina Leicht I'm with. She's navigated the choppy waters of the publishing industry, including the implosion of her first publisher, and came through with two Campbell nods and brand new flintlock fantasy series hitting the shelves. Rain ain't gonna stop her.

The first time I saw Stina was ten years ago at the ArmadilloCon Writers Workshop, my first time attending it. I was sitting in the room, surrounded by strangers and feeling a bit intimidated, especially with that panel of professional and experts at the front of the room.

And then this woman walked—nay, strode—into the room like a gothic warrior intent on conquering. But, you know, cheerfully. She walked right up to that panel of experts and said hello. And I thought, "I don't know who this woman is, but she's clearly the champion of this workshop." I was right about that—she finished up the con weekend getting a manuscript request from the Editor Guest of Honor.

That's not something that happens very often. Actually, having been involved in the workshop in varying capacities for the last decade, I don't think it's happened since.

Stina took over coordinating the ArmadilloCon Writers' Workshop shortly after that, which is how I got to know her. In running the workshop, she repeatedly showed her dedication and commitment to learning as much as she could about her craft, and then turning right around and sharing what she learned.

So, back to riding through that storm (spoiler: WE LIVED)—

we have just about made it to LaGrange when our phones light up with TORNADO WARNING SEEK SHELTER. Stina pulls us into a gas station for a few minutes while we check the radar. The worst of it is just ahead of us, and past that? Clear sailing. If we just get through it.

Stina's car, Stina's call: "Let's wait for the rain to be less... horizontal."

Fifteen minutes later, gravity starts behaving again. We push through the downpour and past the other side. The sun is setting ahead of us, filtered through a heavy blanket of orange clouds and lightning across the sky.

It's a gorgeous alien horizon, and we talk about Ray Bradbury's *All Summer in a Day*.

Then everything stops dead. The highway is flooded, and the troopers tell us to turn around. When asked for the best route to Austin, we get a shrug.

I go into navigation mode and find us an alternate path that, near as I can tell, is clear. Rural country highway, but it'll get us there. There's already been hell and high water, so we press on.

See, that's the thing about Stina. She charges full-tilt. She's not fearless, but rather looks the fear in the eye and beats it. She stood at the Gates of Mordor—or rather, the gates of traditional publishing—and proved her worth. But then she turned around to those behind her and said, "Hey, look, it can be done. Come on!" That's what she did running the Workshop for seven years.

And after a couple years of reading my stuff, she said, "You don't need to be taking this workshop anymore. You should help me run it."

She knows that the real secret—the honest to goodness this-is-how-you-do-it secret to succeeding in this business—has nothing to do with special clubs or handshakes or having the right cousin. It's about doing the best damn work you can do.

Take her first two books—*Of Blood and Honey* and *And Blue Skies from Pain*. She didn't just say, "I'm going to write about Ireland in the Troubles, so I'll watch *In The Name of the Father* and get to it." No way. She did the work. She read primary sources. She emailed people who lived through it. She took classes in the Irish language.

She did everything in her power to make those books right. That's how she works. They don't give two Campbell nods to just anyone.

So, our country highway is also washed out. I figure out a new route to get us around that, but we are going deep into Nowheresville with this detour. Now it is totally dark, and the cell reception is spotty. We're a breakdown and castle away from Rocky Horror territory, which we comment on.

Then we miss a turn, leading us to a dead end where we see



© Frank Curry

a sign that makes us both burst out laughing.

GRAVEYARD

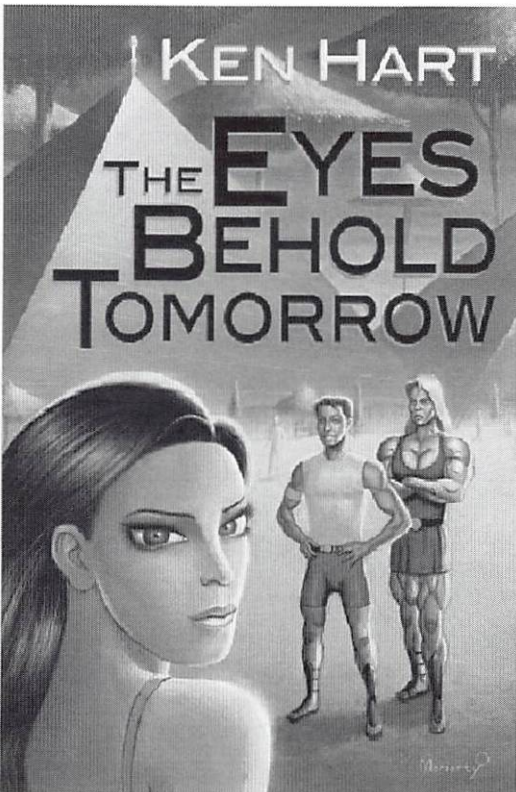
We turn back around to get back on track, eventually getting to a clear part of the main highway and back to Austin. Three hours later than we originally had hoped, but no worse for wear.

We had gone through the gallows humor phase of our trip by that time.

"I mean," I said once we were in the clear, "If we had died together, it would have boosted our careers. Well, at least mine. I'd have been the Ritchie Valens to your Buddy Holly."

Fortunately, you'll have Stina Leicht around for some time to come. Even still, you might want to pick up *Cold Iron* and have her sign it now. You never know when I'll need another ride.

Marshall Ryan Maresca is the author of The Thorn of Dentonhill and A Murder of Mages, and can do a fair rendition of "La Bamba" if pressed into it.



**Robert Teach has been used and abused.
The Royal Family has been assassinated.
Galactic was is about to begin.
These are the least of Robert's worries.
He's been selected to join a harem.
It's an offer he can't refuse.**

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*Special Guest***James Morrow***By F. Brett Cox*

The philosopher Martin Buber famously declared, “All actual life is encounter.” So it’s perhaps appropriate that I actually encountered Jim Morrow before I encountered his fiction. Back in the day, the annual Sycamore Hill Writers Workshop concluded its week with a party open to members of the local science fiction community there in the Raleigh-Durham area, and it was at one of those parties that I met Jim for the first time. He was a lively conversationalist, spectacularly well-read both in and out of the SF field, and more than welcoming to a disaffected graduate student struggling to determine how, or if, his own creative ambitions figured into his chosen career path in academia. What a nice guy, I thought. I should really read some of his stuff.

So I went home, pulled out my copy of the recently-published original anthology *Full Spectrum*, and read “Bible Stories for Adults, No. 17: The Deluge.” And that, as they say, was that.

This was 1988, mind you, and the main headline within the SF neighborhood I hung out in was *Cyberpunks vs. Humanists*, and whether the twain could, or should, meet. It’s difficult, a quarter-century later, to describe what a revelation Jim’s story was: how this short tale of Noah’s ark picking up a hitchhiker, in its fusion of formal elegance and conceptual audacity, stood so utterly apart from categories and sub-categories. A few years earlier, returning to SF after an extended sojourn in a traditional mainstream creative writing program, I had encountered Connie Willis’ story “A Letter from the Clearys,” a science fiction story that did everything I had spent the last three years being told a work of fiction should do, and I thought, “Yes, it can be done.” Reading Jim’s story confirmed my fondest hopes: “No, really, it can be done.”

“Bible Stories for Adults No. 17: The Deluge,” like “A Letter from the Clearys,” went on to win the Nebula Award for Best Short Story, and I went on to read everything James Morrow published, and, on occasion, to write about it. As each new book emerged—*Only Begotten Daughter*, the novels of the Godhead trilogy, the breathtaking *The Last Witchfinder*—there seemed no limit in Morrow’s fiction to either elegance or audacity.

Elegance, presented in sentences of both beauty and cleverness. I was briefly tempted to introduce Jim simply by reciting a list of the striking similes and memorable phrases that both decorate and propel his stories, but I’ll settle for my favorite, going all the way back to his first novel, *The Wine of Violence*, in which a character

is described thusly: “She could prosecute honey before a jury of bears, and win.”

The audacity, not only in the how-did-he-do-that concepts—the corpse of God floating in the Atlantic, a novel narrated by Newton’s *Principia Mathematica*—but in the determination to use all the devices of both the tradition of satire and the genre of science fiction to direct our attention to a world inescapably and irreducibly intellectual, moral, and material, a world in which the promise of science and the necessity of rational interrogation dare not ignore the slaughterhouse of history, the “brute facticity of the corpse” (to quote yet another elegant phrase, this time from the novel *Towing Jehovah*).



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Both elegance and audacity, conveying the heavy realities of humanity with such good humor, and even glee. Not the good humor that all too often masks the surrender to sorrow, the shrugging acceptance of the unacceptable—“bless their hearts”—or the glee of the professional purveyor of awfulness who takes entirely too much pleasure out of the inescapable fact that, let’s face it, few things in life are more satisfying than having your worst suspicions confirmed. Rather, the good humor and glee of the storyteller who can ensure his audience finds as much joy in the telling as he does.

I stand in awe of what Jim has accomplished in the quarter-century since our first encounter. I remain profoundly grateful for the friendship and support that he has shown me over that same time. Lucky you, ArmadilloCon.

(Originally presented, in slightly different form, as an introduction to James Morrow’s Guest of Honor reading at the 36th International Conference on the Fantastic in the Arts, Orlando, Florida, March 2015)

F. Brett Cox’s fiction, poetry, essays, and reviews have appeared or are forthcoming in Century, Black Static, Postscripts, Phantom, Lady Churchill’s Rosebud Wristlet, North Carolina Literary Review, Kestrel: A Journal of Literature and Arts, New England Quarterly, and numerous other magazines and anthologies. His story “Where We Would End a War” is included in War Stories: New Military Science Fiction (Apex, 2014). With Andy Duncan, he co-edited the anthology Crossroads: Tales of the Southern Literary Fantastic (Tor 2004). He has served as a juror for the Bram Stoker and Shirley Jackson Awards. He holds an M.A. in English with emphasis in creative writing from the University of South Carolina and a Ph.D. with emphasis in American Literature from Duke University. He is Associate Professor of English and Chair of the Department of English and Communications at Norwich University in Northfield, Vermont, and lives in Vermont with his wife, playwright Jeanne Beckwith.

