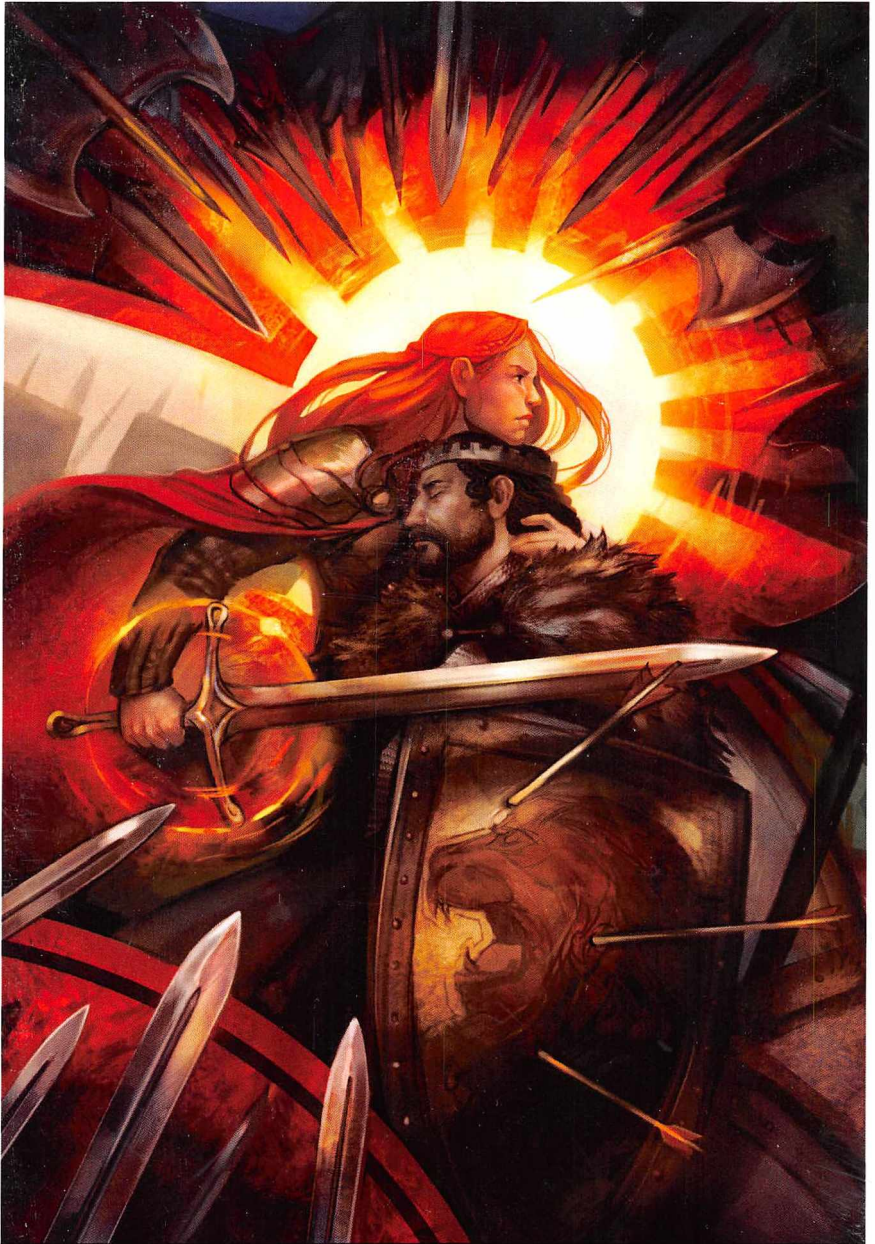




ConQuest 47



MEMORIAL DAY WEEKEND 2016 • KANSAS CITY, MO



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SAN JOSE
2018

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Worldcon in
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For information about voting, visit:
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ConQuest 47

PRIME

Program Book

AUTHOR GUEST OF HONOR
NNEDI OKORAFOR

ARTIST GUEST OF HONOR
JULIE DILLON

FAN GUEST OF HONOR
DIANE LACEY

TOAST
SEANAN McGUIRE

Sheraton Kansas City Hotel at Crown Center
Kansas City, MO
Memorial Day Weekend • May 27-29, 2016

The Kansas City Science Fiction & Fantasy Society



KaCSFFS

Founded in 1971, KaCSFFS (pronounced "kax-fuss") has long promoted science fiction, fantasy, and speculative fiction in all of its many forms, with programs, celebrations, presentations, art shows, and associated small groups that enjoy movies or discuss books.

Dues-paid KaCSFFS members are eligible for discounts at select local retailers.

Every year they produce ConQuesT, a science fiction convention on Memorial Day weekend... which is where you got this program book.

Regular Meetings:

KaCSFFS meets every month, usually on the third Saturday, at The Writers Place, 3607 Pennsylvania, Kansas City, MO, 6:30-about 9 p.m.

For an up-to-date schedule, visit the KaCSFFS

Blogspot:

<http://kacsffs.blogspot.com/>



And visit our Facebook page at:

<https://www.facebook.com/groups/kacsffs/>

ConQuesT 47 Program Book is published by KaCSFFS. It is ©2016 by KaCSFFS, Inc., and all rights are hereby returned to the contributors.

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by Julie Dixon
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Art credits:

Carl Sherrell, pp. 27, 46

Bill Rotsler, p. 10

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CONQUEST 47 CON COMMITTEE

Co-Chairs: Margene S. Bahm, Earline "Cricket" Beebe
Vice Chair: Mikah McCullough

Treasurer	Earline Beebe, Melissa Mattson	Programming	Earline Beebe, David Sooby, DeannaSjolander
Art Show	Mikah McCullough, Kat Gibb, Signy Gephardt, Jan Gephardt	Registration	Dawn Eckel, Robert Eckel, Robert Fischer, Melissa Fischer, DJ Fischer, Paula Murray
Dealers' Room	Dawn Eckel, Robert Eckel, Amber Bingham	Website	Allison Stein
Gaming	Kevin Shook, Robert Barr, Dustin Brants, Kevin Elliott, Brady Forston	Con Suite	Liz Gooch, Jeff Orth, Ty Gephardt
Hotel Liason	Margene S. Bahm, Carol Doms	Guest Liaisons	Jeff Orth, Ruth Lichtwardt, Amber Bingham, Rosemary Williams, Alexis Taylor-Butler
Marketing	Allison Stein	Publications	David Sooby, Jim Murray
Benefit Auction	Steve Roberts, Carol Doms, Dawn Menear	Info Desk	David Means, Marisa Means, Paula Murray
Logistics	Eric Orth	Story in a Bag	Allison Stein
Photography	Brian Bartlett, Matt Jacobson, Beth Welsh		
Signage	David Sooby		

RULES & REGULATIONS

BEHAVIOR: Harrassment Policy

This is the official Harassment Policy of the Kansas City Science Fiction and Fantasy Society, Inc. and ConQuesT.

Definition of Harassment

Harassment is any form of behavior that is unwelcome, unreciprocated, and unsolicited which makes an unpleasant, humiliating, or intimidating environment for the person who is the target of that behavior. To provide a safe and welcoming atmosphere for all convention attendees/club members and allow for a wide diversity of beliefs, lifestyles, and morals, we will adopt and maintain the following behavior protocols.

If you mean NO — say NO.

If you hear NO — STOP!

If you witness someone having trouble saying or hearing NO, get involved using your best judgment.

If you see harassment, contact Con Staff at Operations or speak with a ConQuesT Staff member in your area. If circumstances warrant, intervene as good judgment dictates.

Saying NO

Sometimes out of politeness, people may not be direct when trying to communicate “no.” We need to make it okay to say “no” and mean “no.” Do not joke away, ignore, or minimize unwanted attention. Speak up right away and make your feelings clear. There is nothing wrong nor is there any shame in saying “no.”

Hearing NO

When someone says “no,” then all relevant actions, verbal and/or physical, must stop immediately. There should be no questions, clarifications, cajoling, debate,

coercion, or any continuation of any sort of the unwanted attentions. If someone tells you “no,” you will not wait for it to be repeated, and you will not retaliate in any way. It is understood that any continuation of the subject in question is incumbent upon the person saying “no” to initiate.

Witnessing an incomplete NO

There are times when we may be witness to someone struggling or unable to voice a “no,” or there may be someone who has not recognized that “no” was spoken. In either case, we have an obligation as convention attendees/club members to intercede in the situation to make sure all parties reach the correct understanding.

If there is a complaint issued against you

You will have no direct contact of any sort with the convention attendees/club members registering the complaint(s). This includes voice, written, electronic, and face-to-face contact. Inadvertent contact during the course of club and convention events is sometimes unavoidable, and must not be used as a method of initiating unwanted attention.

If you see harassment, contact Con Staff at Operations or speak with a ConQuesT Staff member in your area. If circumstances warrant, intervene as good judgment dictates.

Consequences

Failure to adhere to KaCSFFS/ConQuesT policies will result in some or all of the following:

1. Mediation by the ConCom with all parties involved in an incident
2. Verbal warning
3. Removal of membership and ejection from ConQuesT
4. Contacting of local law enforcement

KaCSFFS/ConQuest is prepared to deal with any violations of our policies as legally, rapidly, and efficiently as possible. We hope that all members will help to make ConQuest an enjoyable experience for all by respecting the rights of all attendees while in attendance.

KaCSFFS/ConQuest reserves the right to revoke membership and eject any individual at any time from ConQuest. No refunds will be provided.

If you have questions about any of ConQuest policies, please use the contact link on our website.

HOTEL

Please treat the hotel's staff and general patrons with courtesy and respect. As you should at any hotel, please practice basic safety and security measures: secure your belongings, keep an eye on your children, be aware of strangers, and don't leave anything in your car that would tempt thieves.

BADGES

To be granted access to convention areas, your badge must be worn in a visible location at all times. Please comply immediately if asked to show/produce/wear your badge. Parties associated with the convention are required to check for badges as well as ID.

WEAPONS

Replica weapons may be worn as part of a costume at the convention, but must be peace bonded by a ConQuest Operations member or staff. For safety and liability reasons, no real weapons of any kind are allowed at ConQuest. This includes but is not limited to: realistic-looking firearms and live steel. Replica firearms must have the orange muzzle cap and/or be visibly disabled/unable to fire. Weapons purchased during the convention must be taken directly to your personal space (room, vehicle, etc.)

FOLLOW THE LAW

The legal drinking age in Missouri is 21. Minors caught with alcohol or adults caught serving alcohol to minors will forfeit their membership and will be evicted from the facilities. Liquor Control agents have been known to mingle among us. Please drink responsibly and act accordingly. *Note:* Alcohol is not permitted in public areas of the hotel.

ConQuest does not condone the consumption or use of illegal substances. Law enforcement professionals are members of ConQuest and will take action as necessary. Please do not make them work this weekend!

All convention areas and sleeping rooms are non-smoking by city ordinance.

All members of ConQuest are expected to abide by state and federal laws. Failure to comply will result in expulsion from the convention without refund.

CURFEW

Party Floor Curfew: Children 15 and under must leave the party floor by 11 p.m. unless accompanied by parent or guardian. Additionally, strollers and other devices that can block the doors/hallways are not permitted on the party floor, save for the transportation of children to their room on that floor.

PETS

Pets are not allowed in the hotel. Service animals allowed for persons with disabilities.

CELL PHONES

Please turn off or set to silent all miscellaneous gadgetry, during programming items.

CHECKS

If any person writes a check to ConQuest with insufficient funds, that person will thenceforth be on a cash (or credit card) basis only.

NNEDI OKORAFOR

AUTHOR GUEST OF HONOR

Nnedi Okorafor is a novelist of African-based science fiction, fantasy and magical realism for both children and adults. Born in the United States to Nigerian immigrant parents, Nnedi is known for weaving African culture into creative evocative settings and memorable characters. In a profile of Nnedi's work titled "Weapons of Mass Creation," *The New York Times* called Nnedi's imagination "stunning."

