

# ConQuest 48

May 26-28, 2017 § Kansas City, MOO

Robert J. Sawyer § Jonathan Maberry

Rachael Mayo § Zac Zacarola





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# WORLD CON76

SAN JOSE 2018

## GUESTS OF HONOR

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WILKINS**  
(GHOST OF HONOR)



**EDGAR  
PANGBORN**  
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**CHELSEA  
QUINN  
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# **ConQuest 48**

# **Program Book**

**AUTHOR GUEST OF HONOR**

**Robert J. Sawyer**

**ARTIST GUEST OF HONOR**

**Rachael Mayo**

**FAN GUEST OF HONOR**

**Zac Zacarola**

**TOASTMASTER**

**Jonathan Maberry**

**Sheraton Kansas City Hotel at Crown Center**  
**Kansas City, MO**  
**Memorial Day Weekend • May 26-28, 2017**

# The Kansas City Science Fiction & Fantasy Society



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/>

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Cover: "Jasper Storm"  
by Rachael Mayo  
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# CONTENTS

<b>Guest of Honor Bios:</b>	<b>Panel Participants</b>
Robert J. Sawyer . . . . . 6	<b>&amp; Other Guests . . . . . 12</b>
Jonathan Maberry . . . . . 7	<b>Programming . . . . . 28</b>
Rachael Mayo . . . . . 8	<b>Gaming: Undercon . . . . . 43</b>
Zac Zacarola . . . . . 10	<b>In Memoriam . . . . . 48</b>
<b>Code of Conduct &amp; Rules . . . . 4</b>	

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## ConQuest 48 CON COMMITTEE

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

<b>Treasury . . . . .</b> Earline Beebe, Melissa Mattson	<b>Programming . . . . .</b> Earline Beebe, David Sooby, DeannaSjolander
<b>Art Show . . . . .</b> Mikah McCullough, Kat Gibb, Signy Gephardt, Jan Gephardt	<b>Registration . . . . .</b> Dawn Eckel, Robert Eckel, Robert Fischer, Melissa Fischer, DJ Fischer, Paula Murray
<b>Dealers' Room . . . . .</b> Robert Eckel, Amber Bingham	<b>Website . . . . .</b> Allison Stein
<b>Gaming . . . . .</b> Kevin Shook, Robert Barr, Dustin Brants, Kevin Elliott, Brady Forston	<b>Con Suite . . . . .</b> Liz Gooch, Ty Gephardt
<b>Hotel Liason . . . . .</b> Margene S. Bahm, Carol Doms	<b>Guest Liaisons . . . . .</b> Rosemary Williams, Diane Lacey
<b>Marketing . . . . .</b> Allison Stein	<b>Publications . . . . .</b> David Sooby, Jim Murray
<b>Benefit Auction . . . . .</b> Carol Doms, Dawn Menear	<b>Operations . . . . .</b> Sheril Harper, Scott Alter
<b>Photography . . . . .</b> Brian Bartlett, Matt Jacobson, Beth Welsh	<b>Info Desk . . . . .</b> David Means, Marisa Means, Paula Murray
<b>Signage . . . . .</b> Christine Taylor-Butler	<b>Story in a Bag . . . . .</b> Allison Stein
	<b>Network Gaming . . . . .</b> Karl Foss

# CODE OF CONDUCT & RULES

## WELCOME TO ConQuest!

Every ConQuest event should be an experience where everyone feels welcomed and comfortable. We hope that all members will help to make ConQuest an enjoyable experience for all by respecting the rights of all attendees at all times. It is your responsibility to read and understand these convention Rules & Regulations.

## CODE OF CONDUCT (Anti-discrimination and Anti-Harassment Policy)

Discrimination (based on, but not limited to, gender, race, ethnicity, religion, age, sexual orientation, gender identity, or physical/mental disability) is not tolerated. Harassment of any kind, including physical assault, battery, deliberate intimidation, stalking, or unwelcome physical attentions, will not be tolerated. If someone tells you "no" or asks you to leave them alone, your business with them is done. If you continue to attempt to have contact with those people, or if an incident of harassment is reported, ConQuest will handle the matter as deemed appropriate, as explained in "Consequences" below.