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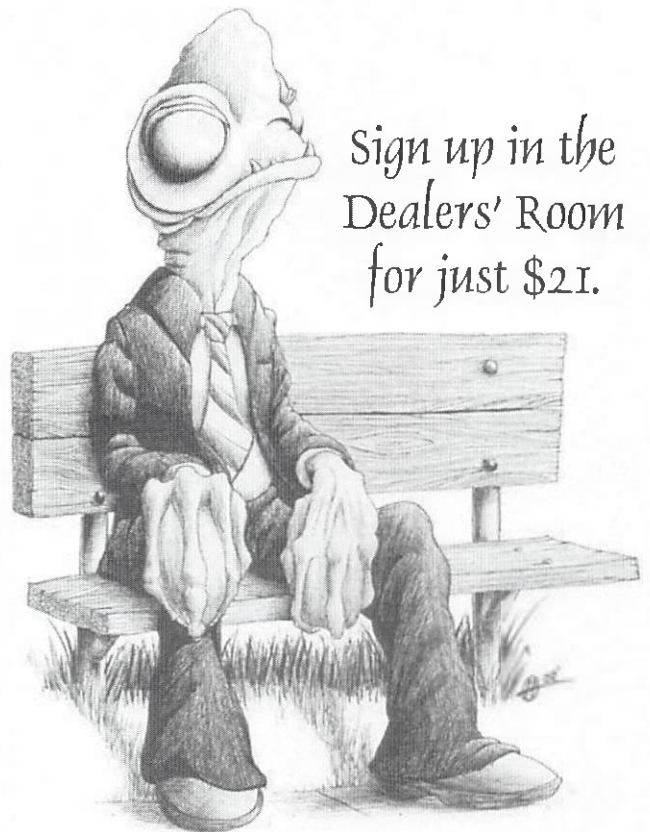
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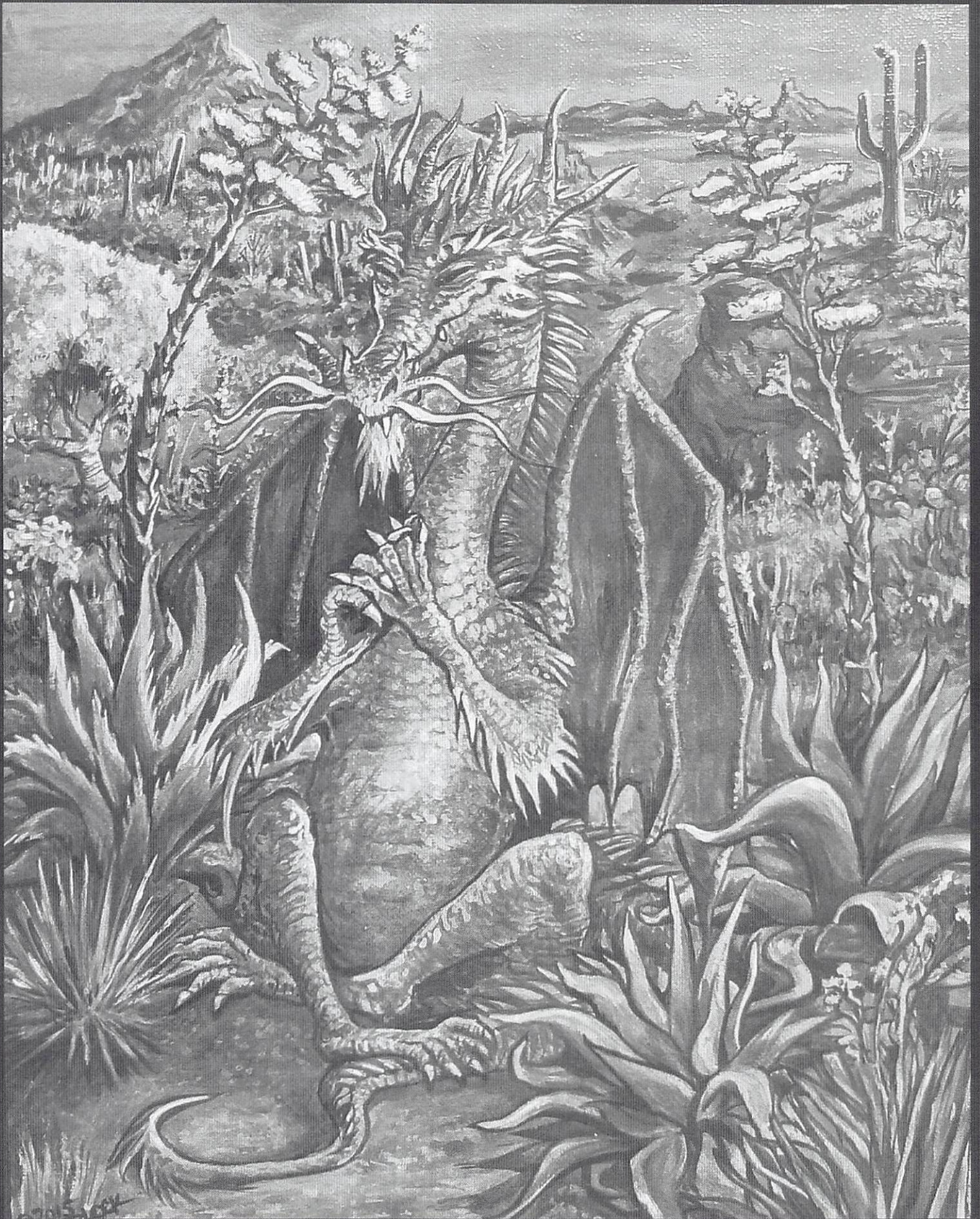
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Regional Participants

Paul Abell

Dr. Paul Abell is the Lead Scientist for Planetary Small Bodies in the Astromaterials Research and Exploration Science Division at the NASA Johnson Space Center in Houston, Texas. His main areas of interest are physical characterization of near-Earth objects via ground-based and spacecraft observations, examination of NEOs for future robotic and human exploration, and identification of potential resources within the NEO population for future resource utilization. Paul has been studying potentially hazardous asteroids and near-Earth objects for over 15 years. Asteroid 8139 (1980 UM1) is named Paulabell in recognition of Paul's contributions to NEO research and exploration studies.

Sanford Allen - www.sanfordallen.com

Sanford Allen, at various times, has worked as a newspaper reporter, a college journalism instructor and a touring musician. He is the author of the horror novel *Deadly Passage* and his short fiction has appeared in anthologies including *Horror Library 5*, *Rayguns Over Texas*, *Truth or Dare* and *That Ain't Right: Historic Accounts of the Miskatonic Valley*. He divides his creative energy between writing tales of horror/sf/dark fantasy and his band Hogbitch, which wallows in the murky swamp between doom metal and space rock. He lives in San Antonio, Texas.

Lou Antonelli - www.louantonelli.blogspot.com

Lou Antonelli has had 93 short stories and three collections published in the past eleven years. SFWA-pro publications were in *Asimov's*, *Daily Science Fiction*, *Buzzy Mag* and *Jim Baen's Universe*. He has eleven honorable mentions in *The Year's Best Science Fiction*. He was a finalist in 2013 for the Sidewise Award in Alternate History for "Great White Ship" (*Daily Science Fiction* - 2012). His collections include *Fantastic Texas* (2009), *Texas & Other Planets* (2010), *The Clock Struck None* (2014) and *Letters from Gardner* (2014).

T. Eric Bakutis - www.tebakutis.com

T. Eric Bakutis is an author and professional videogame designer based in Maryland. His first fantasy novel, *Glyphbinder*, was a finalist for the 2014 Compton Crook Award. Its sequel, *Demonkin*, is due in December, 2015. His short fiction has appeared in a number of markets, all of which you can find on his professional website. You'll also find links to his blog (topics include writing, game design, and virtual reality), Facebook, Twitter, and Wattpad.

Paul Benjamin - www.paulbenjaminwrites.com

Paul Benjamin is a *New York Times* bestselling author who has written and produced comics and videogames 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.

Robert Jackson Bennett - robertjacksonbennett.com

Robert Jackson Bennett is a two-time winner of the Shirley Jackson Award for Best Novel, an Edgar Award winner for Best Paperback Original, and is also the 2010 recipient of the Sydney J Bounds Award for Best Newcomer, and a Philip K Dick Award Citation of Excellence. His fifth novel, *City of Stairs*, is in stores now.

Matthew Bey - www.spacesquid.com

Matthew Bey is a failed sci-fi writer who has come out of retirement to pull off one last daring heist. You may have seen his short stories in places such as *Rayguns Over Texas*, *Pseudopod*, or *The Drabblecast*, but you probably didn't. He's a founding member of *Space Squid*, a literary publication which has saved genre fiction from itself for a decade.

Jayne Lynn Blaschke - www.JayneBlaschke.com

Jayne Lynn Blaschke's short fiction has appeared in such diverse publications as *Interzone*, *Fast Ships Black Sails*, *Cross Plains Universe*, *Electric Velocipede*, and the *Thackery T. Lambshead Cabinet of Curiosities*, among others. Some of his many genre-related interviews have been collected in *Voices of Vision: Creators of Science Fiction & Fantasy Speak*. He's written an extensive history of the infamous La Grange Chicken Ranch and hopes to announce a publication date any minute now. Blaschke is currently writing a YA novel inspired by the classic Winston Science Fiction Series titled *Sailing Venus*.

Scott Bobo

Scott Bobo was a Fan Guest of Honor at ArmadilloCon 24, is a charter member of F.A.C.T., and has attended SF/F cons since 1975. Along with Kurt Baty, he did a 10-year stint at writing party reviews for the WorldCon daily newszine. He is often seen with a martini in hand.

Michael Bracken - www.CrimeFictionWriter.com

Michael Bracken is the author of several books, including *All White Girls*, *Canvas Bleeding*, *Psi Cops*, and *Tequila Sunrise*, though he is better known as the author of more than 1,100 short stories published in *Ellery Queen's Mystery Magazine*, *Espionage*, *Fantastic*, *Fifty Shades of Green*, *Midnight*, *Northern Horror*, *Hot Blood: Strange Bedfellows*, *Oui*, *Specters in Coal Dust*, *Sun*, *True Story*, *Young World*, and many other publications. A full-time freelancer, he lives and writes in Waco.

Christopher Brown - christopherbrown.com

Christopher Brown writes science fiction and criticism in Austin, where he also practices technology law. He co-edited, with Eduardo

Jiménez Mayo, *Three Messages and a Warning: Contemporary Mexican Short Stories of the Fantastic*, which was a finalist for the 2013 World Fantasy Award. His stories and essays frequently focus on issues at the nexus of technology, politics, and economics. Notable recent work has appeared in *The Baffler*, the *MIT Technology Review* anthology *Twelve Tomorrows*, *25 Minutos en el Futuro: Nueva Ciencia Ficción Norteamericana*, *Review: Literature and Arts of the Americas*, *Castálida*, and *The New York Review of Science Fiction*.

Steven Brust - dreamcafe.com

Steven Brust, fantasy author, is best known for his books about the assassin Vlad Taltos. Brust has also written a swashbuckling series (*The Khaavren Romances*) and standalone novels about vampires (*Agyar*), time travel (*Cowboy Feng's Space Bar and Grille*), and the devil (*To Reign in Hell*). His most recent books are *The Incrementalists*, a collaboration with Skyler White, and *Harwk*, the 14th book in the Taltos series.

Elizabeth Burton - www.zumayapublications.com

In the 50-odd years since she first put pen to paper and wrote a novel that went on and on and... well, you get the idea... Liz Burton has been a journalist, a single parent, an information and referral agent (which explains her obsession with finding out things) and, eventually, a published author, professional editor and, willy-nilly, a publisher. That is all she will admit to.

Matt Cardin - www.mattcardin.com

Matt Cardin is the author of *Divinations of the Deep*, *Dark Awakenings*, and the forthcoming *To Rouse Leviathan* (Hippocampus Press, 2016), all of which explore the intersection between religion and supernatural horror. He also wrote *A Course in Demonic Creativity: A Guide to the Inner Genius*. He is the editor of *Mummies around the World: An Encyclopedia of Mummies in History, Religion, and Popular Culture*; *Ghosts, Spirits, and Psychics: The Paranormal from Alchemy to Zombies*; *Born to Fear: Interviews with Thomas Ligotti*; and the forthcoming *Horror Literature through History: An Encyclopedia of the Stories That Speak to Our Deepest Fears*.

Lillian Stewart Carl - www.lillianstewartcarl.com

Lillian Stewart Carl writes in multiple genres at multiple lengths. Her latest novel is *The Avalon Chanter*. "...suspenseful, atmospheric mystery...fans with an interest in British history will be satisfied." *Publisher's Weekly*. Twelve mystery, fantasy, and sf short stories, are collected in *Along the Rim of Time* and thirteen in *The Muse and Other Stories of History, Mystery and Myth*. The non-fiction *The Vorkosigan Companion*, edited by Carl with John Helfers, was nominated for a Hugo award. All of her novels and short stories are available in print and electronic forms.

Katherine Catmull - katherinecatmull.com

Katherine Catmull's first fantasy novel, *Summer and Bird* (Dutton Young Readers/Penguin), was named one of *Booklist's* 2012 Top Ten First Novels for Youth. Her YA fantasy *The Radiant Road* is due

out with Dutton in January. She is one of four co-authors of *The Cabinet of Curiosities* (Greenwillow/HarperCollins), a collection of scary short stories for young people, named one of the New York Public Library's Best Books of 2014. She is also an Austin stage and voice actor, as the latter best known as Oracle in *DC Universe Online* and Myrella Windspar in *Wizard 101*.

D. Chang - sparkleworks.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, search marketing strategist for Fortune 500 companies, editor and cover artist for the infamous Austin sci-fi rag *Space Squid*. He's also done some book cover and book trailer design work. You can find more at videogamewriter.com and spacesquid.com.

J. Kathleen Cheney - www.jkathleencheney.com

J. Kathleen Cheney 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* was a Finalist for the 2014 Locus Awards (Best First Novel). The final book in the series, *The Shores of Spain* was released earlier this month with a new series to debut February 2016 with *Dreaming Death*.