Nnedi Okorafor's novels include *Who Fears Death* (winner of the World Fantasy Award for Best Novel, and Le Prix Imaginales for Best Translated Novel), *Akata Witch* (an Amazon.com Best Book of the Year), *Zahrah the Windseeker* (winner of the Wole Soyinka Prize for African Literature), and *The Shadow Speaker* (winner of the CBS Parallax Award). Her latest releases include her short story collection *Kabu Kabu* (a Publisher's Weekly Best Book for Fall 2013), her science fiction novel *Lagoon* (finalist for Best Novel in the British Science Fiction Association award for Best Novel, and a Red Tentacle Award for Best Novel). In addition, her novelette "The Girl with the Magic Hands" was



released through Amazon.com's Worldreader program, where it became their most read young adult title (read by thousands in Africa).

Her adult novel *The Book of Phoenix* was released in 2015, and her young adult novel *Akata Witch 2: Akata Warrior* will be released in Fall 2016.

Nnedi's latest works include her novel *The Book of Phoenix*, her novella "Binti" (a finalist for the following: a Nebula, a Hugo and a British Science Fiction Association Award), and her children's book *Chicken in the Kitchen*, from Lantana Publishing.

Her novels *Who Fears Death* and *Akata Witch* have both been optioned for films. A producer is also currently writing a screenplay for

her novel *Zahrah the Windseeker*. In addition, Nnedi's screenplay "Wrapped in Magic" was filmed and produced in Nigeria in 2011 by award-winning Nollywood film director, Tchidi Chikere. Nnedi is currently working with Kenyan director Wanuri Kahiu (Pumzi) on developing their feature film "Camel Racer" with Triggerfish Animation Studios (South Africa).

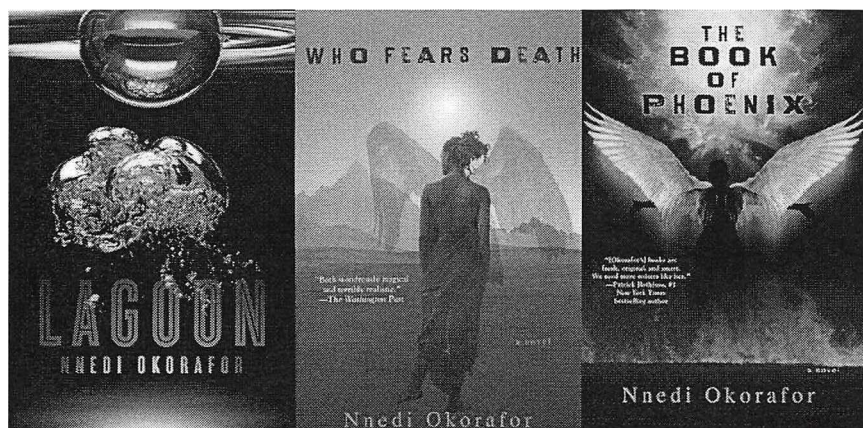
Nnedi has had several short stories published in anthologies, magazines, and journals.

Nnedi earned her BA in Rhetoric from the University of Illinois,

C-U, her MA in journalism from Michigan State University, and her MA and PhD in English at the University of Illinois, Chicago. She is also a graduate of the Clarion Science Fiction and Fantasy Writers' Workshop (2001). She is a professor of creative writing and literature at the University of Buffalo, New York (SUNY). She splits her time between work in Buffalo, and with her daughter Anyaugo and family in Chicago.

You can also find Nnedi on twitter (@Nnedi) and FaceBook.

Learn more at Nnedi.com.



JULIE DILLON

ARTIST GUEST OF HONOR

Julie Dillon is an artist from Northern California, currently specializing in fantasy and sci-fi illustration. Her notable clients in this field have included Tor Books, Simon & Schuster, Popular Science Magazine, Penguin Books, and Wizards of the Coast. In addition to client work, she's created a large body of personal work, and has begun branching out into self-publishing.

Julie has always had a creative outlet of some sort, whether it was drawing, writing, crafts, or music, but over time she gravitated towards art. She likes working visually because it is a means of expression that has a physical tangible result, and allows an artist to express concepts and ideas either directly or abstractly through light, shape, color and form. She likes to create art that is bold and colorful and ultimately positive in its outlook, ranging of dreamlike scenes of abstracted magic, to more structured illustrations focusing on visual story-telling and narrative.

When she first started college, Julie studied computer science. She realized a few years into the program that she really wanted to make a go at doing art in a more



serious capacity, eventually took the plunge, and begun studying art full time. She finished a bachelors degree at Sac State University, but got her real artistic training from a few cherry-picked classes at the Academy of Art University in San Francisco and Watts Atelier in Encinitas, CA. She's been working as a fulltime freelance illustrator since 2006, and her career has been slowly building up since then.

When she isn't working on new artwork, she's busy working in her garden, babysitting her four cats, going out on walks or bike rides on one of the pretty trails in the foothills outside Sacramento, or working as a volunteer at a local horse rescue charity.



"Honeycomb" by Julie Dillon
© Julie Dillon 2016

DIANE LACEY

FAN GUEST OF HONOR

The legends concerning our Canuckistani GoH date to her birth, when a model of “The Maid of the Mist” was found floating at the base of Niagara Falls with a babe inside, swaddled in a Maple Leafs jersey. The family of grifters who took her in trained her in their wiles, and she quickly exceeded them by sticking them with a credit card scam she ran across the lake, leaving them with the infamous “Buffalo Bills”.

Thirteen years ago, she was working two gigs, a counterfeit poutine scam and a mail order bride operation (hi Joel!), when she found herself at Minicon, where her fortunes changed forever. She found herself enjoying working behind the bar, and a few months later she wound up doing the same at Torcon 3. Some say her heart grew three sizes that day, but it was only 2.1 with the exchange rate.

Since then she has thrown herself into conrunning both in Toronto and the states. She quickly realized where the real power was, and focused on working Worldcons. She ran the consuite at Anticipation in 2009, and was part of the Hugo committee there (her work screwing Neil Gaiman’s . . . Hugo together is its own story). She was the Hugo



Photo credit: Do-Ming Lum

Administrator at Chicon 7, and held three different positions for LoneStarCon 3 (nae).

And now she’s pulled off the greatest con of all—getting Kansas City to throw a Worldcon, so she has even more reason to come here and eat all the barbecue.

So buy her a Scotch and let her regale you with tales, but be careful—you might lose your wallet, or your free time.

—Murray

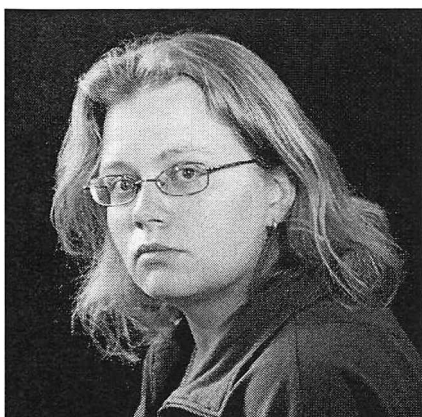


SEANAN MCGUIRE

TOAST*

Seanan McGuire is a west coast author who will be in the middle of moving from one state to another during the convention, so please forgive her if she's a little wild-eyed and prone to twitching. She lives with two exceedingly large blue classic tabby and white Maine Coon cats. They are named them Alice and Thomas, because cats with human names are always fun to discuss with strangers — “And then Alice smacked Thomas in the head and started yodeling” takes on a new flavor when no one knows they're cats. Also sharing her home are a huge collection of books and comics, and an assortment of creepy dolls that like to watch her sleep.

Writing professionally is a great gig if you can get it. On the other hand, it can be difficult to make Seanan stop writing things, which sometimes makes her agent (who keeps the master schedule of publications) pull her hair out. In all things there should be balance. Seanan balances ridiculous productivity with disappearing into the occasional haunted corn maze and refusing to come out until bribed with Diet Dr Pepper, fresh tomatoes, or a horror movie she hasn't seen yet.



Seanan's first book, *Rosemary and Rue*, came out in 2009. Since then, she has published more than twenty novels, under both her own name and the name “Mira Grant,” and has won two Hugo Awards for fancasting. Her work has been translated into many languages that she can't read.

She was the 2010 winner of the John W. Campbell Award for Best New Writer, which came with a tiara. She hopes to one day win an award that comes with a chainsaw. She writes an average of four books a year, which is why people telling her to write faster are met with a hollow stare and an invitation to step into the cornfield. We don't know why there's always a cornfield. She seems to create them, like mist, like black mold, like the shadow of the tree outside your window that becomes a monster after midnight.

Stay out of the corn.

Seanan is a die-hard comic fan, and her greatest career goal is writing the X-Men. She's currently reading (and loving) Atomic Robo, The Wicked and the Divine, and a whole lot of web comics.

She spends a lot of time in Disney Parks around the world. Seanan writes every day, even when she's at Disney World. No matter what she's doing, odds are good that she wishes she were at Disney World instead. People generally forgive her for this. Otherwise, she occupies her time by watching more television than should be logistically possible and petting her cats. She is also the keeper of the Birthday Unending, and still isn't sure how that happened.

All of Seanan's animal rescue stories are true, although she's told them often enough to have her timing down cold, and thus tells them in a humorous manner. There are not pictures of most of these stories, due to wildlife rescue being a very quick and swampy process that doesn't leave much room for pulling out the camera and taking a selfie. She really wishes people would stop asking her to prove that she's not lying. The phrase "pics or it didn't happen" makes her froth at the mouth in a non-entertaining, sort of scary way.

Seanan really does love deadly diseases as much as she seems to, and we're all a little worried.

Since she was three years old, Seanan has been claiming to be the vanguard of an invading race of alien plant people, and has given very little reason for people to doubt her. It's probably best to just accept that one day, her mothership will darken the skies, and the vegetable invasion will begin. The odds are good that she'll insist they spare Disney World, so at least we're not looking at the total destruction of humanity. Just all the parts that aren't Disney World.

Seanan really likes pumpkins, cornfields, going blueberry picking, frogs, lizards, snakes, and a distressing variety of cheese. She is not fond of slugs, leeches, or getting out of bed before the sun is up.

Welcome to ConQuest.

**Seanan asked to be called not "Toastmaster" nor "Toastmistress," but just "Toast." When we asked why, she gave us a disturbing stare, then invited us to step into the cornfield. —editor*



ARCHON 40

The Mid-West's Premier SF & Fantasy Convention

Sept. 30-Oct.2, 2016

Gateway Convention Center
and Doubletree Hotel - Collinsville, IL

GUESTS OF HONOR

ELLEN DATLOW
Author & Editor

JOHN PICACIO
Artist

BRAD DENTON
Toastmaster

EVIL TED SMITH
Masquerade

VIC MILAN
Masquerade MC

WITH MORE TO BE ANNOUNCED!

A CELEBRATION OF THE IMAGINATION
at the Largest Regional SF & F Convention in the Mid-West!

www.archonstl.org



VOLUNTEERS WELCOME!

Archon is a fan-run convention where **YOU** can be part
of the excitement! Go to our website to volunteer!

PANEL PARTICIPANTS & GUESTS

ZO ALLEN is a proud member of the Yard Dog crew, and you can find her work in *Houston: We've Got Bubbas!* and *I Almost Made It to Oz*. Besides science fiction and fantasy, she also delves (not a euphemism) into erotica. See *The Mammoth Book of the Kama Sutra*. Currently she is leading the Pro Liaison/Programming Team for Archon. Never let it be said that she doesn't take on challenges. Oh, and she enjoys research ("Now, how do you get your leg into that position?"). Current works in progress are one short story, two novellas, a novel, and a new project, a history of her family's radio station.