If you have been the target of harassment, we urge you to report the incident immediately to a member of ConQuest Security or to ConQuest Convention Operations

or to any ConQuest committee/staff member. The sooner an issue is reported to us, the more appropriately we can address it.

## 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.

## **CONSEQUENCES**

Failure to comply with these Rules & Regulations, and/or engaging in disruptive, hostile, or dangerous behavior in general, will result in consequences deemed appropriate by ConQuesT, up to and

including your membership being revoked without refund, having you removed from the premises, and being banned from any future ConQuesT conventions or activities. Also, when the situation warrants, incidents will be reported to local law enforcement.

## **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**

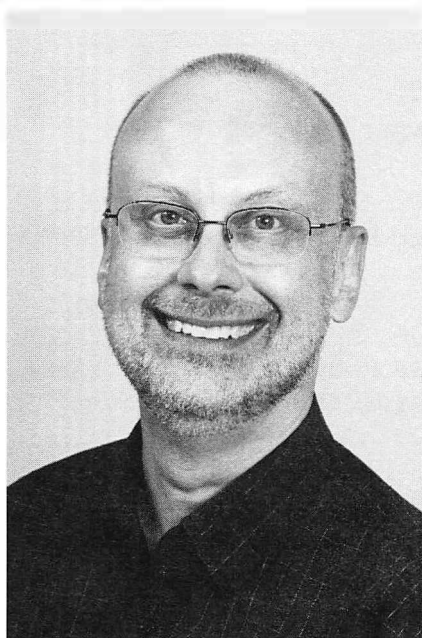
If any person writes a check to ConQuesT with insufficient funds, that person will thenceforth be on a cash (or credit card) basis only.

# Robert J. Sawyer

## AUTHOR GUEST OF HONOR

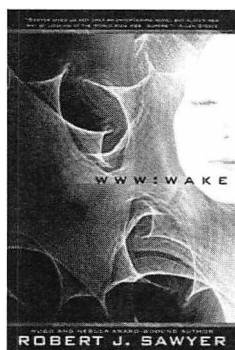
Robert J. Sawyer has won the best-novel Hugo Award (for *Hominids*), and has twelve other Hugo nominations to his credit. He has also won the best-novel Nebula Award (for *The Terminal Experiment*), the John W. Campbell Memorial Award (for *Mindscan*), plus Canada's Aurora (a record-setting fourteen times), Spain's Premio UPC de Ciencia Ficción (a record-setting three times), Japan's best-foreign-novel Seiun Award (three times), China's Galaxy Award, the Hal Clement Memorial Award, Analog's AnLab, an Audie, and NESFA's Skylark Award.

In 2014, he was one of the initial nine inductees into the Canadian Science Fiction and



Fantasy Hall of Fame, and in 2016 he was named to the Order of Canada, the highest civilian honor bestowed by the Canadian government. His 23 novels include *Starplex*, *Rollback*, *Wake*, *Red Planet Blues*, and the #1 Locus bestsellers *Calculating God*, *Triggers*, and *Quantum Night*. The ABC TV series *FlashForward* was based on his novel of the same name, and he was one of the script-writers for that series. He lives in Toronto.

Website: [sfwriter.com](http://sfwriter.com)





# Jonathan Maberry

## TOASTMASTER

Jonathan Maberry is a New York Times best-selling novelist, five-time Bram Stoker Award winner, and comic book writer. He writes the *Joe Ledger* thrillers, the *Rot & Ruin* series, the *Nightsiders* series, the *Dead of Night* series, as well as stand-alone novels in multiple genres. His novels include *Kill Switch*, the eight in his best-selling *Joe Ledger* thriller series; *Vault Of Shadows*, a middle-grade SF/ fantasy mash-up; and *Mars One*, a standalone teen space travel novel.

He is the editor of many anthologies including *The X-Files*, *Scary Out There*, *Out Of Tune*, and *VWars*. His comic book works include, among others, *Captain America*, the Bram Stoker Award-winning *Bad Blood*, *Rot & Ruin*, *VWars*, the New York Times best-selling *Marvel Zombies Return*, and others. His books *Extinction Machine*, *VWars*, and *Mars One* are in development for TV/film. A board game version of *VWars* was released in early



2016. He is the founder of the Writers Coffeehouse, and the co-founder of The Liars Club.

Prior to becoming a full-time novelist, Jonathan spent 25 years as a magazine feature writer, martial arts instructor, and playwright. He was a featured expert on the History Channel documentary, "Zombies: A Living History," and a regular expert on the TV series, *True Monsters*. He is one third of the very popular and mildly weird Three Guys With Beards pop-culture podcast. Jonathan lives in Del Mar, California, with his wife, Sara Jo.