Dantzel Cherry - www.dantzelcherry.com

By day, Dantzel Cherry teaches Pilates and raises her daughter, and by night/naptime she writes. Her baking hours, however, follow no rhyme or reason. She is prone to dance as the need arises, and it often does. Her work has appeared in the *Cats in Space* anthology, *Fireside*, and *Galaxy's Edge*. She can be found on Facebook and Twitter (@dantzelcherry) or check out her website.

Wesley Chu - www.wesleychu.com

Wesley Chu is the bestselling author of the Tao series from Angry Robot and a two-time nominee for the John W. Campbell Award for Best New Writer. His debut, *The Lives of Tao*, won the YALSA Alex Award and was a finalist for the Goodreads Choice Awards for Best Science Fiction. His next series, *Time Salvager*, published by Tor books, is out now. A consultant and former banking executive, Wesley is a Kung-Fu master and member of the Screen Actors Guild, and recently returned from summiting Kilimanjaro. He lives in Chicago with his wife Paula and their Airedale Terrier, Eva.

Cassandra Rose Clarke - www.cassandraroceclarke.com

Cassandra Rose Clarke grew up in south Texas and currently lives in a suburb of Houston, where she writes and teaches composition at a pair of 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 *Our Lady of the Ice*, forthcoming from Saga Press in 2015.

Carrie Clevenger - www.crookedfang.com

Carrie Clevenger is an author of flash fiction, short stories, and the Crooked Fang series. She resides with her family and one very diva kitty in Austin, Texas.

Bill Crider - www.billcrider.com

Bill Crider is the author of more than fifty published novels. He won the Anthony Award for best first mystery novel in for *Too Late to Die* (1987) and he and his wife, Judy, won the best short story Anthony for "A 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 *Between the Living and the Dead* (St. Martin's). Check out his blog at billcrider.blogspot.com.

Scott A. Cupp - scottacupp.com

Scott A. Cupp is a short story writer from San Antonio who has attended every ArmadilloCon. He is also a book collector and seller. His most recent stories are "Hell in a Boxcar," forthcoming in *Weirdbook*, which features Robert E. Howard in a boxing match; and "Monikins of the Montgolfiers," his apes and zeppelins story based on an ArmadilloCon panel from several years ago, forthcoming at *Story Emporium*. He reviews forgotten books and movies at SFSignal.com. He has attended conventions every year since 1973.

Aaron de Orive - aarondeorive.com

Aaron de Orive was a writer on a variety of video game titles, including *Metrod Prime 3: Corruption*, *Star Wars Galaxies: An Empire Divided*, *Tabula Rasa*, *Anarchy Online*, and *Star Wars: The Old Republic*. He is also the creator and author of the fantasy role-playing game *SHARD: World of the False Dawn*. The middle-grade fantasy *Blade Singer*, co-written with author Martha Wells, is his first novel. He is currently at work on a series of fully voiced narratives focusing on the pulp and horror genres. Aaron lives in Austin with his wife, daughter, and two very

spoiled terriers.

Rose Dimond

Rose Dimond is a writer, fabric artist, musician, florist, publication editor and designer, and cat rescuer. She has several stories published, though what she really wants to do is write novels (and is working hard at it). She is a veteran of Taos Toolbox, Viable Paradise, and Clarion.

Amanda Downum - www.amandadownum.com

Amanda Downum is the author of the *Necromancer Chronicles*, published by Orbit Books, and *Dreams of Shreds & Tatters*, from Solaris. Her short fiction has appeared in *Realms of Fantasy*, *Strange Horizons*, and *Weird Tales*. She lives in Austin, where she can often be found dancing, climbing, or haunting absinthe bars.

Rhonda Eudaly - www.rhondaeudaly.com

Rhonda Eudaly lives in Arlington, Texas, where she has ventured into several industries and occupations for a wide variety of experience. She's married with dogs and a rapidly growing Minion© army. Her two passions are writing and music, which is evident in her increasing horde of writing instruments.

Paige E. Ewing - www.paigeewing.com

Paige E. Ewing has published short stories in a variety of genres, from vampire tales to superhero stories, to space opera, and some unclassifiable genre benders. Current projects include the sequel to the shared world superhero anthology *The Protectors*, *The All-American Alliance*, Book 2 of the *Damson Dragon Diary*, and an urban fantasy series with a quirky were-spider heroine. Paige is a self admitted geek on a variety of subjects, from Doctor Who to data management. On sunny weekends, she is likely to be found shooting things with a big curvy bow. Find her on Twitter @ PaigeEwing

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Michael Ashleigh Finn - www.amazon.com/Michael-Ashleigh-Finn/e/B00HXOIRI8

Mickey is a short story author who's trying his hand at novel writing. In addition, he's a freelance thematic consultant, currently working for Dynamite Entertainment on the Hugo-nominated Jim Butcher's *The Dresden Files* and the *ManaPunk RPG*. His work has appeared in *Mind's Eye Fiction*. His story "All the Pretty Horses" is in the new anthology *Dirty Magick: New Orleans*. Errata: Has never been a short order cook (which appears to be a requirement in publishing). BA in Radio/TV/Film and a BS in Sociocultural and Forensic Anthropology... which makes him qualified to make films about people.

Eugene Fischer - www.eugenefischer.com

Eugene Fischer is a Texas-native science fiction writer whose work focuses on how biological and technological factors influence social and self-definition. He has degrees in both Physics and English, and most recently was a Teaching-Writing Fellow and Adjunct Assistant Professor at the Iowa Writers' Workshop, where he developed an undergraduate curriculum for science fiction writing. His work has appeared in *Strange Horizons* and *Asimov's Science Fiction* magazine, and been optioned for television by Plan B Entertainment.

Melanie Fletcher - www.melaniefletcher.com

Melanie Fletcher has the brain of a scientist, the heart of an artist, and the soul of a slightly inebriated ninja assassin. She writes SF and urban fantasy as Melanie Fletcher and paranormal/SF erotic romance as Nicola Cameron (www.nicolacameronwrites.com). Her gleeful mixing and matching of genres is due to an innate inability to color inside the lines. Her recent sales include "The Lark Ascending" (*Gearhearts Steampunk Glamor Revue*, Ep #11) and *Deep Water* (Olympic Cove Book Three, written as Nicola Cameron).

Bill Frank

Bill Frank was one of the first members of the International Space Center Mission Control team. He worked in Mission Control from 1998-2006 throughout the early assembly period of the Station. He happily gave up night and weekend work to move to the Spaceflight Training Management Office where he works as a Chief Training Officer - he leads the team that creates problems for astronauts and mission controllers. Also, the very first distorted, unrecognizable sound you hear in the movie *Gravity*, is the sound of Bill's voice.

John K. Gibbons

Occasional SF writer, long-time fan and con staffer, volunteer speaker for NASA's JPL with the *Solar System Ambassador Program*, software developer, gardener... John K. Gibbons still has too many hobbies. Ask about the Thames Path or the South West Coast Path!

Peni R. Griffin - penigriffin.blogspot.com

Born in Texas, raised an Air Force Brat, I live in San Antonio, where history leaks through into the present and affects what I write. My long fiction is for young people and my short fiction runs long but is still for people who are growing their brains. Time travel a specialty with a side of practical fantasy. The things people may have heard of are *Switching Well*, *The Ghost Sitter*, and *11,000 Years Lost*.

David Hardy

David Hardy has written for *Classic Pulp Fiction Stories*, *RAGEMachine*, *DarkWorlds*, and *Sorcerous Signals* among others. He is a former member of the Robert E. Howard United Press Association, and has contributed essays to *The Cimmerian* and *REH: Two-gun Raconteur*. His critical essay "Gunfighters of the Wild East" appeared in *El Borak and other Desert Adventures*, Del Rey's collection of Robert E. Howard's tales of Francis Xavier Gordon. He also writes Westerns, published by Rough Edges Press. He lives in Austin, Texas, with his wife and daughter.

Kenneth Mark Hoover - kennethmarkhoover.com

Kenneth Mark Hoover has sold over 60 short stories and articles. His fiction has appeared in *Ellery Queen's Mystery Magazine*, *Beneath Ceaseless Skies*, *Strange Horizons*, *Frontier Tales*, and others. He is a member of SFWA, WWA, and HWA. His latest novel, *Quaternity*, is a dark western published by CZP in 2015. You can find out more about Mr. Hoover and his work from his blog kennethmarkhoover.me

P.J. Hoover - www.pjhoover.com

After a fifteen year bout as an electrical engineer, P. J. Hoover started writing books for kids and teens. When not writing, P. J. spends time with her husband and two kids and enjoys practicing kung fu, solving Rubik's cubes, and watching *Star Trek*. Her middle grade novel, *Tut: The Story of My Immortal Life*, tells the story of a young immortal King Tut, who must defeat an ancient enemy. Her first novel for teens, *Solstice*, takes place in a global warming future and explores the parallel world of mythology beside our own.

Al Jackson

Al Jackson started out as a fan in Dallas in 1954 with the first SF club in Texas, the Dallas Futurians. The DFs held the first Texas SF convention in Dallas in August, 1958. He also was a member of the Houston Science Fiction Society starting around 1966. He re-founded the University of Texas SF club in the early 1970s. He spent most of his years (from 1966) at the Johnson Space Center, doing all kinds of things from training astronauts during Apollo, to computing where space debris would be and go. He officially retired in 2010.

John Hornor Jacobs - johnhornorjacobs.com

John Hornor Jacobs, is an award-winning author of adult and

YA fiction. His first novel, *Southern Gods*, was shortlisted for a Bram Stoker Award for Excellence in a First Novel. 2014 saw the publication of Jacobs's first fantasy novel, *The Incurruptibles*. Pat Rothfuss has said of this book, "One part ancient Rome, two parts wild west, one part Faust. A pinch of Tolkien, of Lovecraft, of Dante. This is strange alchemy, a recipe I've never seen before. I wish more books were as fresh and brave as this. Jacobs resides in the American South.

Derek Austin Johnson - derekaustinjohnson.weebly.com

Derek Austin Johnson has lived most of his life in the Lone Star State. A member of the Turkey City Writer's Workshop, his work has appeared in *Rayguns Over Texas*, edited by Rick Klaw, *Science Fiction Movie Posters* by Dave Golder, *Nova Express*, *Moving Pictures*, *Her Majesty's Secret Servant*, and *Revolution SF*. His film column "Watching the Future" appears each month on *SFSignal*. He lives in Central Texas with the Goddess.

Pauline Baird Jones - www.paulinebjones.com

Pauline Baird Jones is the award-winning author of fifteen novels of science fiction romance, action-adventure, suspense, romantic suspense and comedy-mystery, as well as several short story anthologies. *Girl Gone Nova* and *Out of Time* were EPIC Book Award winners. Her eighth novel, *The Key*, won an Independent Book Award Bronze Medal (IPPY) for 2008 and is a 2007 Dream Realm Awards Winner. Her latest release is *Sucker Punch*, the latest in her *Uneasy Future* series.

Jake Kerr - www.jakekerr.com

Jake Kerr is a Nebula, StorySouth, and Sturgeon Memorial Award-nominated author of short fiction. His stories have been published in magazines, podcasts, and anthologies worldwide. His first novel, *Tommy Black and the Staff of Light*, was published in 2014. He lives in Dallas, Texas, with his wife and three daughters.

Katharine Eliska Kimbriel - bookviewcafe.com/bookstore/bvc-author/katharine-eliska-kimbriel

In the beginning Katharine Eliska "Cat" Kimbriel was nominated for the Campbell Award for Best New SF/Fantasy Writer. Kimbriel writes literate, character-driven SF & Fantasy. Then she became ill and tried to die. Do you know that if you win the throw with Death, you become a wizard? The *Chronicles of Nuala* and *Night Calls* novels are available in e-book from Book View Cafe. The latest book is *Spiral Path*; the *Alfreda* novels are also in trade paperback. Cat is revising a mystery with ghosts and charting an urban fantasy based in Austin, Texas, that begins with an old curse.