CHRISTINE AMSDEN — At the age of 16, Christine was diagnosed with Stargardt's Disease, which scars the retina and causes a loss of central vision. She is now legally blind, but has not let this slow her down or get in the way of her dreams. Christine currently lives in the Kansas City area with her husband, Austin, who has been her biggest fan and the key to her success.

Christine is the award-winning author of the *Cassie Scot* series, the story of the only ungifted scion of a family of powerful sorcerers. Her latest novel, *Kaitlin's Tale*, follows the trials of Cassie's best

friend as she falls in love with Cassie's arch-nemesis. Christine's other titles include *The Immortality Virus*, *Touch of Fate*, and *Madison's Song*.

When she isn't writing, Christine is often editing or coaching other authors. In recent years, freelance editing has become almost as great a passion as writing itself. Plus, it supports her writing habit.

Christine is a wife, a mom, and a foster mom. She lives in Olathe, Kansas, just outside Kansas City.

LOU ANTONELLI started writing fiction in middle age; his first story was published in 2003 when he was 46. He's had 95 short stories published in the U.S., U.K., Canada and Australia, in venues such as *Asimov's Science Fiction*, *Jim Baen's Universe*, *Tales of the Talisman*, *Andromeda Spaceways In-Flight Magazine*, *Greatest Uncommon Denominator (GUD)*, *Daily Science Fiction*, *Buzzy Mag*, and *Omni Reboot*, among others.

His collections include *Fantastic Texas* published in 2009, *Texas & Other Planets* published in 2010, and *The Clock Struck Nine* and *Letters from Gardner*, both published in 2014.

His story "Great White Ship", originally published in *Daily Science Fiction*, was a 2013 finalist for the Sidewise Award for alternate

history. His short story “On a Spiritual Plain”, originally published in *Sci Phi Journal*, was a finalist for the Hugo award in 2015.

CLAIRE ASHGROVE — Building on a background of fantasy game design, a fascination with history, and a lifetime love of books, award-winning author Claire Ashgrove brings to life action-filled, passionate journeys of the heart. Her paranormal series, *The Curse of the Templars*, marries the history of the Knights Templar with the chilling aspirations of the most unholy — a must-read for speculative fiction fans. For romance fans, she also writes as the national bestselling author Tori St. Claire, and historical romance as Sophia Garrett.

MARGENE BAHM started in fandom in the 1970’s working on a number of Kansas City area conventions held during that era. Her first Worldcon was Denvention 2 in 1981. She joined the Kansas City Science Fiction and Fantasy Society (KaCSFFS) in 1992. She has held the positions of Programming Director (4 years), Benefit Auction Director (4 years), Convention Headquarters Director (1 year) and Co-Chairman (1995, 2000 and 2009) for ConQuesT, the Regional Convention sponsored by KaCSFFS each year. In 2001, after much research and consultation, she formed a bid committee and announced

the Kansas City in 2006 Worldcon bid. KC lost to Los Angeles by a mere 76 votes. Her friends then talked her into a 2009 bid which lost to Montreal. She assisted Team LOL, Diane Lacey, Jeff Orth, and Ruth Lichtwardt, with their bid for Kansas City in 2016. She is now working on that convention.

ROBIN WAYNE BAILEY is the author of numerous novels, including the *Dragonkin* trilogy and the *Frost* series, as well as *Shadowdance* and the Fritz Leiber-inspired *Swords Against The Shadowland*. His short fiction has appeared in many magazines and anthologies, including the *Thieves World* series, Marion Zimmer Bradley’s *Sword and Sorceress* series, and Deborah J. Ross’s *Lace and Blade* volumes. Some of his many stories have been collected in two volumes, *Turn Left to Tomorrow* and *The Fantastikon: Tales of Wonder*, from Yard Dog Books. He’s a former two-term president of the Science Fiction and Fantasy Writers of America (SFWA) and a founder of the Science Fiction Hall of Fame. He’s the co-editor, along with Bryan Thomas Schmidt, of *Little Green Men — Attack!*

J.R. BOLES is a fantasy and fiction writer currently hanging her hat in the Heartland with her husband, where they spend their free time chasing after their fearless daughters. She is a graduate of the

University of Missouri—Kansas City with a degree in English and American University Washington College of Law.

Her fantasy novels, *Bringer of Light* and *Bringer of Lore*, are now available online at Amazon.com and at Reader's World in Lee's Summit.

LYNETTE M. BURROWS writes about hopes, dreams, and evil schemes. She specializes in stories populated with androids, aliens, and clones. Spiced with a dash of intrigue, a dollop of mayhem, and a liberal dose of automatic weapons her stories aim to entertain.

Lynette enjoys chai latte, the pleasure of real books, and the crack of a nine millimeter, not necessarily all at the same time. A pediatric nurse for many years, she has also had fun as a pizza waitress and a jewelry clerk. She writes to feed her research habit and her soul.

Her collaboration with Rob Chilson, the *White Box* stories, appeared in *Analog*. She's had stories published in regional and national children's magazines. She has several novels-in-progress.

Lynette and her artist husband are renovating their 1950's suburban home with George-Jetson touches. They, and their two Yorkies, live in Oz, otherwise known as Kansas.

SARA LUNDBERG CAMPBELL is a Kansas-grown writer and freelance editor. To prove it (mostly to herself), she has earned a creative writing bachelor's degree from the University of Kansas and an editing certificate from UC Berkeley. Sara specializes in editing genre fiction and has worked with many local writers on several different projects. She's a chronic National Novel Writing Month participant and has led the charge as Municipal Liaison for the Lawrence region for the last seven years. Sara also wrangles the LFK Writers writing group and is both editor and contributor for their group website, The Confabulator Cafe, where they post stories they've written every month. You can find her on the internet at www.confabulatorcafe.com and www.sclundberg.com.

LEANNA BRUNNER is a Kansas City author, writing coach, and college professor. She has written and published six books, four in the suspense genre. She is the founder of Write the Dream, a business to help aspiring writers publish, and conducted a writer's convention in Kansas City in March 2014. Leanna also has an online training program and mentoring program for writers worldwide. She resides in Smithville, Missouri, and teaches at several local colleges.

JACK CAMPBELL, JR. — When he's not stepping on his son's Lego creations, Jack Campbell Jr. writes horror and dark literary fiction in Lawrence, KS. His writing has appeared in a variety of venues both online and in print. He possesses both a real Master's degree from Fort Hays State University and a fake Bachelor's degree from Miskatonic University. Jack is an unapologetic bibliophile and researches the history of Gothic writing. He is a member of the Horror Writer's Association and a lifetime member of the H. P. Lovecraft Historical Society.

LACIE A. CARMODY is a former award winning news writer and editor for the Department of Defense, and has had her work featured on the National Geographic channel, the Military channel and the Discovery channel. She grew up as an avid reader and spends her free time writing and publishing fantasy erotica or watching horror films. She currently resides in Warrensburg, Missouri, with her husband, Chris Taylor, and their two cats, Ein and Arnie.

M.C. CHAMBERS writes science fiction and fantasy. Her story "Visual Silence" won Grand Prize in the National Space Society's fiction contest in 2008. She has also published a fantasy novelette,

"Silk and Velvet," a fantasy novel, *Shapers' Veil*, and has a story in Hadley Rille Book's anthology *Ruins Excavation*. She has completed three workshops with best-selling author Dr. Clarissa Pinkola Estés on reclaiming and nurturing the creative spirit. Chambers is now working on a second novel and several shorter works. She has been a member of the NobleFusion writers' group since 1998. She is also a flutist, a mother of five, and a variable print programmer.

"Silk and Velvet," *Shapers' Veil*, and her latest story, "Uno por Cada," described by Publishers Weekly as "brightly featured Mexican magical realism," are all published by Hadley Rille Books. She has completed three trainings on reclaiming and nurturing the creative spirit with best-selling author Dr. Clarissa Pinkola Estés.

ROB CHILSON: short bio of a short guy — Rob has sold stories to every editor of *Analog* since 1938, and was one of the last generation of writers published by John Campbell. He has had seven novels and over seventy short stories published. The short stories have appeared in *Analog*, *Asimov's*, *Fantasy & Science Fiction*, *Galaxy*, *Algis Budrys' Tomorrow*, and *Pulphouse*, as well as numerous anthologies. Free stories and commentary on writing are available at his website, robchilson.name.

KATHLEEN COLLINS is the author of the *Realm Walker* series,

a dark urban fantasy set in an alternate version of our world. She lives in the Kansas City area with her husband and two boys. She is hard at work on the next book in her series and a middle grade fantasy.

HANS CUMMINGS — The author of the Fantasy series *The Foundation of Drak-Anor* and *Scars of the Sundering*, as well as the *Zack Jackson* science fiction series, Hans Cummings is Nuvo's Best of Indy — Best Local Author 3rd place Honoree for 2014 and 2015. Two of his short stories appear in *Fear the Boot's Sojourn* speculative fiction anthologies.

Hans also is a volunteer for the tabletop gaming industry ENnie Awards, and maintains a gaming blog: doctorstrangeroll.wordpress.com, in addition to his writing blog: <http://vffpublishing.com>.

Hans earned a Bachelor of Arts degree in English from Indiana University in 2006. He grew up in Indiana, Germany, and Virginia, and returned to Indiana when he was 21. He currently lives in Indianapolis with his wife. His hobbies include tabletop and computer gaming, smoking meat, and igniting young people's curiosity and passion for science and exploration.

SHERRI DEAN — Born late *and* backwards in a small town in Missouri, which explains a lot, her

mundane hours are spent as a veteran of the animal health field. She spends her quality time writing, illustrating, making crazy costumes, and reading.

She credits Forrest J "Uncle Fory" Ackerman for her love of Science Fiction, fantasy and horror, and is active in genre conventions throughout the Midwest. She has done cover art, stories and mad editing skills for Yard Dog Press. Sherri's latest works available are the Weird Western collection with co-author Bill D. Allen, titled *Three Aces From Satan's Hand*, and the horror anthology *Death is Only Skin Deep* with Tim W. Burke and Allison Stein. Both are available online, so get crackin' as they won't last long!

Sherri has long referred to herself in the third person as the Queen of the Flying Monkeys, and has recently earned the title The Feisty Mistress of Fear. (If you've met her you already know. If not, do so and *buy her stuff!*) In addition to commanding her monkey minions she likes shiny presents and hearing from fans on Facebook, Twitter and the upcoming website.

Now, go forth and make with the monkey adoration! She needs praise; lie if you must.

SEAN DEMORY is a Kansas City-based author and founder of Pine Float Press, a small press specializing in short, immersive genre

fiction. His work ranges from backwoods horror to alternate-history science fiction, and has been recognized by *Locus Magazine*, *The Year's Best Horror* and the Horror Writer's Association.

BRADLEY DENTON's first story was published in *Fantasy & Science Fiction* in 1984, and his first novel, *Wrack & Roll*, was published in 1986. He's also the author of *Buddy Holly Is Alive and Well on Ganymede*, *Lunatics*, *Laughin' Boy*, and *Blackburn*. His first story collection, *The Calvin Coolidge Home for Dead Comedians*, and a second, *A Conflagration Artist*, both won the World Fantasy Award. His work has also been honored with both the Theodore Sturgeon and John W. Campbell Memorial Awards. His latest book is *Sergeant Chip and Other Novellas*. When not writing, he manages the career of Bland Lemon Denton, the World's Oldest (and Worst) Bluesman.

MARSHALL EDWARDS lives in an ancient house in Kansas City's oldest suburb. His first published work was the superhero comic "Prairie City Response #1," and he's since published two volumes of his surreal horror serial *Mayfly*. His short story "The Patton Sea Raiders" appears in the pulp sci-fi anthology "Slow Boat to Fast City." You can catch his current writerly happenings at

www.marshalledwards.net or at facebook.com/prairiecityresponse.

J.R. FRONTERA's love of science fiction and fantasy originated with her early exposure to the worlds of "Star Wars," "Star Trek," *Lord of the Rings*, and *Dune*. Exploring the potential and pitfalls of future or fantastical worlds is a temptation she's just never been able to resist. She lives in rural Missouri with her husband, son, and a random assortment of four-legged friends, and writes mostly speculative fiction with a side of love story. She has been telling stories in some form or another since she could hold a crayon and draw. Find out more about her and her books at www.jrfrontera.com.

DORA FURLONG is a speculative fiction writer who lives in the southern wilds of the Kansas City Metro with her husband, two cats, and hermit crabs.

She grew up on a steady diet of "Battlestar Galactica," "Buck Rogers," "Star Trek," and "Batman." These shows inspired her to create universes in her head. It's hard to contain the infinite, it just doesn't work. Eventually it had to come out.

She started her creative career with poetry and animation, but it wasn't enough to paint the worlds and people that inhabit her brain. So, she became a writer — the perfect format to unleash the denizens of her mind into the unsuspecting world.

KARIN RITA GASTREICH writes stories of ordinary women and the extraordinary paths they choose. Her publications include an epic trilogy, *The Silver Web*, and a dark fantasy, *The Hunting Grounds*. An ecologist by training, Karin is a recipient of the Andrews Forest Writer's Residency. She loves flamenco dance.

JAN S. GEPHARDT commutes daily between her Kansas City-area home and two other universes: the sunny balcony in the Wizards' Village where she makes her paper sculpture, and a habitat space station the size of New York City, far from Earth and several hundred years in the future, where she writes science fiction mystery novels.

Her assorted apprenticeships included teaching, parenting, graphic design, marketing, art-publishing, news writing, fostering rescue dogs, estate liquidations, and cooperating in a long-term marriage partnership, while steeping herself in the writing craft. Her current multi-book series stars a sapient police dog who knows how to manage humans and sniff out criminals.

Jan's fantasy artwork has been a regular feature in regional sf conventions since 1981. Since 2007 she's developed a unique paper sculpture technique. Her artwork has been featured in regionally-exhibited one-person

shows, and juried into national shows all over the United States."

TYRELL GEPHARDT first attended ConQuesT at age eight, and we haven't been able to deter him since. He grew up surrounded by classic sf and fantasy. An as-yet-unpublished writer, his current projects include a speculative sf novel, short stories in a variety of genres, and a popular daily blog. Other interests include physical fitness and modeling/acting. A trained bartender, he's in charge of the con suite bar again this year (all tips go to the convention), and hopes you have fun this year.

CHRIS GERRIB isn't obsessed about Mars — he can stop thinking about it any time he wants to. In the meantime, his book *Pirates of Mars* is being re-issued, along with *The Mars Run* and *The Night Watch*. He served in the US Navy during the first Gulf War, and during his service not one Iraqi MIG was seen in the skies over Jacksonville, Florida.

JUDE-MARIE GREEN's stories have appeared in online magazines, print anthologies, and podcasts ranging from *Toasted Cake* to *Abyss & Apex* to the Hadley Rille Books' *Ruins* series. She attended Clarion West in 2010 (and has the tattoo!). She reads voraciously but the TBR stack is taking over her room because there is always

another book that must be read.

Visit her website at
judemarie.wordpress.com.

ORRIN GREY is a writer, editor, amateur film scholar, and monster expert who was born on the night before Halloween. His stories of monsters, ghosts, and sometimes the ghosts of monsters have appeared in dozens of anthologies including *The Best Horror of the Year*, and been collected into two volumes, *Never Bet the Devil & Other Warnings* and *Painted Monsters & Other Strange Beasts*.

KRISTIN HELLING enjoys stories with a journey- whether it's a journey across the globe, a journey through space, or a journey of finding ones self.

She is an indie author who published her debut novel *Capsule* under Wordraith Books LLC. She also has a children's book called, "Twas the Night Before Christmas —On the River," both found on Amazon.com and through Paypal on www.ordinarywriter.com.

Kristin attended Park University where she received her Bachelors in English Writing with a minor in Psychology.

She is married to a photographer, and lives outside of Kansas City, Missouri with their two hairy children, a husky and a mini sheltie.

RICH HORTON is a Software Engineer in the Aerospace Indus-

try. He lives in St. Louis, and was born in the Chicago area. He has been a short fiction columnist for Locus since 2002, and writes extensively on the history of SF and SF magazines for Black Gate. He has edited a series of Best of the Year anthologies for Prime Books since 2006, along with numerous other anthologies.

BROOKE JOHNSON is the author of *The Brass Giant* and *The Mechanical Theater* from Harper Voyager, as well as a stay-at-home mom, amateur seamstress, RPG enthusiast, and art hobbyist, in addition to all that book writing. As the jack-of-all-trades bard of the family, she adventures through life with her fiercely-bearded paladin of a husband, their daughter the sticky-fingered rogue, and their cowardly wizard of a dog, with only a sleep spell in his spellbook.

They currently reside in Northwest Arkansas, but once they earn enough loot and experience, they'll build a proper castle somewhere and defend against all manner of dragons, goblins, and whatever else dares take them on.

ANNA LA VOIE studied metal smithing, glass blowing, nursing, psychology, American Sign Language, and nutrition before accidentally graduating cum laude with a degree in Liberal Studies and a minor in Psychology from Cleveland State University. After fleeing

the midwest for the much warmer San Jose, CA she rediscovered writing thanks to a well meaning friend to whom she will be forever indebted. After finding her people in Seton Hill University's MFA in Writing Popular Fiction program, she survived the completion of her first novel. Barely. Recently returned to the Midwest, and already missing that California sun, she reads, writes, edits, and fights her cat for ownership of her lap.

Anna's first novel, *Cursed in Stone*, is a young adult fantasy novel about a girl who must find a lost faery queen to undo her mother's heartbreaking curse.

SANDRA LEVY — Chicago born and bred, Sandra has been attending ConQuesT for a number of years now. It's a fun convention of knowable fans.

She has been reading Science Fiction/Fantasy since she was an adolescent, and loves to talk with others about what makes it interesting.

JULIA S. MANDALA (www.juliasmandala.com) holds degrees in history and law, and is a scuba diver and belly dancer. She recently became the editor of Yard Dog Press's new imprint, *The Asylum*. She freelance edited *The Anthology From Hell: Humorous Tales from WAY Down Under*, *Demonkin*, and *High Plains Moon*. Her novels, *Villains in Training*

(with Linda L. Donahue), *The Four Redheads: Apocalypse Now!*, *Redheads in Love* (with Linda L. Donahue, Rhonda Eudaly and Dusty Rainbolt), and *House of Doors*, are available from Yard Dog Press. Her works appear in *Chicks and Balances*, *Witch Way to the Mall* and *Fangs for the Mammaries* (Baen), and in *The Mammoth Book of Comic Fantasy II*, *The Four Redheads of the Apocalypse*, *Dracula's Lawyer*, and small press anthologies.

TOM MESSEROLE has been a sci-fi fan since 6th grade. He spent his career turning science fiction into reality by building parts of the Internet. His love of sci-fi has resulted in a collection of over a 1,000 autographed books, many pieces of art, and visits to the sets of "Babylon 5" and "Star Trek."

AMY J. MILLER — When not up to her elbows in pattern drafting or fabric shopping for her next fantabulous cosplay creation, Amy can be found blissfully reading sci-fi, binge watching the latest Anime like a good otaku, mourning the death of her darlings late from her upcoming first novel, or entertaining (read irritating) both friends and family with Four Ages of Middle Earth trivia. Do you know the names of the Two Lamps?

DONNA MUNRO has spent the last fifteen years teaching high school social studies immersed in

the beauty and immediacy of teenage world building. Her students inspire her every day. An alumni of the Seton Hill Writing Popular Fiction program, she published in the Fantasist Enterprises Press anthology *Modern Magic: Tales of Fantasy and Horror* (August 2005), the Seton Hill kindle anthology *Hazard Yet Forward* (2012), and in editor Cecilia Tan's *The MILF Anthology: Twenty-One Steamy Stories* (June 2006) under the pen name Duanna Monroe. She also published stories and poetry in the following magazines: *Crossroads*, *Litmag*, and under the pen name Duanna Monroe, in *Playgirl* and *Cuthulu Sex*.

R.L. NAQUIN — Rachel writes stories that drop average people into magical situations filled with heart and quirky humor. She's the author of the *Monster Haven* series and the brand new *Mt. Olympus Employment Agency* series.

She believes in pixie dust, the power of love, good cheese, lucky socks and putting things off until the last minute. Her home is Disneyland, despite her current location in Kansas. Rachel has one husband, two grown kids and a crazy-catlady starter kit.

DAVID J. PEDERSEN is a native of Racine, WI who grew up in Kansas City, MO. He received a Bachelor of Arts degree in Philosophy from the University of Wisconsin — Madison. He has worked in sales, management, retail, video and film production, and IT —

which means he can't decide what he wants to do when he grows up. He has run 2 marathons, climbed several 14,000 foot mountains, and marched in The University of Wisconsin Marching Band. He loves just about everything science fiction, fantasy and superheroes.

JASON PETTY is a man of diverse tastes. His writing reflects this as much as it reflects a sour realistic look at the darker side of the human condition. Most people like to hear him talk, which is a good thing because he seems to enjoy that himself.

JEFF PRYOR has been writing and telling stories all of his life, but recently decided to get serious about it. His debut novel, *Eagles' Eclipse*, will be published later this year by Journalstone Publishing. This begins a five-book epic fantasy adventure unlike any other. Growing up in Northern Michigan gave Jeff a strong appreciation of nature, which is reflected in this first book. Spending his teen and adult years in the Metro Detroit area gave him a unique perspective and helped breed the brutal world of Torlan.

MARGUERITE REED — Born and raised in Wichita, Kansas, Marguerite spent the majority of her childhood with her nose in a book or exploring backyards and pony pastures. Before she got into middle school, she decided she would be a writer. After years

trying to wrap her head around the craft, she sold her first short story, “Bearing Witness,” to *Strange Horizons*. In 2015 her first novel, *Archangel*, was published by Arche Press, a division of Resurrection House. Currently she is hard at work on the sequel, *Legion*.

OZGUR K. SAHIN is the author of the *Brethren of the Spanish Main* historical pirate fiction series. His first book, *The Wrath of Brotherhood*, is currently available with more on the way. He has a background in astrophysics and developmental studies. He also works as a life coach and pens a social commentary column called “Elitism For All.”

BRYAN THOMAS SCHMIDT is a critically praised author and editor whose works include *The Saga of Davi Rhii* space opera trilogy (Wordfire Press, 2015), *Shattered Shields* (Baen, 2014), *Beyond the Sun* (Fairwood Press, 2013), *Raygun Chronicles* (Every Day, 2013) and many more. His debut novel, *The Worker Prince*, received Honorable Mention on Barnes and Noble’s Year’s Best Science Fiction Releases of 2011. He regularly hosts Science Fiction and Fantasy Writer’s Chat on Twitter under hashtag #sffwrtcht and can be found on Twitter as @BryanThomasS or his website at www.bryanthomasschmidt.net.

GARETH-MICHAEL SKARKA is a writer, game designer, consultant and veteran of over twenty years in the entertainment business, having worked on properties ranging from “Star Trek” to “Doctor Who” and more.

He is the creator of *Far West*, a transmedia setting that mixes elements of Chinese Wuxia, Spaghetti Westerns and Steampunk, and is the founder and director of Adamant Entertainment, which began as a game design studio before expanding into publishing and transmedia development.