Rick Klaw - www.revolutionsf.com/revblogs/geckcurmudgeon

Professional reviewer, geek maven, and optimistic curmudgeon, Rick Klaw edited the anthologies *The Apes of Wrath* and *Rayguns Over Texas*. For 15 years, he provided countless reviews, essays, and fiction for many publications including *The Austin Chronicle*,



Blastr, *San Antonio Current*, *Kirkus Reviews*, *SF Signal*, *SF Site*, *RevolutionSF*, *Steampunk*, *Cross Plains Universe*, and *The Steampunk Bible*. Many of his writings were collected in *Geek Confidential: Echoes from the 21st Century*. Klaw manages social media for Tachyon Publications from his Austin home, which usually contains a loving wife, a mean cat, a goofy dog, and lots of books. Twitter: @rickklaw

Claude Lalumière - claudepages.info

Claude Lalumière is the author of *Objects of Worship*, *The Door to Lost Pages*, and *Nocturnes and Other Nocturnes*. He has edited fourteen anthologies in various genres, most recently *Super Stories of Heroes & Villains* (Tachyon 2013), *The Exile Book of New Canadian Noir* (Exile Editions 2015), and *Superhero Universe: Tesseract Nineteen* (forthcoming from Edge in 2016). Originally from Montreal, he currently divides his time between Vancouver, BC, and Portland, OR (and occasionally Austin).

Justin Landon - justlandon.com

Justin Landon is a Hugo-nominated editor, podcaster, and blogger for Tor dot com. He recently closed his well known book review blog, Staffer's Book Review. He lives in San Antonio with his wife and two children.

Joe R. Lansdale - www.joerlansdale.com

Joe R. Lansdale is the author of 45 novel, over 300 short works, and several novellas. His stories and novels have won numerous awards, including the Edgar, Bram Stoker, and Horror Writers Association Lifetime Achievement Award. Lansdale is a member of the Texas Literary Hall of Fame and Writer in Residence at Steven F. Austin University. His works *Bubba Ho-Tep*, *Cold in July*, and *Incident On and Off a Mountain Road* have been filmed. His crime series *Hap and Leonard* is now being filmed for Sundance Television.

Alexis Glynn Latner - www.alexisglynnlatner.com

Alexis Glynn Latner's science fiction novel *Hurricane Moon* was published by Pyr in 2007 and again by Avendis Press in 2014 with a sequel scheduled for late 2015. Her science fiction, fantasy, horror and mystery stories have appeared in the magazines *Analog* and *Amazing* and various print and online anthologies. Some of those stories are now e-books. She lives in Houston, Texas, where she works in the Rice University library and teaches creative writing. For fun, she flies sailplanes, so she understands the calculus of risk and reward when people undertake adventure.

William Ledbetter - www.williamledbetter.com

William Ledbetter has over thirty stories in publications like *Fantasy & Science Fiction*, *Writers of the Future*, *Escape Pod* and *Bean.com*. He administers the Jim Baen Memorial Short Story Award contest, is a *Writers of the Future* winner, a Launch Pad Astronomy workshop graduate, runs the Science Track for Fencon and is a consulting editor at *Heroic Fantasy Quarterly*. He lives near Dallas with his family and too many animals. For more information visit his website.

Tess Mallory - www.tessmallory.com

Tess Mallory is the author of nine novels and is currently at work on a book of SF and Fantasy based poetry, *Night on Saturn*. She'll be reading from this work at the con. Tess is also an Editor-at-Large for Greenleaf Book Group in Austin, Texas, and has taught

writing workshops off and on for twenty years. She's an ardent *Firefly*, *Star Trek*, *Star Wars*, *Highlander*, *iZombie*, *Vampire Diaries*, and *Veronica Mars* fan. She loves to encourage other writers, whether just starting or burned out and starting over.

Mari Mancusi - www.marimancusi.com

Mari Mancusi always wanted a dragon as a pet. Unfortunately the fire insurance premiums proved a bit too large and her house a bit too small--so she chose to write about them instead. Today she works as an award-winning author for adults and teens and freelance television producer, for which she has won two Emmys. When not writing, Mari enjoys traveling, cosplay, watching cheesy (and scary) horror movies, and her favorite guilty pleasure—playing videogames. A graduate of Boston University, she lives in Austin, Texas, with her husband Jacob and young daughter.

Julia S. Mandala - www.juliasmandala.com

Julia S. Mandala holds degrees in history and law, and is a freelance editor, scuba diver and belly dancer. She edited *The Anthology From Hell: Humorous Tales from WAY Down Under*, and has three published novels, *The Four Redbeards: Apocalypse Now!* and *Redbeards in Love* (with Linda L. Donahue, Rhonda Eudaly and Dusty Rainbolt) and *House of Doors* (Yard Dog Press). Her works appear in *Witch Way to the Mall*, *Fangs for the Mammaries and Chicks and Balances*, and in *The Mammoth Book of Comic Fantasy II*, *The Four Redbeards of the Apocalypse*, *Dracula's Lawyer* and many small press anthologies.

Marshall Ryan Maresca - www.mrmaresca.com

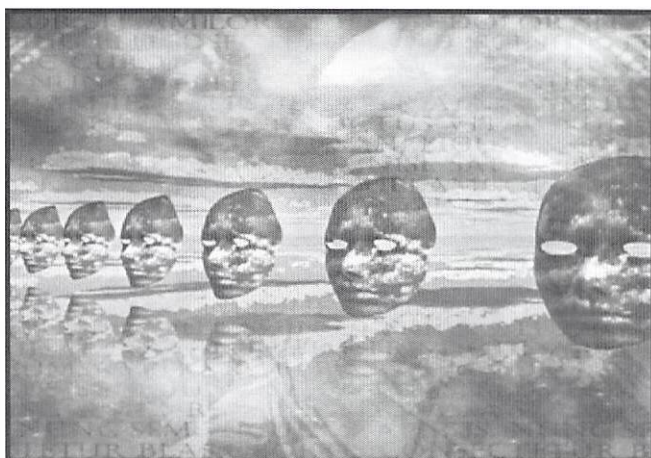
Marshall Ryan Maresca is a fantasy & sci-fi writer and a playwright. His books include *The Thorn of Dentonhill* and *A Murder of Mages*, and the upcoming *The Alchemy of Chaos*. He has also had stories in *Rayguns Over Texas*, *The Protectors* and *The Norton Anthology of Hint Fiction*. He lives in Austin with his wife and son, and has worked as a stage actor, a theatrical director and an amateur chef.

Ari Marmell - mouseferatu.com

Ari Marmell began his writing career freelancing for *Dungeons & Dragons* and other role-playing games, before moving on to his ultimate goal of fiction-writing. His published fiction consists of both fully original works and licensed/tie-in properties—including *Darksiders* and *Magic: The Gathering*—for publishers such as 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, really thinks it's dinner time.

Henry Melton - www.HenryMelton.com

Henry Melton has been writing since the 70s, originally short fiction for *Analog*, other magazines and paperback anthologies. When he left the cubicle workplace after the dotcom bubble, he experimented with writing YA novels for fun and found that people



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www.oddskybooks.com

liked them. Since then he has written 20+ titles ranging from YA SF adventures to General Audience disaster SF. The books are loosely divided into "Small Towns, Big Ideas," his YA, and "The Project Saga," a multi generational big story still in progress. You'll find his Wire Rim Books table in the Dealer Room.

C. J. Mills

C. J. Mills grew up in Yankee lands and has only been living in Texas since 2000 (but she was coming down for ArmadilloCon for years before that). A writer by inheritance as well as inclination -- her mother and her mother's mother were both journalists; her paternal grandmother and aunt both wrote short stories --and she has six novels published; one of these was nominated for a best-first-novel award by the Western Writers' Association. She has two grown sons, who stayed in Minnesota. Her hobbies are music, vintage and foreign doll collecting, and language collecting.

John Moore

John Moore is a writer and engineer from Houston. His novels include *Slay and Rescue*, *Heroics for Beginners*, *The Unhandsome Prince*, *Bad Prince Charlie*, *A Fate Worse than Dragons*. His most recent book is *The Lightning Horse* from Zumaya Press.

Nancy Jane Moore - www.nancyjanemoore.com

Nancy Jane Moore's science fiction novel, *The Weave*, is now available from Aqueduct Press. Her other books include the novellas *Changeling* (also from Aqueduct) and *Ardent Forest*, and the collections *Conscientious Inconsistencies*, *Flashes of Illumination*, and *Walking Contradiction and Other Futures*. She is a founding member of the author's co-op Book View Caf . A native Texan who spent many years in Washington, DC, and in Austin, she now makes her home in Oakland, CA.

Jaime Lee Moyer - www.jaimeleemoyer.com

Jaime Lee Moyer lives in a land of cactus, cowboys, and rhinestones, while dreaming of tall trees and the ocean. She writes novels about murder and betrayal, friendship, ghosts and magic, and she feels it's only fair to warn you that all her books are kissing books. Her cats approve all of this, including the kissing. She writes a lot. She reads as much as she can.

Michelle Muenzler

Michelle Muenzler, also known at local conventions as "The Cookie Lady," writes fiction both dark and strange to counterbalance the sweetness of her baking. Her fiction and poetry have been published in magazines such as *Daily Science Fiction*, *Crossed Genres*, and *Apex Magazine*, and she takes immense joy in crinkling words like little foil puppets.

Gloria Oliver - www.gloriaoliver.com

Gloria Oliver, slave to her feline and puppy masters, lives in Texas. She's the author of six fantasy and YA fantasy novels with more

on the way. Her latest release is the fantasy called *Jewel of the Gods* from Zumaya Publications. She is a member in good standing with both EPIC and Broad Universe though has yet to work her way into the top list of Cat Slaves R Us.

Cary Osborne - iroshioftheglaive.blogspot.com

Cary Osborne has six novels recently re-issued as eBooks. They are science fiction and fantasy genres: *Iroshi*, *The Glaive*, *Persea*, *Deathweave*, *Darkloom*, and *Winter Queen*. Two new novels will be published this year, one mystery, *Oklahoma Winds*, and a fantasy, *When God Was Stolen*. Osborne also has 19 short stories in FSF and horror published. Current projects include the final Iroshi novel, titled *Beyond the Void*, a follow-up to the mystery, set again in Oklahoma, and several short stories. Having lived in several parts of the country, Osborne has settled back in Oklahoma and now writes full-time.

Juan Manuel P rez - www.hotfcpres.com/about.html

Juan Manuel P rez, born and raised around onion fields in La Pryor, Texas, is the author of many full poetry collections, plus numerous chapbooks and workshop workbooks. The award-winning poet is also the 2011-2012 Poet Laureate for the San Antonio Poets Association, the Chupacabra Poet Laureate (Lifetime), the 2014 Un-Official Hooters Poet, and the winner of the 2005 People's Comic Book Newsletter Award For Best Comic Book Poetry, as well as, the 31st Annual Southwest Texas Junior College Creative Arts Contest Over-All Literary Award Winner (Poetry & Prose) in 2012. Currently, he teaches, writes poetry, and chases chupacabras by the Texas Gulf Coast in Corpus Christi, Texas.

Lawrence Person - www.lawrenceperson.com

Lawrence Person is a science fiction writer living in Austin, Texas. His fiction has appeared in *Asimov's*, *Analog*, *Postscripts*, *Fear*, *Jim Baen's Universe* and several anthologies, including *Rayguns Over Texas* and *Cross Plains Universe*, and his most recent story is in the July issue of *Galaxy's Edge*. His nonfiction has appeared in *National Review*, *Reason*, *SF Eye*, and *NYRSF*. He runs *Lame Excuse Books* and used to edit the Hugo-nominated *Nova Express*. He also owns a celebrated library of Science Fiction first editions.

John Picacio - www.johnpicacio.com

John Picacio is one of the most acclaimed American artists in science fiction, fantasy, and horror publishing over the last decade. He illustrated the best-selling 2012 George R. R. Martin / *A Song of Ice and Fire Calendar*, and has created cover art for books by Michael Moorcock, and the *Star Trek* and *X-Men* franchises. Awards include the Hugo, the World Fantasy Award, the Locus Award, and seven Chesleys. Recent projects include *Loteria* - a reimagining of the Mexican bingo game, featuring 54 new artworks. Words that make him happy include comics, hardcover, Kenobi, Batman, arthouse, single malt, and ghost chili.