The married father of three lives in the old frontier (in Lawrence, Kansas), but works in the new one.

KIONA SMITH-STRICKLAND is a freelance science journalist who also dabbles in speculative fiction. Her work has appeared (or is forthcoming) online and in print in *Air & Space*, *Discover*, *Gizmodo*, *Popular Mechanics*, and *The Washington Post*. She lives in Manhattan, Kansas, where she shares her office with a massive hoard of books and her trusty border collie. When not writing or researching, she’s usually knitting, LARPing, or exploring old cemeteries.

CAROLINE SPECTOR — Over the past twenty-five years, Caroline has published and edited numerous game modules, written three computer game hint books, published

three novels in the *Shadowrun/Earthdawn* series, and has been working in the *Wild Cards* universe. In 2013, her essay, "Power and Feminism in Westeros" appeared in the collection *Beyond the Wall: Exploring George R.R. Martin's A Song of Ice and Fire*. She was Associate Editor at *Amazing Magazine* when the earth was still cooling.

Her most recent work, the novella "Lies My Mother Told Me," was published in the World Fantasy Award winning anthology *Dangerous Women*, edited by Gardner Dozois and George R.R. Martin. She'll also be appearing in the upcoming *Wild Cards* braided mosaic novel, *High Stakes*.

She lives in Austin, Texas with her husband, game designer Warren Spector. She also lives with two cats and two dogs, none of whom respect her in the least.

ALLISON STEIN is an artist, author, TV addict, geek princess, and cat servant — not necessarily in that order. Her award-winning short fiction has been published by Yard Dog Press, NobleFusion Press, and Barnes & Noble Press. She has also provided cover art and interior illustration for Yard Dog Press, NobleFusion Press, and KaCSFFS Press. She is also a founding member the NobleFusion writers' collective. After a 20-year career in technology marketing communications, Allison is now a technical writer specializing in

software documentation that even technophobes can understand. When not painting, writing, updating her social media status, or serving as cat furniture, she hoards art supplies and practices Advanced Google-Fu. | AllisonStein.com | @allisonstein

PATRICK STUTZMAN has always enjoyed writing and literature, even during those long, laborious essays required throughout his education. Evidence of his desire for writing began in the fifth grade, when he wrote and directed a play for his class.

In 2005, Patrick travelled to GenCon to become a freelance game designer, and succeeded in joining the freelancer pool for Wizards of the Coast. He produced material for the *Star Wars Role-playing Game*, Saga Edition product line. His credits include five books, including the award-winning *The Clone Wars Campaign Guide*, both official GenCon adventures for the Saga Edition rules, and several website articles for the game.

After Patrick finished his work on what would be the last book in the *Star Wars RPG* product line in 2009, he turned his attention to his own projects and wrote his series of novels, *The Chronicles of Anna Foster*.

H.G. STRATMANN — Henry G. (H.G.) Stratmann, MD, FACC, FACP, has been a cardiologist for 33 years. Before entering private

practice he performed clinical medical research and became Professor of Medicine at St. Louis University School of Medicine. He has authored or coauthored some seventy publications in medical journals, primarily in the field of nuclear cardiology. Henry's SF publications include over 30 stories and science fact articles published in *Analog Science Fiction and Fact*. His most recent book is the nonfiction work *Using Medicine in Science Fiction: The SF Writer's Guide to Human Biology*.

CHRISTINE TAYLOR-BUTLER is the award winning author of more than 75 books for children and young adults. A graduate of MIT, she holds degrees in both Civil Engineering and Art and Design. She has been a speaker on a number of national panels, as well as past President of Missouri Writers Guild. *The Lost Tribes* is her first speculative series.

TEX THOMPSON — Arianne “Tex” Thompson is home-grown Texas success story. After earning a bachelor's degree in history and a master's in literature, she channeled her passion for exciting, innovative, and inclusive fiction into *Children of the Drought* — an internationally-published epic fantasy Western series from Solaris. Now a professional writing instructor and editor for the DFW Writers Conference, Tex is blazing a trail

through writers conferences, workshops, and fan conventions around the country — as an endlessly energetic, relentlessly enthusiastic one-woman stampede. Find her online at www.TheTexFiles.com and on Twitter as @tex_maam!

TOM TRUMPINSKI is a Midwestern boy, born and bred. His mother was a pin-up girl and his father an immigrant war hero. During his life, he's had the good fortune to be on the project that found the Top Quark at Fermilab, as well as being able to hang out with lots of smart people. He quit his day job in 2008 to write full-time. He lives in a big house with a lot of people, including his foster child, an aspiring writer.

LEANE VERHULST has been involved in convention running since 2003 where she first helped as a staff member in the Capricorn art show. She quickly became addicted to helping behind the scenes.

KEVIN WOHLER is a fantasy & science fiction author, living in Lawrence, Kansas. He believes in heroes, magic, aliens, time travel, and infinite realities.

His short stories have appeared in two anthologies: *A Method to the Madness: A Guide to the Super Evil*, and *Dimensional Abscesses*. His short story, “Paradise Out of Order,” inspired his upcoming

Village Alchemist series. The first novel, *The Alchemist's Notebook*, is published by Bottle Cap Publishing.

He and his wife, Rachel, have a grown daughter and son. They plan to move to Florida soon, so they can spend their days writing from Walt Disney World. In his spare time, he likes to read, watch movies, and indulge in “LEGO therapy.”

JIM YELTON — A child of the 70's and 80's, Jim has channeled his love of the two “Stars”: *Trek* and *Wars*, Marvel Comics, and horror movies, into projects including the sci-fi radio drama “The Swindlers of Doom,” a superhero illustrated novel *Extra Ordinary*, and a work-in-progress action/horror screenplay entitled “Devil's Tower.” In 2015, he expanded his *30 Minutes of Geek* podcast into a nationally syndicated radio talk show called *Geek Universe* which can be heard on the GLN Radio Network.

Very opinionated about a wide variety of Pop Culture topics, Jim has been a convention panelist and podcast guest covering everything from “Battlestar Galactica” to his love of all things “Buffy” and Joss Whedon-y. He teaches screenwriting and novel writing courses in the Mid-Missouri area and is turning his class lessons into an upcoming book entitled *Everything I Learned about Writing Came*

from Spider-Man, Star Trek, and a Shark Named Bruce.

DENNIS YOUNG — When your only option is to write, you write. This worked great for J. K. Rowling. But that's not his story (pun intended).

In 2005 he began to write the tales of *Ardwel* and get the stories he's carried thirty years out of his head. So he wouldn't go... out of his head. It may have been too late. *Ardwel* has grown to four novels and two companion pieces, with two more novels in the works. We all need a hobby, right?

You want blood and guts, it's got it. You want romance and hot sex, it's got it. You want moral dilemmas and hard choices, it's got those, too. But mostly it's great adventures, flawed heroes, and bad guys you love to hate.

Don't say “have a nice day;” give Dennis a Red Day. And wipe the blood and gore off your sword before it drips all over the carpet.





"Afternoon Walk" by Julie Dillon
© by Julie Dillon 2016



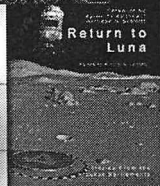
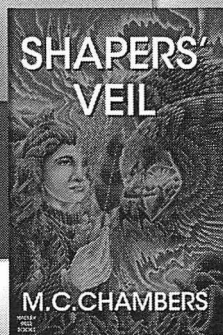
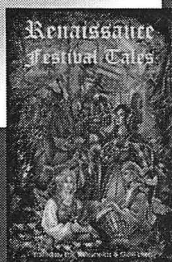
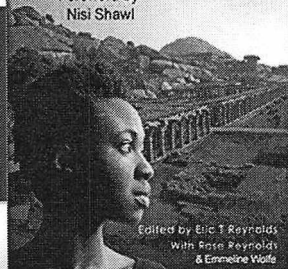
M.C. Chambers

Author

RUNS

EXCAVATION

Foreword by
Nisi Shawl



Available at Amazon.com

mc-chambers.com

PROGRAMMING

*For times and locations, consult your Pocket Program, or
<https://conquest472016.sched.org/>*

READINGS — *The following authors have readings scheduled:*

Lou Antonelli	Jeni Frontera	Jeff Pryor
Robin Wayne Bailey	Dora Furlong	Marguerite Reed
Jenifer 'J.R.' Boles	Karin Gastreich	Ozgur K. Sahin
Leanna Brunner	Chris Gerrib	Bryan Thomas Schmidt
Lynette M Burrows	Orrin Grey	Caroline Spector
Jack Campbell Jr	Brooke Johnson	Patrick Stutzman
M.C. (Mary) Chambers	Sara E. Lundberg	Christine Taylor-Butler
Kathleen Collins	Donna Munro	Tex Thompson
Sherri Dean	Julia Mandala	Tom Trumpinski
Scan Demory	R.L. Naquin	Dennis Young
Bradley Denton	David J Pedersen	
Marshall Edwards	Jason Petty	

30 SHOWS IN 60 MINUTES!

It's an entertainment marathon! We're going to try and dedicate 2 minutes to every superhero, science-fiction and fantasy television show and movie of 2016. It's going to be a great year, let's kick off couch potato 101 with a power talk about everything! • **David J Pedersen (M), Patrick Stutzman, Tom Trumpinski**

50 YEARS OF "STAR TREK": THE ORIGINAL SERIES AND BEYOND

We look at Gene Roddenberry's visionary series from its launch in 1966 to the present with emphasis on the original series and its groundbreaking impact on both television and science fiction as we

know it today. • **Jim Yelton (M), Dennis Young, Dora Furlong, Tom Meserole**

AIRSHIPS! RISE AND FALL OF THE GAS GIANTS

Look! In the sky! It's a bird! It's a building! It's 200 men in a thin canvass skin wrapped over super-light aluminum scaffolding held aloft by thousands of pounds of highly combustible gas! We take flight for granted these days. So much so that we actually complain about it. But 100 years ago it wasn't to be taken so...lightly! The sky was literally the limit, and pushing it often lead to disaster and tragedy. Join Jason Petty on a trip back through time to an era when men dared to dream big, and often paid dearly. • **Jason Petty**

THE APPENDICES: THE OTHER PART OF *THE LORD OF THE RINGS*

The Kin-strife, Durin's Folk, Hobbit genealogy and Arwen, too! All can be found waiting in the Professor's rich with detail Appendices. Come explore, learn and five head first into fascinating history of Middle Earth. • Amy J Miller

ARE EXPECTATIONS OF FEMALE CHARACTERS IN SF/F TOO HIGH AND UN-REALISTIC?

Female characters have become more and more common in SF/F, and everyone seems to have an opinion on how they should be written – people talk about writing strongly characterized women, rather than just strong women, and then someone inevitably turns up and uses the phrase “men with breasts.” It's quite obvious that the characterization of women in SF/F receives more critical attention from readers. Do the subconscious biases which affect women in real life, translate to fictional characters? • Karin Gastreich (M), Jeni Frontera, Dora Furlong, Marguerite Reed

THE ART OF JULIE DILLON

Join our Artist Guest of Honor for a presentation on her artwork. • Julie Dillon

ARTIFICIAL INTELLIGENCE IN LITERATURE YESTERDAY/TODAY/TOMORROW

Although the term “artificial intelligence” is relatively recent, the concept of non human artificially made creatures exhibiting close to human intelligence and emotions can be traced back to the mythological tales and literature. This panel will discuss artificial intelligence in literature from ancient to modern times. • Rich Horton (M), Patrick Stutzman, Kiona Smith-Strickland, Lynette M Burrows

AUTHORS READING THEIR FAVORITE AUTHORS

Authors will select and read their favorite scenes from other author's books. • Earline Beebe (M), Ozgur K. Sahin, Sean Demory, Caroline Spector, Dennis Young, Lou Antonelli

THE BIG THREE OF WEIRD TALES

H.P. Lovecraft, Clark Ashton Smith, and Robert E. Howard were the “big three” in weird fiction in the 1920s and '30s. Where are they now in the relevance of speculative fiction? Can the younger fans of today appreciate their work? • Jack Campbell Jr (M), Orrin Grey, Donna Munro

BUILD A STORY WORKSHOP

Using the power of three, we learn to turn three acts into three

sentences, three sentences into three paragraphs, three paragraphs into three pages, and three pages into a complete story. • **Leanna Brunner (M), Anna La Voie, Brooke Johnson, Claire Ashgrove**

BUT WHERE WAS FREDEGAR?

The cast of "The Lord of the Rings" was huge, yes, but within the novels there lives an abundance of crucial characters that disappeared from the screenplay's narrative. Here we will identify and discuss those characters Peter Jackson and Company left behind. (I'm looking at you, Tom Bombadil!) • **Amy J Miller**

THE CLASSICS — IN SPACE AND BEYOND!

A panel discussing adapting classic stories - Shakespeare, folk or fairy tales, Homer. etc. - to speculative fiction. • **Jan S. Gephardt (M), Sean Demory, Bradley Denton, Dora Furlong**

CLIPS FROM THE SCOTT IMES VIDEO PROJECT/ MIDAMERICON

The Scott Imes Video Archive is a collection of roughly 400 videotapes containing material that Scott taped at North American science fiction conventions starting in the 1970s through the mid-1990s and perhaps a bit later. The biggest taping project was at MidAmeriCon in 1976, where Scott

and his crew did their best to make a video record of the entire convention program and events. These tapes are being digitized in a project spearheaded by MidAmeriCon II with the financial support of many fannish groups. Come and get a sneak preview of some of the many hours of footage that will be presented at MidAmeriCon II. • **Diane Lacey**

CLEARLY GUILTY CONCERT

Musical Performance by KC's premiere nerd band: Clearly Guilty! We have plenty of material to do any length of performance filled with original music we wrote about Star Wars, Star Trek, Doctor Who, Supernatural, tabletop gaming, video gaming, superheroes, Firefly, space, Harry Potter, and just generally being nerdy. We also have a lot of steampunk songs and more... adult-themed music!

CLOSING CEREMONIES •

Julie Dillon, Margene S. Bahm, Diane Lacey, Seanan McGuire, Nnedi Okorafor, Earline Beebe

COSTUMING CHARACTERS IN YOUR WRITING

Dressing a character in a story is far more complicated than you'd think. Writers need to consider all manner of things when clothing the people in their stories from movement to warmth and from practical materials to extravagant accessories. What are some good examples

of authors who got it right and some who got it really wrong (and why!)? • **Deanna Sjolander (M)**, **M.C. (Mary) Chambers**, **Kathleen Collins**, **Karin Gastreich**, **Christine Amsden**, **Claire Ashgrove**

CREATIVE ISOLATION: BALANCING CREATIVITY AND RELATIONSHIPS

This panel is for the people who are married to, are friends with, or family to writers or other artists. Art can be an all-encompassing thing—time, money, mental health—and sometimes the non-artist gets left behind. Do you have friends and family that are isolated by your craft? Have you lost relationships because of it? What can creatives do to include their loved ones and still dedicate time to their creations? • **Sara E. Lundberg (M)**, **Tyrell Gephardt**, **Leanna Brunner**

CREATIVITY AND MENTAL HEALTH

There's an old stereotype that writers and artists have a catalog of A-Z mental health issues. It's one thing to joke about, but it's something else entirely to deal with those illnesses. This panel will talk about the mental health issues we struggle against, how it affects our creativity, and productive ways to work through it. Talking about mental illness not only raises

awareness, but also reduced the social stigma in the hopes that we can be more open with each other and maybe save lives. • **Sara E. Lundberg (M)**, **Marshall Edwards**, **Julia Mandala**, **R.L. Naquin**, **Tom Trumpinski**, **Christie O. Hall**

DC vs MARVEL: WHO'S WINNING ON THE SILVER SCREEN?

Now that the DC movie franchise seems to have a long-term direction and we have seen "The Dark Knight" meet "The Man of Steel" on the big screen, is Marvel still ruling the box office? And what does the next five years hold in store for both superhero universes? • **Jim Yelton (M)**, **Orrin Grey**, **David J Pedersen**, **Patrick Stutzman**

DEALING WITH WRITER'S BLOCK AND OTHER HURDLES

With every book I write, I find there are more than a few periods of internal conflict where the story is trying to break free but doesn't quite make it to my keyboard. Writer's block is something many struggle with. Join me as we discuss what works for me, for other writers, and for you! • **David J Pedersen (M)**, **Christine Amsden**, **Hans Cummings**, **Jan S. Gephardt**

DECONSTRUCTION: WHAT HAPPENS WHEN YOU TAKE TROPES APART

Genre fiction thrives on tropes, from the stalwart hero, the damsel in distress, and all the way to the nefarious villain, but what happens when a show takes those tropes and turns them on their head. Join us as we discuss how and why to do this and examine when it's done right and when it's done wrong. • **Margene S. Bahm (M)**, **Marshall Edwards**, **Diane Lacey**, **Nnedi Okorafor**, **Marguerite Reed**

DEFENSE WITH YARN ARTS

Knitting & crochet and other fiber arts in fandom. Also, work to be done on a charity auction piece in memory of Nancy Nutt. • **Marisa Means (M)**, **Sherri Dean**, **Earline Beebe**

DIGITAL PAINTING PROCESS

Julie Dillon will give a presentation on her process for digital painting. • **Julie Dillon**

EDITING 101 FOR WRITERS

Hugo-nominated editor **Bryan Thomas Schmidt** and editing partner **Claire Ashgrove** of *Finish The Story* present their popular panel for writers on self-editing tips. • **Bryan Thomas Schmidt (M)**, **Claire Ashgrove**

FANFICTION: THE UNDERRATED REALM OF LITERARY MERIT?

In the midst of fanfiction's bad reputation with the existence of *50*

Shades of Grey, the panel will tap into the empowering, even redemptive, effects of fanfiction, the way it can build literary skills, how it offers even scholarly lens to pop culture, and offer prompts and workshop advice to convert a fanfic idea into a full-blown original piece of work. • **Zo Allen**, **Sherri Dean**, **Beth Moscato**, **Carol Cao**

FEMALE CHARACTERS IN VIDEO GAMES

How are female characters rendered and scripted in video games? How can we get more realistic female characters rather than the juvenile male fantasy that predominates the field? • **Gareth M. Skarka (M)**, **Caroline Spector**, **Brooke Johnson**, **Brendan Beebe**

FILM ADAPTATIONS: THE BEST AND THE WORST

Film Adaptations of Books have a checkered history in Hollywood, giving us both masterpieces and stinkers. Panelists would share their favorite and least favorite adaptations and why they think they succeeded or failed. • **Jack Campbell Jr (M)**, **Robin Wayne Bailey**, **Orrin Grey**, **Dora Furlong**

FINDING TIME TO WRITE

If you're not a full time writer you probably struggle to find the time to write. This panel discusses some ways to carve out those precious moments of creative time.

• **Bob Kenney (M)**, Christine Amsden, Claire Ashgrove

FRANKEN PATTERNING

How to combine different pattern pieces to get the costume or garment look that you truly want. • **Marisa Means (M)**, **Sherri Dean**, **Amy J Miller**, **Brooke Johnson**

FUTURE OF SPACE TRAVEL

Panelists discuss the future of space travel and science fiction books and stories imagining it. • **Bryan Thomas Schmidt (M)**, **Robin Wayne Bailey**, **Lou Antonelli**

GEEK UNIVERSE: "THE RETURN OF LATE NIGHT @ CONQUEST"

Geek Universe with Jim Yelton returns for more geeky comedy and the Trivia Thunderdome audience participation game show • **Jim Yelton**

HARD SCIENCE VS. SCIENCE FICTION

If a story has too much science does it ruin the story? Do you feel like you are reading a science textbook? Do you read a story or watch a show because the characters are interesting or because the science is accurate? How accurate does the science need to be? • **Kiona Smith-Strickland (M)**, **Chris Gerrib**, **Rich Horton**, **Rob Chilson**

HERBAL ALCHEMY TEA PARTY

A tea party for authors and congoers as an informal chance to sit, chat, and relax. May be doing a custom tea for the event and having a naming contest where the person who wins the contest gets a free bag of the custom tea. • **Denise Donnelly**

HORROR FROM THE HEADLINES: CURRENT EVENTS AS INSPIRATION

This panel would discuss how current events can be used to inspire works of horror as well as what possible pitfalls to look out for. • **Jack Campbell Jr (M)**, **Jim Yelton**, **Sean Demory**, **Orrin Grey**, **Kristin Helling**

HOW TO BECOME A PUBLISHED AUTHOR

Authors and editors discuss the road to success in publishing. • **Bryan Thomas Schmidt (M)**, **Dennis Young**, **Seanan McGuire**, **Nnedi Okorafor**

HUMAN-MACHINE HYBRIDS

Breq, Helva, and Robocop are very different examples of human machine hybrids. What makes them so interesting? Are they more people or more machine? • **Sandra Levy (M)**, **H.G. Stratmann**, **Patrick Stutzman**, **Kiona Smith-Strickland**, **Lynette M Burrows**

INDEPENDENT PUBLISHING 101

A nuts-and-bolts primer in how to run a business as a 21st-century creative entrepreneur -- there's more to independent publishing than just "self-publishing"! • **Gareth M. Skarka (M), R.L. Naquin, Kevin Wohler, Christine Amsden, Hans Cummings**

JUSTIFYING THE PINK WEREWOLF: HOW TO CONSTRUCT RELEVANT CHARACTERS IN FICTION

Go beyond the roll of the dice or the flashy costume to examine what makes your character tick. Learn how to interweave plot with character motivation, and create characters your audience will root for. • **Kathleen Collins (M), Anna La Voie, Jenifer 'J.R.' Boles, Rob Chilson**

KANSAS CITY SCIENCE FIC- TION WRITERS

A discussion of Kansas City's ties to SF writing and fandom • **Bryan Thomas Schmidt (M), Robin Wayne Bailey, Rob Chilson, Ken Keller**

KEEP TALKING AND NO- BODY EXPLODES

Cooperative video game where the audience members help each other diffuse a bomb. 1 person controls the modules and sees the screen, along with the audience.