Alan J. Porter - alanjporter.com

Writer, and award-winning editor, Alan J. Porter, has written adventures featuring Sherlock Holmes, Allan Quatermain, Houdini, and private eye Rick Ruby; as well as his own New Pulp adventurers, *The Raven* and *The Lotus Ronin*. His pop-culture non-fiction work has featured properties such as *Batman*, *Star Trek*, *The Beatles*, and *James Bond*. He has also written comics for Tokyopop, BOOM Studios, Marvel, Disney, and Kid Domino.

Trakena Prevost - www.trakenaprevost.com

Trakena Prevost spends most of her time oscillating between being obsessed with reading and watching Korean dramas, and writing down the fantastic tales rumbling around in her head. She also spends time working in HR for a major medical system in Houston, and hanging out with family and friends. She has always loved the many worlds she's found in books, where everything was possible. It didn't occur to Trakena that the fanciful stories she made up for fun could one day be out in the world, but now that they are!

Marguerite Reed

Marguerite Reed enjoys a good fight. She battled for reproductive freedom for over a decade in one of the nation's highest-profile abortion clinics and now continues that campaign as a science fiction writer. When she isn't writing or campaigning, she enjoys lifting weights and wearing armor. She lives just east of the 100th meridian with her husband and children. Marguerite's short stories have appeared in *Clean Sheets*, *Strange Horizons*, and *Lone Star Stories*. *Archangel* is her first novel.

Jessica Reisman - www.storyrain.com

Jessica Reisman's stories have appeared in numerous magazines and anthologies. Her first novel, *The Z Radiant*, published by Five-Star Speculative Fiction, was described as, "thinking reader's sci-fi." She was a Michener Fellow in Fiction in graduate school and a graduate of Clarion West.

Carrie Richerson

Fantasy/horror writer Carrie Richerson lives in Austin, Texas, where she acts as talent agent for her notorious menagerie. She was a two-time finalist for the Campbell Award for Best New Writer. Her short fiction has been reprinted in numerous "Best Of" collections. Her recent short fiction sales include a story about building the superhighway to Hell in west Texas, and a tribute to Texas's most famous barbarian king. When Stina Leicht, Toastmaster, was an aspiring writer, Carrie was one of her mentors.

Rob Rogers - robrogers.blogspot.com

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.

Ric Sheridan Rose - Riewriter.com

Rie's short stories appear in numerous anthologies, including *Nightmare Stalkers* and *Dream Walkers* Vols. 1 and 2, *Avast Ye Airships!*, *The Grottesquerie* and *In the Bloodstream* as well as Yard Dog Press' *A Bubba In Time Saves None*. Mocha Memoirs has the short story collection *RieTales*. Online, she has appeared in *Cease, Cows*, *Lorelei Signal*, and *Four Star Stories*. She recently edited her first anthology for Mocha Memoirs, *Avast, Ye Airships!* She is also the author of six novels, five poetry chapbooks, and lyrics for songs on several of Marc Gunn's CDs.

Josh Rountree - www.joshrountree.com

Josh Rountree's short fiction has been published in a variety of magazines and anthologies, including *Realms of Fantasy*, *Polyphony 6*, and *Happily Ever After*. 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.

K. B. Rylander

K.B. Rylander spends way too much time thinking up odd questions and tracking down the answers. When she's not writing, you can find her sipping fine bourbon or playing Legos with her kids, though hopefully not at the same time. She won the 2015 Jim Baen Memorial Short Story Contest and is a member of the Codex writing community.

Katherine Sanger - www.fromtheasylum.com

Katherine Sanger was a Jersey Girl before getting smart and moving to Texas. She has been published in *Baen's Universe*, *Black Chaos*, *Wandering Weeds*, *Spacesports & Spidersilk*, *Black Petals*, *Star*Line*, *Anotherrealm*, *Lost in the Dark*, *Bewildering Stories*, and *RevolutionSF*; has edited *From the Asylum*, an e-zine of fiction and poetry; and is the current editor of *Serial Flasher*. She's a member of HWA and SFWA. She taught English for over 10 years at various online and local community and technical colleges and has an MFA in Creative Writing, an MA in English Literature and an MA in Liberal Arts.

Patrice Sarath - www.patricsarath.com

Patrice Sarath is an author and editor living in Austin, Texas. Her novels include 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*. Her short stories that 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* compiled by David Hartwell and Katherine Cramer. Her story "Pigs and

Feaches" was reprinted in *Best Tales of the Apocalypse*.

Rebecca Schwarz - www.curiousworlds.blogspot.com

By day, Rebecca Schwarz is a mild-mannered editorial assistant for a scientific journal, by night she writes science fiction and fantasy stories. Her work has appeared in *Interzone*, *Flash Fiction Online*, and *Daily Science Fiction*. She is currently writing her first novel. You can read about her writing life on her blog.

Sherlock

Mild-mannered Leon Valley library technician by day, whacko experimental San Antonio sci-fi/fantasy/humor artist by night, "Sherlock" (Sherry Watson) is an artistic jack-of-all-trades. She's illustrated several books (from Lucas Miller's *Dr. DNA* and the *Anaconda Invasion* and *Bluebonnet Time* to Diane Duane's *The Misadventures of Prince Ivan*), snagged a Hugo nomination, drew for *Analog*, Jonathan Frid's *Reader's Theatre* DVDs, painted portraits (pets and peoples), T-shirt designs and cartoons for conventions; signs and covers for Colorado Book Associates' catalogs. Recently she contributed a chapter to *Remembering Jonathan Frid* and created the cover for Lorraine Anderson's *River Creek Chronicles: The Coming of the Big Darkness*.

Adrian Simmons - www.heroicfantasyquarterly.com

Adrian Simmons writes, reads, and edits from a well provisioned base in Central Oklahoma. He has hoofed the Ouachita Trail, the Ozark Highland trail, the northern England coast to coast trail, and a respectable distance of the Camino de Santiago in Spain. His genre nonfiction has appeared in *Black Gate* and *Strange Horizons*. His short fiction has popped up in James Gunn's *Ad Astra Magazine*, *Plasma Frequency*, and *Pseudopod*. In 2009, he founded the webzine *Heroic Fantasy Quarterly* and currently serves as one third of its editorial staff.

Willie Siros

Willie Siros founded and chaired two of the earliest science fiction conventions in Texas: Solarcon 1 (1975) and 2 (1976). He was subsequently one of the founders of the Fandom Association of Central Texas and ArmadilloCon. He chaired the first three ArmadilloCons and co-chaired ArmadilloCon 15 and LoneStarCon 1 (the 1985 NASFiC). He was formerly a par- librarian at the University of Texas Harry Ransom Humanities Research Center and developed its speculative fiction collection. He presently runs the virtual bookstore Adventures in Crime and Space and has had made numerous appearances at conventions such as Worldcon, World Fantasy and BoucherCon.

Amy Sisson - www.amysson.com

Amy Sisson is a writer, reviewer, former librarian, and aspiring crazy cat lady who currently lives in Houston with her NASA husband, Paul Abell. Her short fiction has appeared in *Strange Horizons*, *Daily Science Fiction*, and several licensed *Star Trek* anthologies from Pocket Books. In 2015, she has set herself a goal of reading at

least one short story every day.

Nate Southard - www.natesouthard.com

Nate Southard is the author of several books in the horror and crime genres, including *Will the Sun Ever Come Out Again?*, *Just Like Hell, Down*, and *Red Sky*. A finalist for the Bram Stoker Award for Short Fiction, he lives in Austin, Texas, with a pair of cats and can be found cooking Thai food most nights.

William Browning Spencer

William Browning Spencer is a writer of novels, short stories, and screenplays who lives in Austin, Texas. His novel *Zod Wallop* has recently been optioned by Christopher Landon via William Morris Endeavor. His novel *Résumé with Monsters* won the International Horror Critics Award, and his last three books have all received starred reviews in *Publishers Weekly*. He continues to write Lovecraftian short stories (often unaware that he is doing so until someone else notes this). He is the sort of critically esteemed author that no literary agent would wish to represent, and he understands and sympathizes with their financial needs and bears them no ill-will.

Fred Stanton

Fred Stanton has done many things: He is a writer and editor of tabletop role-playing games for Sanguine's *Ironclaw* and its supplements, and for *Albedo: Platinum Catalyst*; he is the writer of the iOS game *Awake* for Nerdy Lizard; he is a short-story writer, most recently with "The Secret History of Xanadu" published in *From the Asylum*; he is author of *The Time Heads' Concise History of Classic Doctor Who*; he is a *Space Squid* cover girl; and he is the hard-to-please fiction editor for *RevolutionSF*.

James Stoddard - www.sff.net/people/james-stoddard

James Stoddard's stories have appeared in publications such as *Amazing Stories* and *The Magazine of Fantasy and Science Fiction*. *The Battle of York* was included in Eos Books' Year's Best SF 10; *The First Editions* appeared in *The Year's Best Fantasy 9* from Tor. His novel *The High House* won the Compton Crook Award for best fantasy by a new novelist, and was nominated for several other awards. A sequel, *The False House*, followed. Both books, and a third in the series will be out this summer. His rewrite of William Hope Hodgson's *The Night Land* was released in 2010.

Patrick Sullivan

Patrick Sullivan is a published short story author. A screenwriter who has been a finalist in AFF and Final Draft competitions, semi-finalist in many more. 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 - www.shannaswendson.com

Shanna Swendson earned a journalism degree from the University

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of Texas but decided it was more fun to make up the people she wrote about. Her contemporary fantasy *Enchanted Inc.* series has been published around the world. She just launched a new contemporary fantasy series, beginning with *A Fairy Tale*, and her young adult steampunk fantasy *Rebel Mechanics* will be published by Farrar Straus Giroux Books for Young Readers in July. She's also contributed essays to a number of books on pop culture topics and spends too much time discussing television on the Internet.

Lee Thomas - www.leethomasauthor.com

Lee Thomas is the two-time Lambda Literary Award- and Bram Stoker Award-winning author of *Stained*, *The Dust of Wonderland*, *The German*, *Torn*, *Ash Street*, *Like Light for Flies*, and *Butcher's Road*, among others. Lee lives in Austin, Texas with his husband John, and their family of animals.

Susan Wade

Susan Wade is a native Austinite with a thing for fairy tales and red shoes. Her short fiction has appeared in *The Magazine of Fantasy & Science Fiction*, *Amazing Stories*, and several of Ellen Datlow's anthologies. Her psychological suspense novel, *Walking Rain*, was an Edgar and Anthony finalist, and won the Barry award.

Thomas M. Wagner - sfreviews.net

Thomas M. Wagner (Martin to his friends) has been reviewing original fantasy and science fiction works at his website for 14 years as of this summer. In the fall of 2013, he expanded onto YouTube with his channel, SFF180. Since 2008, he has also been an instructor in the ArmadilloCon Writer's Workshop.

Howard Waldrop

Howard Waldrop lives in Austin, Texas, and has been a professional writer for over 30 years. His fiction has won the Nebula and World Fantasy Awards. Gardner Dozois has called him a "National Treasure." Forthcoming works include *The Moone Worlde* and *The Search for Tom Purdue*.

Cynthia Ward - www.cynthiaward.com

Cynthia Ward has published stories in *Asimov's*, *Weird Tales*, and *Witches: Wicked, Wild & Wonderful* (Prime Books), among other anthologies and magazines. With Nisi Shawl, she coauthored the diversity fiction-writing handbook, *Writing the Other: A Practical Approach* (Aqueduct Press). Born in Oklahoma, she lived in Maine, Spain, West Germany, the San Francisco Bay Area, Seattle, and Tucson before settling in Los Angeles. She is not working on a screenplay.

Don Webb

Don has written 22 books, been published in every magazine from *Analog* to *Weird Tales*, produced hundreds of short stories, and is still *Unknown* to anybody. He has taught SF writing for UCLA Extension for 13 years.