They are led by a team of experts reading a manual, but don't get to see the screen. • **Earline Beebe**

THE LEGACY OF H.G. WELLS

2016 is the 150th anniversary of the birth of H.G. Wells. This panel will discuss the works of H.G. Wells, their influence on authors and literature. There will also be discussion of the portrayal of H.G. Wells in media including television and movies. • **Lou Antonelli (M), Tom Trumpinski, Rich Horton, Jeff Pryor, David Sooby**

A LOOK BACK AT THE SF CLASSICS

In an era where modern novels are abundant and the classics of the 1950s and 1960s are disappearing from library shelves and used bookstores, which authors and which novels, if any, are likely to withstand the threats of time? Could Heinlein win a Hugo today? Do young people even read him? • **Robin Wayne Bailey (M), Rich Horton, Jason Petty, Rob Chilson, Sandra Levy, Beth Moscato**

LOST IN TRANSLATION: LANGUAGE BARRIERS IN SF/F

As everyone knows, Universal Translators and BabelFish come standard-issue with almost any otherworldly adventure. Still, from the "Darmok and Jalad" episode of

Star Trek to Daenerys Targaryen's first tentative words of Dothraki, it's clear that language-learning – and language barriers! – offer a wealth of untapped dramatic potential. Join us as we celebrate some of the most epic miscommunications in sci-fi and fantasy history! • **Tex Thompson (M), Chris Gerrib, Dennis Young, Jeff Pryor**

THE MAKING OF A GREAT HERO/HEROINE

Writers discuss what attributes successful heroes and heroines should and often have. • **Bryan Thomas Schmidt (M), Robin Wayne Bailey, Seanan McGuire, Nnedi Okorafor**

A MERCILESS DECONSTRUCTION OF THINGS THAT OTHER PEOPLE LIKE

Are you a sucker for punishment? Name a book, film, or piece of media you love and watch as our panelists try to destroy it. • **Earline Beebe (M), Ozgur K. Sahin, Anna La Voie, Julia Mandala, Jeff Pryor**

MIDAMERICON II

What you need to know about the Worldcon in Kansas City this August. • **Diane Lacey (M), Leane Verhulst, Ruth Lichtwardt**

NaNOWRIMO — DARE TO WRITE A NOVEL IN A MONTH

The who/what/where/when/how/why of National Novel

Writing Month: an intro to the contest, the community, and some tips and tricks on writing 50,000 words in a month. • **Sara E. Lundberg (M), Jenifer 'J.R.' Boles, Jeni Frontera, Kristin Helling**

NAVIGATING THE WORLD OF SHORT STORY SUBMISSION

You've written and edited your short story. You've decided to submit it to publishers. This panel will give hints and tips to successfully submit your story and to avoid the common pit falls of short story submission. • **Jack Campbell Jr (M), Tom Trumpinski, Lou Antonelli**

NO ALIENS NEEDED: HUMAN-CENTERED SCI-FI AND FANTASY

From "Firefly" and the new "Battlestar Galactica" to the conspicuously elf-less *Game of Thrones* series, aliens and strange creatures seem to be taking a turn on the bench. What's behind this interest in 'humanistic' speculative fiction, and what does it mean for the future of the genre? • **Tex Thompson (M), Chris Gerrib, Brooke Johnson**

OPENING CEREMONIES •

Julie Dillon, Margene S. Bahm, Diane Lacey, Seanan McGuire, Nnedi Okorafor, Earline Beebe

PLAY IT AGAIN, SAM: REWATCHING, REREADING, AND REPLAYING THE GREATS

Some stories are like a drive-through dinner: cheap, easy, and ultimately disposable. But more often than not, our all-time favorites reward—or even require—revisiting multiple times in order to get the most out of them. What is it about a great story that urges us to keep returning to it – and what’s the secret to crafting a story that your audience will keep coming back to? • **Tex Thompson (M), Jim Yelton, Diane Lacey, Allison Stein**

POWERPOINT KARAOKE

No you won’t be singing! This improv activity involves giving participants a powerpoint presentation they have never seen before. Will the presentation make sense? Who creative can the presenters be? This was a lot of fun last year so don’t miss it this year. • **Earline Beebe**

PUBLISH LIKE THE PROS

Ebooks and print-on-demand are making it easier than ever to independently publish, but many authors don’t know where to begin after they finish editing a novel. What can you do to prepare your book to compete with the big dogs of traditional publishing? Learn valuable insights about publishing to multiple platforms, author

branding, organic marketing, and when NOT to promote your novel. • **Kevin Wohler (W), Sara E. Lundberg, R.L. Naquin, Jack Campbell Jr**

RESEARCH, POINT OF VIEW, AND FILTERING

How to immerse the reader in a strange setting without drowning them in facts and how to incorporate research into your worldbuilding, and convey it gracefully to the reader. • **Jan S. Gephardt (M), Kathleen Collins, Bradley Denton, Dennis Young**

SF FOR A YA AUDIENCE

Young Adult novels are tricky things — *Ender’s Game* was about children and youth — but not for them. Fantasy has managed to get a solid grasp on what the readers want... But sci-fi doesn’t seem to be catching on. Why not? • **Donna Munro (M), Anna La Voie, Nnedi Okorafor, Christine Taylor-Butler**

SHORT FILM FESTIVAL 2016

We have assembled some of the best and the strangest short films from around the world to showcase at our festival. All of these films have been chosen specifically because of their genre – fantasy, science fiction, and horror. These films will be show at 9 PM on Friday and Saturday, so please come by and check out the films. Titles include: “The Machine Stopped Working,” “The Witching

Hour,” “Zone 2,” Waterborne,” “Dystopia St.,” and “Pillow Fright.”

For more details on the films being shown, go to <https://conquest2016.sched.org/>. *Warning – These films may contain content not suitable for children.* All films are unrated. • Earline Beebe

SHOULD SUPERHEROES AGE?

If characters start showing signs of aging, that limits their longevity. Batman has been around for over 70 years. While it’s good for character development to see him and others age, don’t we want to be able to enjoy them for as long as we can? Don’t we want our children to be able to enjoy them as well? We’ve seen an “older” Bruce in *The Dark Knight Returns* as well as *Batman Beyond* but it’s not the same. Where should the line be drawn? How much should writers and publishers allow characters to age? You can’t just age some characters, you have to age the entire comic universe. Should growing older be one battle that superheroes can win? • Marshall Edwards (M), Jim Yelton, Patrick Stutzman

THE SKY’S THE LIMIT: AN INTRODUCTION TO AMATEUR ASTRONOMY

This presentation would provide core information about

observing astronomical objects with the naked eye, binoculars, and small telescopes. It will serve as an introduction to viewing the Moon, planets, and deep sky objects such as open and globular star clusters, nebulae, and galaxies. • H.G. Stratmann

SOMETHING WIKI THIS WAY COMES

As everyone knows, half the fun of visiting strange worlds is cataloging their wonders — and that’s never been easier than it is today. Why do we love hoarding all that information, and what mediums are best for curating and sharing it? • Tex Thompson (M), Kathleen Collins, Jan S. Gephardt

SPACE-PLAGUE AND GOBLIN-POX: DOING MORE WITH DISEASE

Have you ever noticed how the world needs saving every five minutes, but nobody ever seems to get sick? Let’s change that! Join us as we machinate magical maladies, discuss dragon dysentery, and hypothesize a horta hantavirus. It’s amazing what a light sprinkling of pestilence can do to spice up a good story! • Tex Thompson (M), H.G. Stratmann, Kiona Smith-Strickland, Lynette M Burrows

“STAR TREK” MOVIE SHOWDOWN!

For the first time, fans and a panel of experts will decide which

Star Trek movie is *really* the best. The movies are seeded into a March Madness-style bracket and the audience will choose which films move on to the next round and which are eliminated until we narrow them down to one winner. Will it be the Original crew or the Next Generation? Or maybe the reboot cast will upset them both! • **Jim Yelton (M), David J Pedersen, Patrick Stutzman, Gareth M. Skarka**

STEAM: THE SHAPING BREATH OF TODAY'S WORLD

Once upon a not-so-distant past, man-made monsters ruled our planet. Hewn from iron, massive beasts that belched fire and steam hissed, churned the very wheels that forged what we call civilization. It is an era many sorely yearn for, and many more fantasize about resurrecting. But what was it really like? How powerful was steam? How far-fetched is the clockwork gadgetry we've come so used to seeing in our travels of deviant art? Jason Petty cordially invites you to come along as he explains the physics, the history, the dangers, and the realities, of man's love affair with steam! • **Jason Petty**

STORY IN A BAG

The challenge, should you choose to accept it: Write a story in less than an hour, using random prompts you've drawn at random

from a bag. It doesn't matter if you are a published author, a frustrated writer, a closet writer, or a writer-in-training: anyone can participate in Conquest's Story in a Bag contest.

Join us on Saturday morning for one or more of our infamous one-hour creative writing exercise/contest sessions. This event is open to all Conquest attendees, regardless of past publication status or age.

During the session, each writer selects a series of random prompts from our bag of prompts, which include plot elements, setting, character, first lines, and objects. (The Young Fans division has its set of age appropriate prompts.)

You will have the remainder of the hour to compose and edit your story. You *must* use *all* of the prompts you've drawn from the bags, including using the first line to kick things off. Your story must be no more than five pages if handwritten or three pages if typed. (If typed, you *must* have a way to print the story and return within the hour.) Remember, short and sweet!

All stories written in the Story in a Bag sessions will be posted anonymously in the ConSuite, where members of the convention will vote for the stories they like most in each category (Science Fiction, Fantasy, and Horror) and division (Pro, Amateur, and Youth).

NobleFusion Press and the NobleFusion writer's collective

will facilitate the Story in a Bag sessions and help select the winning stories. Winners will be announced at closing ceremonies.

• **M.C. (Mary) Chambers, Sherri Dean, Allison Stein, Paula Murray, Rachel Mayo**

STUPID PLOTTING TRICKS

Ever get stuck in a plot hole? Want to figure your story out? Panelists will discuss some tricks and ideas that will unblock your story. These tricks can be used for any genre of writing, though it's particularly fun for horror, sci-fi, and fantasy writers. • **Donna Munro (M), Kathleen Collins, Brooke Johnson, Deanna Sjolander**

SUCCESS VS. ACCOMPLISHMENT

A philosophical, and hopefully informational, discussion about what it means to make it as a writer or an artist. What are your goals? How do you measure yourself? What do you need to do next? How do you get there? • **David J Pedersen (M), Kristin Helling, Christine Amsden, Claire Ashgrove, Hans Cummings, Jan S. Gephardt**

SURVIVING THE APOCALYPSE

Listen to panelists come up with a plan for surviving an apocalypse be it zombie or other. You'll want to bring a notebook.... • **Margene S. Bahm (M), Earline**

Beebe (M), H.G. Stratmann, Seanan McGuire, Lynette M Burrows

TALES OF THE FAR WEST

Far West creator Gareth-Michael Skarka reads from the short story anthology, *Tales of the Far West*, which features stories from New York Times bestselling authors Scott Lynch, Chuck Wendig and more! Step into a fantasy setting that mixes elements of Chinese Wuxia and Spaghetti Westerns -- kung-fu cowboys! • **Gareth M. Skarka**

VAMPIRES: THE ORIGINAL NIGHTMARE!

We used to check the closet to make sure there wasn't one in it, and now we read sloppily written fanfic about them coming out of it. What the devil happened? Did we as a culture miss a step coming down the ladder when it comes to vampires? Is there a moment we can point at and say "AH HA!" and conclusively know that it's the place it all fell into the slop? Jason M Petty invites you to join him as he examines the myths, the legends, and the "facts" to discover the true roots of Vampires: the Original Nightmare! • **Jason Petty**
VAMPIRES II: FROM NIGHTMARES TO DAYDREAMS!

The vampire fad rises from the dead as easily as the monsters themselves, bringing with it as many clichés as new ideas. And

let's face facts, a lot of it sucks and not necessarily blood. Everyone knows Dracula is the be-all, end-all bad-boy for the ages, and we do like to pick on Edward Cullen. But should we? Jason Petty invites you back as we trace the zany path vampires have blazed through pop culture and together we'll try and answer the question: How do you go from looking under the bed for something to willingly inviting between the sheets? How did they get from our Nightmares to our Daydreams? • Jason Petty

THE WEIRD, WEIRD WEST: THIS AIN'T YER GRANDPAPPY'S WESTERN, PARDNER!

The Weird Western is a genre on the rise -- mixing the traditional American tale of the Old West with steampunk, horror, science-fiction, fantasy, alternate history and more! This panel is a chin-wag about all aspects of the Weird Western genre, in fiction, film, television, games, and comics! • Gareth M. Skarka (M), Tex Thompson, Bradley Denton, Julia Mandala

WHAT'S NEW IN ANIME SCI-FI

Come see all the new stuff for 2016! • Amy J Miller

WHERE IS THIS QUOTE FROM?