Martha Wells - www.marthawells.com

Martha Wells has written over a dozen fantasy novels, including the Books of the Raksura series (*The Cloud Roads*, *The Serpent Sea*, *The Siren Depths*, *Stories of the Raksura Vol. I*, *Stories of the Raksura II*), *The Wizard Hunters*, and the Nebula-nominated *The Death of the Necromancer*, as well as YA fantasies, short stories, and nonfiction. She has had stories in *Black Gate*, *Realms of Fantasy*, *Stargate Magazine*, *Lightspeed*, and in the anthologies *Elemental*, *Tales of the Emerald Serpent*, and *The Other Half of the Sky*. She has written the media-tie-ins, *Stargate Atlantis: Reliquary*, *Stargate Atlantis: Entanglement*, and *Star Wars: Razor's Edge*.

Skyler White - www.SkylerWhite.com

The child of two college professors, Skyler White grew up in an environment of scholarship and academic rigor, so naturally dropped out of high school to be a ballerina. She's been dancing around research and thinking through muscle cramps ever since. She has a master's in theater, and work experience in advertising; she's won awards as a stage director, and appeared on reality TV. She is a mother and an instigator, a wife and a realist, a liberal living in Texas and an atheist with faith in mythology. Her novels include *And Falling*, *Fly* and a collaboration with Steven Brust, *The Incrementalists*.

Ernie Wood - www.erniewood.com

Author of the time travel novel *One Red Thread*, Ernie Wood grew up in Chapel Hill, North Carolina, received his undergraduate degree in English Literature from Hamilton College in New York, returned to his home state to work in newspaper journalism, and arrived in Austin in 1984 as a magazine writer. Over a long career, he has been an award-winning author of nonfiction books, documentary film, advertising and journalism. Since the early 1990s has been a writer and manager of writers at a number of Austin advertising agencies and high-tech companies.

Barbara Ann Wright - barbaraannwright.wordpress.com

Barbara Ann Wright writes fantasy and science fiction novels and short stories when not ranting on her blog. Her short 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.com'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. Her newest work, *Thrall: Beyond Gold and Glory*, is a Viking-esque fantasy due to release in September.

Caroline M. Yoachim - carolineyoachim.com

Caroline M. Yoachim lives in Seattle and loves cold cloudy weather. She is the author of dozens of short stories, appearing in *Asimov's*, *Fantasy & Science Fiction*, *Clarkesworld*, *Lightspeed*, and *Daily Science Fiction*, among other places.

Program Schedule

Program Schedule

Notice

This program book went to press a week before the con. Last-minute changes may be made to the schedule, so consult the Pocket Program and Changes Board for the latest information.

Explanation of Notation

Each program item bears a code like Fr1700T. The first two characters indicate the day of an event, the next four indicate its start time in 24-hour time, and the rest show the event's location. (P=Pecos, SA=San Antonio, T=Trinity, etc.) An asterisk (*) after a participant's name designates the moderator.

Friday

Fr1600D Welcome to ArmadilloCon

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

Bobo, Burton, Juday, Reisman*

Our panelists will talk about the essential elements of sf cons in general and ArmadilloCon in particular. Learn about all the can't-miss events you should attend to get the most out of our con.

Fr1700D Alternate History

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

Antonelli, Brown, Dimond, Kimbriel, Mills, Waldrop*

Why is this genre so fascinating, and how does it relate to the rest of speculative fiction? What special challenges does it pose for the writer -- and reader?

Fr1700E Researching Your Book

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

Blaschke, Cheney, Moyer, Osborne, Thomas, Wood*

Where to look, who to ask, what to do? How much is too much? What do you do with all the research that doesn't fit in the book?

Fr1700F Growing the Next Generation of Readers

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

Griffin, Jacobs, Mancusi, Rylander, Sarath, Stoddard*

Discussing current works for young readers, and older books that are still relevant.

Fr1700CC Reading

Fri 5:00 PM-5:30 PM Conference Center

Eugene Fischer

Fr1730B Reading

Fri 5:30 PM-6:00 PM Southpark B

Beverly A. Hale

Fr1730CC Reading

Fri 5:30 PM-6:00 PM Conference Center

Eric Bakutis

Fr1800D Humor in SF/F

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

Chang, Ewing, J. Moore, Sanger*

Where to find the good stuff, and how to write it.

Fr1800E Game of Thrones: Comparing the book to the TV show

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

*Bakutis, Benjamin, Clarke, Finn, Picacio, Swendson**

Exploring the faithfulness of the adaptation and the high points of the books vs. the show.

Fr1800F Favorite Webcomics

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

Fischer, Fletcher, Melton, Rose*

What are your favorite sites on the net for a quick laugh?

Fr1800B Reading

Fri 6:00 PM-6:30 PM Southpark B

Dantzel Cherry

Fr1800CC Reading

Fri 6:00 PM-6:30 PM Conference Center

Pauline Baird Jones

Fr1830B Reading

Fri 6:30 PM-7:00 PM Southpark B

Julia Mandala

Fr1830CC Reading

Fri 6:30 PM-7:00 PM Conference Center

Sanford Allen

Fr1900D Opening Ceremonies

Fri 7:00 PM-7:30 PM Ballroom D

DeNardo, Duchamp, Juday, Kelley, Leicht, Liu, Morrow, C. Sirois*

This formally kicks off the con. Get introduced to the con's major guests. Afterward attend the Meet the Pros party.

Fr1930L Meet the Pros Party

Fri 7:30 PM-9:30 PM Lobby

Here's an opportunity to meet your favorite author or artist.

Fr2000D New Twists on Urban Fantasy

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

Clevenger, Mancusi, J. Moore, Richerson*

Moving beyond Elves on Motorcycles, where is this sub-genre headed?

Fr2000E The Art of the Short Story

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

*Allen, Antonelli, Bey, Griffin, Mandala, Wade**

Plot, setting, character, style: creating great SF in a small package.

Fr2000F Writing for Film and TV

Fri 8:00 PM-9:00 PM Ballroom F

Benjamin, Cargill, de Orive, Lansdale, Sullivan*

Opportunities and challenges of writing for screens big and small.

Fr2000B Reading

Fri 8:00 PM-8:30 PM Southpark B

Paige Ewing

Fr2000CC Reading

Fri 8:00 PM-8:30 PM Conference Center

David Hardy

Fr2030B Reading

Fri 8:30 PM-9:00 PM Southpark B

Amanda Downum

Fr2030CC Reading

Fri 8:30 PM-9:00 PM Conference Center

Katharine Eliska Kimbriel

Fr2100D Work of James Morrow

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

Brown, Lalumiere, N. J. Moore, Schwarz, Weisman*

Our panelists explore the humor, breadth, and impact of our Special Guest's writings.

Fr2100E Classic Feminist SF

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

Johnson, Juday, Latner, Reed, Reisman, Sarath*

What are the great works of Feminist SF that contemporary readers should be aware of? How are they influencing writers today?

Fr2100F SF TV Shows We're Anticipating

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

Allen, Frank, Klaw, Oliver, Rountree,*

The Expanse, Man in the High Castle, Minority Report, etc.: Which looks the most interesting and exciting? How faithful can the ones with literary origins be to their source material?

Fr2100B Dual Reading

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

Eudaly, Finn

Fr2130CC Reading

Fri 9:30 PM-10:00 PM Conference Center

C. Robert Cargill

Fr2200D Badass, Babe, or None of the Above: Are Women's Archetypes Evolving (or Not) in SF/F Literature?

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

Cherry, Downum, Reed, Wright*

How have female characters been written in SF/F literature historically? Have these roles changed, and are new tropes emerging?

Fr2200E Love in the Time of Vampires

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

*Clevenger, Mancusi, Sherlock, White**

Romance and lust among (and for) the bloodsucking immortals. Why are they so fascinating -- and attractive?

Fr2200F The Map vs. The Territory

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

Gibbons, Simmons*

Real-life long distance hiking, and how your writing can benefit.

Fr2200B Reading

Fri 10:00 PM-10:30 PM Southpark B

Fred Stanton

Fr2200CC Reading

Fri 10:00 PM-10:30 PM Conference Center

Josh Rountree

Fr2230B Reading

Fri 10:30 PM-11:00 PM Southpark B

Matt Cardin

Fr2230CC Reading

Fri 10:30 PM-11:00 PM Conference Center

Kenneth Mark Hoover

Saturday

Sa1000D Stump the Panel: Make Up an SF/F Use for an Everyday Object

Sat 10:00 AM-11:00 AM Ballroom D

Cheney, Mandala, Stoddard, Rose, Rountree*

The audience supplies the items, and the panel provides the imagination.

Sa1000E Silkpunk: Asian themes and influences in SF/F

Sat 10:00 AM-11:00 AM Ballroom E

Chu, Kerr, Kimbriel, Landon, Liu, Oliver*

Exploring the use of Asian concepts and locations in the work of Guy Gavriel Kay, Neil Gaiman, and Ken Liu contextualized as just a few of many.

Sa1000F What Sciences Haven't Been Used?

Sat 10:00 AM-11:00 AM Ballroom F

Allen, Ledbetter, J. Moore, Simmons, Joachim*

It's not all astronomy and physics. Where are the great psychology and library science SF novels? What else should we be seeing?

Sa1000A Hobbit Movies

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

Blaschke, Carl, de Orive, Ewing, Swendson, Wilson*

A consideration of the series.

Sa1000B Reading

Sat 10:00 AM-10:30 AM Southpark B

Rick Klaw

Sa1000CC Reading

Sat 10:00 AM-10:30 AM Conference Center

Mari Mancusi

Sa1030B Reading

Sat 10:30 AM-11:00 AM Southpark B

Claude Lalumiere

Sa1030CC Reading

Sat 10:30 AM-11:00 AM Conference Center

Marguerite Reed

Sa1100D Learning to Write: Recommended Workshops, Books and Classes

Sat 11:00 AM-Noon Ballroom D

Cardin, Catmull, K. M. Hoover, Muresca, Wells, Joachim*

A look at formal and informal education for beginning writers or those who want to improve their craft.

Sa1100E Hunger Games vs. Divergent

Sat 11:00 AM-Noon Ballroom E

Burton, Cherry, P.J. Hoover, Mallory, Prevost, Rylander*

Young adult novels, successful film franchises: What do these series tell us about markets, readers, and viewers? How do they compare?

Sa1100F Fan Guest Interview

Sat 11:00 AM-Noon Ballroom F

DeNardo, Johnson, Person**

Our joint interrogators explore the origin story and fannish career of our Fan Guest.

Sa1100A Dinosaurs in SF

Sat 11:00 AM-Noon Southpark A

Cupp, Hardy, Leicht, Reed, Rogers*

Leaping Lizards from Lost World to the present.

Sa1100B Reading

Sat 11:00 AM-11:30 AM Southpark B
Cassandra Rose Clarke

Sa1100CC Reading

Sat 11:00 AM-11:30 AM Conference Center
Robert Jackson Bennett

Sa1100DR Autographing

Sat 11:00 AM-Noon Dealers' Room
Brust, Chu, Liu, N. J. Moorz, Morrow, White

Sa1130B Reading

Sat 11:30 AM-Noon Southpark B
James Stoddard

Sa1130CC Reading

Sat 11:30 AM-Noon Conference Center
Cary Osborne

Sa1130CS Reading

Sat 11:30 AM-Noon Con Suite
John Hornor Jacobs

Sa1200D SF Mysteries

Sat Noon-1:00 PM Ballroom D
Crider, Cupp, Lalumiere, Melton, Mills, Sarath*
 How to balance suspense and plausibility, and play fair with the reader when the whole world is invented. What works have married the genres well?

Sa1200E How to Sell a Book to Aqueduct Press

Sat Noon-1:00 PM Ballroom E
Duchamp, N. J. Moore, Ward, Weisman*
 What does it take to get out of the slush pile at our Editor Guest's press?

Sa1200F Artist Guest Interview

Sat Noon-1:00 PM Ballroom F
Kelley, Picacio, Zrubek**
 How did our Artist Guest break into the field and make a career, and what has he seen along the way?

Sa1200A How to Draw Dragons and Armadillos

Sat Noon-1:00 PM Southpark A
Sherlock
 A lesson in drawing these majestic and strange creatures.