Game show where contestants have to guess where a quote comes from. This will cover movies, books, TV, etc. • Earline Beebe

WHY YOUNG ADULT ISN'T JUST ABOUT ROMANCE AND ANGST

A panel discussion about the trends in spec fiction in the YA realm. • Donna Munro (M), Anna La Voie, Sherri Dean, Nnedi Okorafor

WOMEN IN COMICS

Let's talk about women in comics and anime. From Wonder Woman to the Power Puff Girls. • Earline Beebe (M), Marshall Edwards, Dora Furlong

WOMEN OF "STAR TREK"

From Lieutenant Uhura to Captain Janeway, women have been an important part of the "Star Trek" franchise. This panel will discuss the role of women in the "Star Trek" franchise and how it has evolved and changed over the years. • Earline Beebe (M), David J Pedersen, Allison Stein, Patrick Stutzman, Gareth M. Skarka

WORLDBUILDING FOR FUN AND PROFIT

It's a hard truth of sci-fi and fantasy: worldbuilding is a time-sucking rabbit-hole of research, and many a diligent writer has gotten lost in the details. But it doesn't have to be that way! Whether you're constructing a fantasy realm, inventing an alternate past, or postulating a post-apocalyptic future, some principles of good world-creation are universal — and

you can start applying them right away. Come learn the secrets of crafting innovative, believable, dynamic settings that your readers will want to explore for years to come. • **Tex Thompson**

THE WORLDS OF SEANAN MCGUIRE

Artist Seanan McGuire will discuss her works with Hugo-nominated editor Bryan Thomas Schmidt. • **Bryan Thomas Schmidt (M), Seanan McGuire**

WRITER WITH A DAY JOB

How to balance your “real” job and your dream job. Is everything possible, or does something have to give? • **Allison Stein (M), Sean Demory, Kristin Helling, Christine Amsden, Claire Ashgrove**

WRITING GROUPS (BY THE LFK WRITERS)

Writing by its nature is a solitary activity, and most writers tend to be introverted. But writers need other writers. Writing in a vacuum makes it difficult to succeed. A good writing group can give any number of things that are balms to a writer’s soul: commiseration, validation, acceptance, understanding, motivation, inspiration. There are so many groups out there. How do you find one that is right for you? What are you looking for in a group? A support group

or a critique group? Writing partners or accountability partners or mentors? How do you meet other writers in your area? What do you do if you want to start your own? We’ll discuss some of these questions on this panel. • **Sara E. Lundberg (M), R.L. Naquin, Jack Campbell Jr, Kevin Wohler, Christie O. Hall, Eliza Jaquays, Dianne Williams, Ashley M. Hill, Jason Arnett**

WRITING PROMPTS

One of the most common questions for authors is where they get their ideas. Let’s face it, all writers get stuck sometimes. In this panel, we’ll share various prompts and other places to get ideas. So whether you want to bequeath a story idea to other writers, need a way to generate stories or ideas, or just need some fresh perspective, we’ll spend an hour generating story ideas and exploring writing prompts. • **Sara E. Lundberg (M), R.L. Naquin, Jack Campbell Jr, Kevin Wohler, Christie O. Hall, Eliza Jaquays, Dianne Williams, Ashley M. Hill, Jason Arnett**

WRITING THE FUTURE: IMAGINING WHAT WE CAN’T POSSIBLY KNOW

An SF story depends on a high level of current scientific and technological knowledge not end up dated before even hitting the shelves. And that’s the easy part,

because even respecting that vast breadth of knowledge an SF story needs to look beyond the known and innovate in ways that even the current engineers and scientists aren't thinking of. Panelists discuss the burden of SF to inspire, innovate and remain relevant in a world where science and technology are accelerating exponentially. • **Tom Trumpinski (M), Chris Gerrib, H.G. Stratmann, Lou Antonelli**

YES, I WROTE THAT

A reading of all the terrible and terribly awesome things we

wrote when we were just starting out. • **Zo Allen, Robin Wayne Bailey, Julia Mandala**

YOUNG FANS DISCUSS ANIME

Find out what is popular in anime. Join some of the younger members of the Kansas City Science Fiction and Fantasy Society as they discuss their favorite anime. • **Earline Beebe (M), Brendan Beebe**



*"Sun Shepherdess" by Julie Dillon
© Julie Dillon 2016*

GAMING

OPEN GAMING

Join the hosts of Underdiscussion: The Undergopher Podcast in Gillham Hall on the first floor for open gaming! Board games, card games, and role-playing games of all varieties for any skill level and interests will be available!

Some games included are:

Talisman	Shadowrun Crossfire	Chrononauts
Lords of Waterdeep	Sentinels Tactics	Firefly the Game
Smash-Up!	Legendary	Pathfinder: The Card Game
Nightfall	Elder Sign	Dominion
2Roll for the Galaxy	Among The Stars	King of Tokyo
Sentinels of the Multiverse	Seven Wonders	
India Rails	Settlers of Catan	
	Star Trek Catan	

*Scheduled gaming events are sorted alphabetically
For times and locations, please consult your Pocket Program.*

ADVENTURE QUEST: MOUNTING PITONS TO HOLD THE GRILL

Join the *adventure!* Gather 3 of your friends to create a party of 4, or come to the Tavern to recruit or join into a party. Players will choose a character class with unique powers and stats that they will use as they adventure across various locations spread throughout the Confloor. Each party will have a Major Quest and several minor Quests that they are working to accomplish as they play. All parties work on their objectives concurrently, with some of the objectives being cooperative within the gameworld as a whole.

The overall story-arc is a loving homage mashup of “Monty Python and the Holy Grail” and *Lord of the Rings*. Perhaps you will face off against the deadly *Black Knight*, or mayhaps you will be entrusted to carry the Ring of Power into Mordor. As you adventure, you will fight monsters, face traps, find treasure and Quest Items. Parties can encounter one another to share information, trade items, or even engage in combat!

BATTLETECH BOOT CAMP AND GRINDER

An introduction to BattleTech, followed by an open play, drop-in/drop-out free for all that pits

players against each other in ever more deadly 'Mechs. 2-8 Players

CHEZ GEEK

Light, humorous, and fast-paced card game that parodies geek culture and co-habitation, players are roommates just trying to get through life with as little work as possible.

DICE OF DOOM

Stop in and learn to play any Steve Jackson dice games — like *Zombie Dice*, *Chubacabra*, *Cthulhu*, *Mars Attacks* or others.

DUNGEONS & DRAGONS 5TH EDITION: LOST MINE OF PHANDELVER

Come learn how to play the most recent version of the world's greatest role playing game. Great for beginners and players looking to get back into the game. Grab a character and embark on the D&D Beginner Box adventure "The Lost Mine of Phandelver." 3-6 Players

DUNGEONS & DRAGONS 5TH EDITION: THE CAVES OF CHAOS

New school meets old school in an updated version of a classic dungeon crawl from Module B2. A bit of nostalgia for those who have played for years and a chance to see what the game once was for new players. All experience levels welcome. 3-6 Players

GAMMA WORLD: LET'S GO TO THE MALL

The apocalypse has happened. The world as we know it has ended. The future is ridiculous. Play a mutant in a over the top wacky post apocalyptic world. Survive the mutated flora and fauna and tackle a truly epic adventure—a trip to the mall. 3-6 Players

LEARN TO PLAY MUNCHKIN

One of Steve Jackson Games elite Men in Black will teach you to play the Original "Munchkin" — great time for beginners or people with lots of questions. We may not get a whole game done but you'll learn enough to play on your own.

MAGIC THE GATHERING TOURNAMENT

Pulp Fiction Comics & Games will put on a Beginner Constructed Magic tournament, beginning at 6pm Friday and Saturday night. The event will be limited to 24 people, and will be a \$20 entry fee. The format is a hybrid format that eliminates the drafting, and should allow the tournament to get underway quickly. Players will need a DCI number, so the event can be entered as an official event. If players do not have a DCI number, they can be signed up for one at the event.

With that entry fee, each player will get a Starter Deck (constructed

deck & two booster packs) from the current set to make their deck from. This starter deck will be the players to keep.

The prize support will be funded by the entry fees. Winner will prize packs depending on the number of players.

MIDWEST CONQUEST GT (WARHAMMER 40K)

Midwest ConQuest GT is the first Warhammer 40K Grand Tournament to be hosted at Conquest, brought to you by the Preferred Enemies podcast. Full details about the event can be found at www.midwestconquest.com

MUNCHKIN INVADES

Come and play the Munchkin version of Castle Panic, Smash Up, Loot Letter, & Gloom!

OLD SCHOOL D&D

This will be a session of the original version of D&D, from the six tan-covered chapbooks in the white box, run by a DM who's been playing this version since 1977. Experience what it was like in the early days of the game. Your

party will be dropped into a random level of the DM's dungeon and try to survive long enough to make it out the front door. Previous RPG experience not necessary. Players may generate their character on the spot, or they can choose from a selection of pre-generated characters. 2-8 Players

THE ONE RING: DON'T LEAVE THE PATH

Adventure in J.R.R. Tolkien's Middle Earth. The fellowship is tasked with escorting a caravan through Mirkwood. Can you survive the hazards of the Wilderland? 3-6 Players

MIDWEST CONQUEST: KNIGHT JOUST

The Knight Joust is a team event where each player takes command of a single, fully painted, Imperial Knight Titan (Loyalist, Renegade, or Chaos) and fight to the death to find who the best pilot is!

REVOLUTION

Blackmail the printer. Threaten the innkeeper. Bribe the priest. Welcome to Revolution!



IN MEMORIAM

Renee Alper	Daniel Grotta	Marvin Minsky
Cliff Amos	Earl Hamner, Jr.	Edgar Mitchell
Sylvia Anderson	David G. Hartwell	A. R. Morlan
Tom Arden	Doug Hoylman	Warren Murphy
Jon Arfstrom	Bruce Hyde	Jef Murray
Yal Ayerdahl	Marjorie Jennings	Jørn Uno Myrvoll
Merl "Bill" Baldwin, Jr.	Jason Jensen	*Nancy Nutt
Kathleen A. Bellamy	Wolfgang Jeschke	Jon P. Ogden
Stuart Bergman	George Clayton Johnson	Thomas Piccirilli
Andrew Bostaph	Mark Justice	Gerard Quinn
David Bowie	Philip Edward Kaldon	Liviu Radu
Ray Bowie	Paul Kantner	Joe Raftery
Ned Brooks	Morris Keesan	Hans Rancke
Eric Caidin	Margaret Ford Keifer	Peggy Ranson
Colin Cameron	Michael Klemish	Jeff Rice
Joël Champetier	David J. Lake	Alan Rickman
Perry Chapdelaine	Jack Larson	Jack Robins
Robert Conquest	Toni Lay	Cecil Rose
Yvonne Craig	Christopher Lee	Christopher Rush
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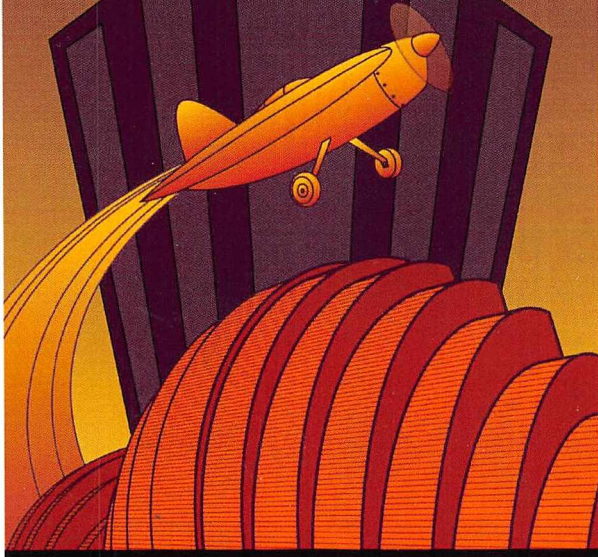
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