Sa1200B Reading

Sat Noon-12:30 PM Southpark B
Jessica Reisman

Sa1200CC Reading

Sat Noon-1:00 PM Conference Center
Joe Lansdale

Sa1200DR Autographing

Sat Noon-1:00 PM Dealers' Room
Antonelli, Clarke, Mallory, Moyer, Porter, Wood

Sa1200CS Space Squid Readings

Sat Noon-1:00 PM Con Suite
Bey, Chang

Sa1230B Reading

Sat 12:30 PM-1:00 PM Southpark B
Juan Perez

Sa1300D The Work and Influence of H. P. Lovecraft

Sat 1:00 PM-2:00 PM Ballroom D
*de Orive, Downum, Person, Spencer, Stanton, Webb**
 How has this master of the macabre impacted the field?

Sa1300E Private Space Travel

Sat 1:00 PM-2:00 PM Ballroom E
Abell, Frank, Gibbons, Jackson, Ledbetter, Latner*
 Two companies have contracts to deliver crew to the ISS, and others are offering suborbital flights soon. Is private spaceflight the wave of the future?

Sa1300F Betrayal With Integrity: Conformance and Estrangement in Translating Chinese SF

Sat 1:00 PM-2:00 PM Ballroom F
Liu
 Discussing the origin of Chinese SF through translation of Western works, background on translation theory, and the author's experience translating *The Three-Body Problem* for readers in the West.

Sa1300A Writing a Strong Teen Protagonist

Sat 1:00 PM-2:00 PM Southpark A
Blaschke, Griffin, P.J. Hoover, Kerr, Mancusi, Prevost*
 What works and what doesn't when striving to create a memorable and believable teen character?

Sa1300B Reading

Sat 1:00 PM-1:30 PM Southpark B
Martha Wells

Sa1300CC Loteria!

Sat 1:00 PM-2:00 PM Conference Center
Picacio
 Play the classic game of chance for the opportunity to win prizes.

TEA PUNK TEAS
 CIVILITY IN EVERY CUP

WE WOULD BE DELIGHTED TO SEE YOU AT OUR TEA PARTY ON SATURDAY! STOP BY OUR BOOTH FOR MORE INFORMATION.

WWW.TEAPUNKTEAS.COM

Hugo Award-winning artist John Picacio hosts several rounds of this fun, easy-to-learn Mexican Bingo game.

Sa1300DR Autographing

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

Bennett, Cargill, Catmull, Ewing, K. M. Hoover, Jacobs, Perez

Sa1330B Reading

Sat 1:30 PM-2:00 PM Southpark B

Rob Rogers

Sa1400D Fannish Feud

Sat 2:00 PM-3:00 PM Ballroom D

Bobo, DeNardo, Duchamp, Eudaly, Kelley, Leicht, Hollas, Liu, Morrow, Sarath, Simpson, Wilson*

Come see our Fans vs. Pros game show event. Let's play the feud!

Sa1400E Writing Prompts to Get Your Creative Juices Flowing

Sat 2:00 PM-3:00 PM Ballroom E

Bracken, Brust, Clevenger, Lansdale, Mills, Webb*

What do you do -- writing exercises, background music, visuals, or whatever -- to get started and keep going?

Sa1400F Virtual Reality Presentation

Sat 2:00 PM-3:00 PM Ballroom F

Bakutis

Presenting the latest developments in virtual reality, which will shortly be entering the mainstream with the commercial launches of VR headsets.

Sa1400A Broad Universe

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

Burton, Cheney, Jones, Latner, Oliver, Ward, Wright*

A joint reading by members of the writers' group Broad Universe "promoting science fiction, fantasy, and horror written by women."

Sa1400B Reading

Sat 2:00 PM-2:30 PM Southpark B

Scott Cupp

Sa1400CC Reading

Sat 2:00 PM-2:30 PM Conference Center

Trakena Prevost

Sa1400DR Autographing

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

Cardin, Cherry, Downum, Kimbriel, Mancusi, Stoddard

Sa1430B Reading

Sat 2:30 PM-3:00 PM Southpark B

Christopher Brown

Sa1430CC Reading

Sat 2:30 PM-3:00 PM Conference Center

William Ledbetter

Sa1500D What You Should Have Read in 2014-2015

Sat 3:00 PM-4:00 PM Ballroom D

DeNardo, Landon, Muenzler, White, W. Siros, Sisson*

Our annual rundown of the year's best.

Sa1500E Career Adjustments for the Writer

Sat 3:00 PM-4:00 PM Ballroom E

*Liu, Maresca, Southard, Swendson, Weisman, Wells**

Knowing when it's time to switch agent, publisher, genre, or even (last resort) your name.

Sa1500F Hayabusa 2 Spacecraft Mission

Sat 3:00 PM-4:00 PM Ballroom F

Abell

Slide show and talk by NASA scientist Paul Abell about the Japanese asteroid mission that he is participating in, successor to the first asteroid sample return.

Sa1500A Time Travel: Essential Books and Stories

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

Finn, Fletcher, Griffin, Jones, Lalumiere, Wood*

What are the touchstone tales of going back and forth in time?

Sa1500B Reading

Sat 3:00 PM-3:30 PM Southpark B

Jayme Lynn Blaschke

Sa1500CC Reading

Sat 3:00 PM-3:30 PM Conference Center

Wesley Chu

Sa1500DR Autographing

Sat 3:00 PM-4:00 PM Dealers' Room

Kelley, Johnson, Mandala, Osborne, Thomas, Waldrop

Sa1530B Reading

Sat 3:30 PM-4:00 PM Southpark B

Lou Antonelli

Sa1530CC Reading

Sat 3:30 PM-4:00 PM Conference Center

Patrice Sarath

Sa1600D Speculative Fiction as a Mirror to Religion

Sat 4:00 PM-5:00 PM Ballroom D

Blaschke, Cardin, Kimbriel, Marmell, Morrow, Swendson*

Illuminating human institutions, belief systems, theology, and cosmology.

Sa1600E Editor Guest Interview

Sat 4:00 PM-5:00 PM Ballroom E

Brown, Dimond*, Duchamp*

A two person tag-team interview of our Editor Guest L. Timmel Duchamp.

Sa1600F History of the Illustrated 007

Sat 4:00 PM-5:00 PM Ballroom F

Porter

A talk and slideshow about James Bond comic books.

Sa1600A Ray Bradbury: A Consideration of a Body of Work

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

*Catmull, Crider, Lansdale, Spencer, Stoddard, Sullivan, Wade**

Our panel discusses the importance of the writings of Bradbury. How are his influences still felt today?

Sa1600B Fandom before the Internet

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

Bobo, Jackson, Sherlock, W. Siros, Wilson*

Organized SF fandom existed for decades before the Internet came into common use in the mid-1990s. How did fans organize conventions, create fanzines and newsletters, buy books, and even communicate with writers and each other in those low-tech days? What has been gained and lost since technology has permeated every aspect of the fan experience in the modern age?

Sa1600CC Dual Reading

Sat 4:00 PM-5:00 PM Conference Center

Brust, White

Sa1600DR Autographing

- Sat 4:00 PM-5:00 PM Dealers' Room
Cheney, Eudaly, Finn, Latner, Reed, Webb, Wells
- Sa1700D Kid Scary vs. Adult Scary**
Sat 5:00 PM-6:00 PM Ballroom D
Catmull, Clarke, Griffin, Jacobs, Richerson, Waldrop*
What are the differences between what scares kids and what scares adults? How do you write scary effectively for both audiences?
- Sa1700E Charity Auction**
Sat 5:00 PM-7:00 PM Ballroom E
Leicht
Come bid on exciting items! Proceeds benefit Literacy Coalition of Central Texas.
- Sa1700F Artist Guest Slide Show**
Sat 5:00 PM-6:00 PM Ballroom F
Kelley
Our artist guest, Rocky Kelley, presents a retrospective of his work.
- Sa1700A Poetry Round Robin Reading**
Sat 5:00 PM-6:00 PM Southpark A
Mallory, Moyer, Muenzler, Perez, Rose, Sanger, Simmons*
Panelists take turns reading their poetry.
- Sa1700B Reading**
Sat 5:00 PM-5:30 PM Southpark B
Caroline M Yoachim
- Sa1700CC Reading**
Sat 5:00 PM-5:30 PM Conference Center
John Gibbons
- Sa1700DR Autographing**
Sat 5:00 PM-6:00 PM Dealers' Room
Allen, Bey, Carl, Cupp, Melton, Sarath
- Sa1730B Reading**
Sat 5:30 PM-6:00 PM Southpark B
Don Webb
- Sa1730CC Reading**
Sat 5:30 PM-6:00 PM Conference Center
Alexis Glynn Latner
- Sa1800A Attracting and Growing an Audience for Your Work**
Sat 6:00 PM-7:00 PM Southpark A
Eudaly, K. M. Hoover, Melton, Picacio, Rose*
What can you do as an artist or writer to get people to notice your work, and how do you keep them as fans?
- Sa1800B Reading**
Sat 6:00 PM-6:30 PM Southpark B
Alan Porter
- Sa1800CC Reading**
Sat 6:00 PM-6:30 PM Conference Center
PJ Hoover
- Sa1830B Reading**
Sat 6:30 PM-7:00 PM Southpark B
Michael Bracken
- Sa1830CC Reading**
Sat 6:30 PM-7:00 PM Conference Center
Ernie Wood
- Sa1900D Southern Gothic Fiction**
Sat 7:00 PM-8:00 PM Ballroom D
Lansdale, Richerson, Southard, Spencer, Wade, Wood*
What is the intersection of Southern Gothic and SF/F? Do the themes being explored today differ from Southern Gothic of the past? Why does the South seem to have a monopoly on deeply flawed, eccentric, morally ambivalent characters?
- Sa1900E Art Auction**
Sat 7:00 PM-9:00 PM Ballroom E
Zrubek
Buy great art!
- Sa1900F How Would Discovery of Alien Life Affect Us?**
Sat 7:00 PM-8:00 PM Ballroom F
de Orive, Ledbetter, Sarath, Schwarz, Sisson, Wright*
Do we run scared, work things out in the spirit of peaceful cooperation, or accept our new alien overlords?
- Sa1900A Zombies in Fiction and on TV**
Sat 7:00 PM-8:00 PM Southpark A
Clevenger, Mancusi, Maresca, Perez, Rountree,*
With new TV shows springing up like *iZombie* and *Zombie Nation*, the success of books like *World War Z*, and the continued popularity of *The Walking Dead* comic book and TV show, it seems like zombies are here to stay. Are there still nuances of zombiedom left to explore? What makes for good zombie fiction? Is this the zombie zeitgeist?
- Sa1900B Reading**
Sat 7:00 PM-7:30 PM Southpark B
Nancy Jane Moore
- Sa1900CC Reading**
Sat 7:00 PM-7:30 PM Conference Center
Shanna Swendson
- Sa1930B Reading**
Sat 7:30 PM-8:00 PM Southpark B
Henry Melton
- Sa1930CC Reading**
Sat 7:30 PM-8:00 PM Conference Center
Katherine Catmull
- Sa2000D SF from an International Perspective**
Sat 8:00 PM-9:00 PM Ballroom D
Brown, Hardy, Morrow, Porter*
What interesting SF is being produced in countries outside the US? Which are the books and writers to watch? What influences the type of sf that gets written or published in a geographical region?
- Sa2000F Food in SF**
Sat 8:00 PM-9:00 PM Ballroom F
Allen, Brust, Mandala, Sherlock, White*
What food would you most like to try from SF? What's the most disgusting thing ever eaten in text or on film? How do you write about food?
- Sa2000A Writing for the Gaming Industry**
Sat 8:00 PM-9:00 PM Southpark A
Bakutis, Chang, de Orive, Marmell, Stanton*
What opportunities are there for writers in tabletop and video gaming? What are the differences from other media when writing these stories and characters? How do you break into this industry?
- Sa2000B Reading**
Sat 8:00 PM-8:30 PM Southpark B
Tess Mallory

Sa2000CC Reading

Sat 8:00 PM-8:30 PM Conference Center

Lee Thomas

Sa2030B Reading

Sat 8:30 PM-9:00 PM Southpark B

Derek Austin Johnson

Sa2030CC Reading

Sat 8:30 PM-9:00 PM Conference Center

Nate Southard

Sa2100D The Hugo Award's Struggle for Relevance

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

Antonelli, Landon, Muenzler, Reed, Weisman*

A discussion of recent challenges to the award.

Sa2100E What Writers' Workshops Have Done for Me

Sat 9:00 PM-10:00 PM Ballroom E

Brust, Leicht, Melton, Reisman, Thomas, Wagner*

Panelists discuss their experiences as students and teachers in writing workshops. What was helpful in going from novice to pro, or in continuing to hone their craft to the next level?

Sa2100F Economics and Infrastructure in Worldbuilding

Sat 9:00 PM-10:00 PM Ballroom F

Bakutis, Carl, Dimond, K. M. Hoover, Stoddard, Wells*

Building a fictional world that would actually work.

Sa2100A SF Movies from Last Year

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

Cargill, Clarke, DeNardo, Johnson, Klarw, Wright*

The good, the bad, and a few movies more.

Sa2100B Reading

Sat 9:00 PM-9:30 PM Southpark B

Melanie Fletcher

Sa2100CC Reading

Sat 9:00 PM-9:30 PM Conference Center

Marshall Ryan Maresca

Sa2130CC Reading

Sat 9:30 PM-10:00 PM Conference Center

Adrian Simmons

Sa2200D SF as a Survival Guide

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

P. J. Hoover, Perez, Person, Schwarz, Thomas*

OK, you've read about dozens of apocalypses. How are you going to use that to survive?

Sa2200E Writing Erotic Fiction

Sat 10:00 PM-11:00 PM Ballroom E

Bracken, Crider, Erwing, Fletcher, Rose, Webb*

The art of writing naughty stuff.

Sa2200F Comic Books on TV

Sat 10:00 PM-11:00 PM Ballroom F

Bey, Eudaly, Klarw, Lalumiere, Porter, Rogers*

From "Look, up in the air!" to "Friendly Neighborhood Spider-Man" to "I'm the fastest man alive!"

Sa2200A Ghost Stories

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

Finn, Osborne, Rountree, Sanger, Southard*

Are they considered horror or dark fantasy, and are they even viable in today's literature?



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Sunday

Su1100D New Feminist SF

Sun 11:00 AM-Noon Ballroom D

Downum, N. J. Moore, Sanger, Joachim*

Who's leading the way in current feminist SF? What trends are happening now?

Su1100E How I Wrote *The Grace of Kings*

Sun 11:00 AM-Noon Ballroom E

Liu

A talk about the world building and themes behind the author's silkpunk debut, *The Grace of Kings*.

Su1100F Hardcore Business of Writing

Sun 11:00 AM-Noon Ballroom F

Cheney, Jacobs, Maresca, Swendson, Wells*

How does a writer look out for him/herself in the big world of publishing? What has helped the panelists most in forming a profitable writing career?

Su1100A Becoming a Rocket Scientist

Sun 11:00 AM-Noon Southpark A

Abell, Frank, Jackson, Ledbetter*

What has the journey been like? What's the future hold for the profession? How cool is it to say "Why yes, I am a rocket scientist"?

Su1100B Reading

Sun 11:00 AM-11:30 AM Southpark B

*Gloria Oliver***Su1100CC Reading**

Sun 11:00 AM-11:30 AM Conference Center

*Patrick Sullivan***Su1100DR Autographing**

Sun 11:00 AM-Noon Dealers' Room

*Marmell, Reisman, Rountree***Su1130B Reading**

Sun 11:30 AM-Noon Southpark B

*Carrie Richerson***Su1130CC Reading**

Sun 11:30 AM-Noon Conference Center

*Jaime Lee Moyer***Su1200D Writing Fiction from a Gender, Ethnic, Cultural, or Temporal Viewpoint Other Than Your Own**

Sun Noon-1:00 PM Ballroom D

Bennett, Finn, Mandala, Prevost, Thomas, Wright*

What are the challenges of writing a character unlike yourself in a significant way? Are there benefits to creativity?

Su1200E Special Guest Interview

Sun Noon-1:00 PM Ballroom E

Gibbons, Morrow*

John Gibbons talks with Special Guest James Morrow about his work, his life and whatever else they feel like.

Su1200F Performing Major Surgery on Your Novel

Sun Noon-1:00 PM Ballroom F

Cargill, Cheney, Chu, Marmell, Sarath, Wood*

When do you know it's time for a major redo of your novel? What do you do when an editor asks for a severe change in word count, to delete or add a subplot, or change the viewpoint character? Is it best to cut with precision, or chuck it all and start over?

Su1200A Classic SF Back in Print

Sun Noon-1:00 PM Southpark A

Cupp, Hardy, Person, Wagner, Weisman*

Many award winners and classic SF/F titles are newly back in print thanks to e-books and small presses. Panelists discuss the gems you need to know about.

Su1200B It's 2015, the Year of Back to the Future 2: Where are our Hoverboards?

Sun Noon-1:00 PM Southpark B

Abell, Mallory, Sherlock, Porter, Waldrop*

Marty McFly arrives on October 21st of 2015. Will we get hoverboards by then? What do we have now that would really have amazed Marty?

Su1200CC Reading

Sun Noon-1:00 PM Conference Center

*Stina Leicht***Su1200DR Autographing**

Sun Noon-1:00 PM Dealers' Room

*Blaschke, Clevenger, Duchamp, Fletcher, P.J. Hoover***Su1300D Learning from Others' Mistakes: Writing Errors to Avoid**

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

Burton, Eudaly, Finn, Latner, Wurd, Swendson*

You don't have to make every writing error personally. How do you use others' failures as a way to improve your own work?

Su1300E Pictionary

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

Campbell, Chang, Kelley, Sherlock, C. Siros

Come be part of the audience team as our artists draw their hearts out to win for your side.

Su1300F Visit to Two Small Planets

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

Gibbons

Two dwarf planets, both alike in dignity and mystery, yield up their secrets to NASA's questing probes. Come see and hear the latest on missions to Pluto and Ceres.

Su1300A Short Fiction You Should Have Read Last Year

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

Fischer, Rylander, Sisson, Southard, Schwarz*

Our panelists discuss short fiction from the last year that you need to know about.

Su1300B Reading

Sun 1:00 PM-1:30 PM Southpark B

*Michelle Muenzler***Su1300CC Reading**

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

*L. Timmel Duchamp***Su1300DR Autographing**

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

*Klarw, Lahumiere, Ledbetter, Leicht, Maresca, Prevost***Su1330B Reading**

Sun 1:30 PM-2:00 PM Southpark B

*Carrie Clevenger***Su1400D Reading**

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

*James Morrow***Su1400E Blogging and Podcasting as Fan Activity**

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

Fletcher, Landon, Porter, Wagner*

What are some of the most important, influential, or informative SF/F blogs and podcasts today? How do you go from talking to your friends about the books you like, to informing the world?

Su1400F Book Covers: The Good, the Bad, and the Ugly

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

P.J. Hoover, Kelley, Klarw, Moyer, W. Siros, Weisman*

How does a cover artist balance creative impulses with the imperative to create a cover that sells books? What are the notable successes and failures?

Su1400B The Magic of Collaboration

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

Brust, Cargill, Clevenger, de Orive, Mandala, Marmell, Rountree*

Panelists talk about the important aspects of a successful collaboration with another author. What works for them? How do they keep their sense of humor?

Su1400CC Reading

Sun 2:00 PM-2:30 PM Conference Center

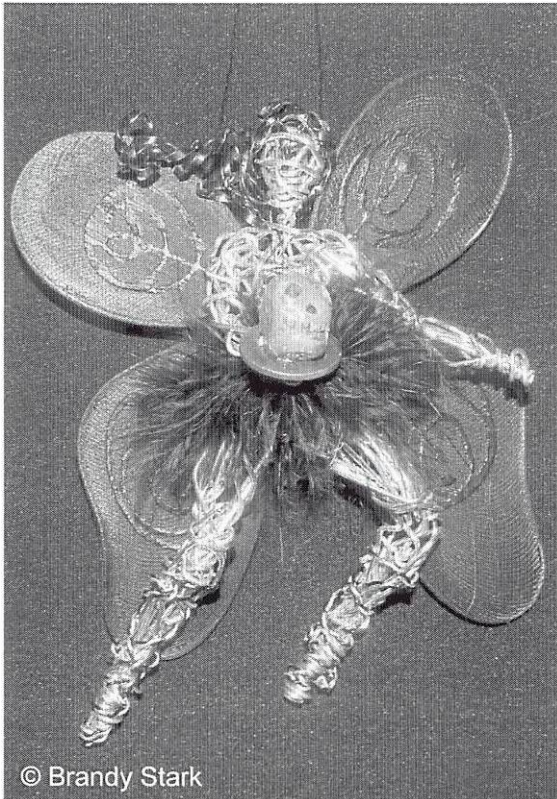
Rebecca Schwarz

Su1400DR Autographing

Sun 2:00 PM-3:00 PM Dealers' Room
 Rose, Oliver, Southard, Swendson, Joachim

Su1500D Reading

Sun 3:00 PM-4:00 PM Ballroom D
 Howard Waldrop

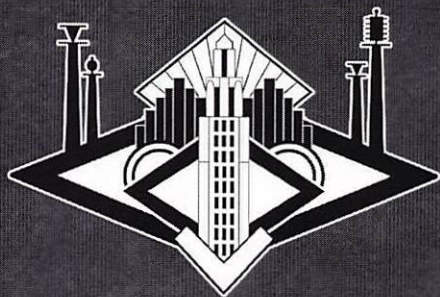


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- Ken Liu Fr1900D, Sa1000E, Sa1100DR, Sa1300F, Sa1400D, Sa1500E, Su1100E
- Tess Mallory Sa1100E, Sa1200DR, Sa1700A, Sa2000B, Su1200B
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- Josh Rountree Fr2100F, Fr2200CC, Sa1000D, Sa1900A, Sa2200A, Su1100DR, Su1400B
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- William Browning Spencer Sa1300D, Sa1600A, Sa1900D
- Fred Stanton Fr2200B, Sa1300D, Sa2000A
- James Stoddard Fr1700F, Sa1000D, Sa1130B, Sa1400DR, Sa1600A, Sa2100F
- Patrick Sullivan Fr2000F, Sa1600A, Su1100CC
- Shanna Swendson Fr1800E, Sa1000A, Sa1500E, Sa1600D, Sa1900CC, Su1100F, Su1300D, Su1400DR
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- Jacob Weisman Fr2100D, Sa1200E, Sa1500E, Sa2100D, Su1200A, Su1400F
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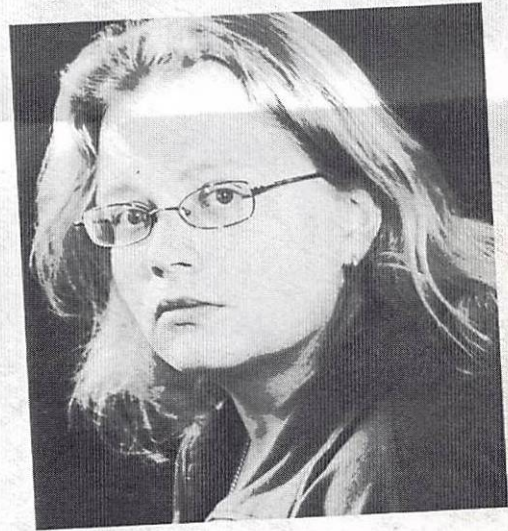
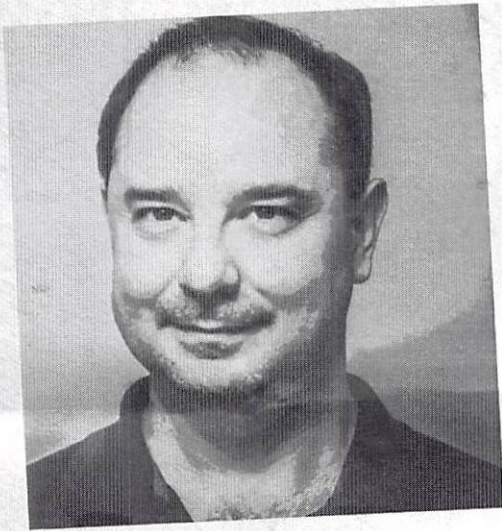
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