Website: [jonathanmaberry.com](http://jonathanmaberry.com)

# Rachael Mayo

## ARTIST GUEST OF HONOR

Rachael Mayo is a fantasy and SF artist from Kansas City, Missouri. She earned a bachelor's degree in illustration from University of Central Missouri in 1999.

Art is Rachael's foremost hobby, and she spends most hours outside of her day job producing art. (Her day job is technical; she is a systems administrator who enjoys tormenting unsuspecting mainframes.)

Rachael prefers traditional art mediums and specializes in combination techniques that include watercolor, colored pen-cil, paint pens, ink, acrylic, and shiny objects. She likes to create creatures with eye-



searingly bright color schemes.

Most of the artwork Rachael produces is in the form of private commissions and personal projects. She occasionally creates book covers and interior illustrations, and works primarily with small press publishers.

Rachael shows her work every year at science fiction/fantasy convention art shows around the country.

She shares her art online at DeviantArt:  
<http://rachaelm5.deviantart.com>

Rachael may be contacted at [wingsoflightning@yahoo.com](mailto:wingsoflightning@yahoo.com).

She may be found on Facebook as Rachael Mayo of Raytown, MO.





*Artwork left, above*  
Copyright © Rachael Mayo 2006

# Zac Zacarola

## FAN GUEST OF HONOR

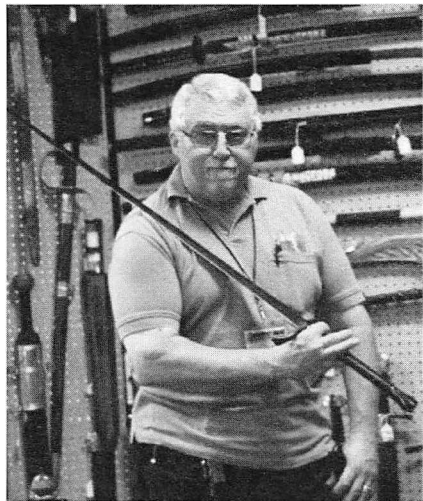
### Fan Guest of Honor

Zac Zacarola is a familiar face in the convention dealer's room at the Ziggy's West table.

Zac first took interest in science fiction ("sci-fi," he says) as a kid when he discovered "all those B movies," with his favorite still being the original "The Day the Earth Stood Still." "Then, *Star Trek* came along," he said.

In high school, Zac was involved with a couple of sci-fi activities. Then, while studying chemistry at WVU, he was in and out of Monongamoot, WVU's sci-fi club. There, he met Jo, a serious Monongamoot member who was heavily involved with MonCon III, which he attended. "In fact, thanks to her, I've attended a number of sci-fi conventions which I may not have otherwise attended, including four WorldCons (including TorCon)," he said.

For more than 35 years, Zac was an analytical chemist in the nuclear power industry.



"Talk about sci-fi comin' to life!" he says. Since 2008, he's worked on the environmental side of things, including the National Pollutant Discharge Elimination System (NPDES) and groundwater protection.

Zac specialized in corrosion control and metallurgy, which he now applies to the fine merchandise of Ziggy's West, a business which has existed since 1987.

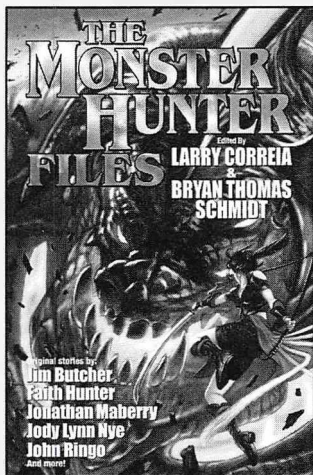
Favorite sci-fi book: Robert Forward's *Dragon's Egg*.

Favorite sci-fi movie: "Monsters Inc."



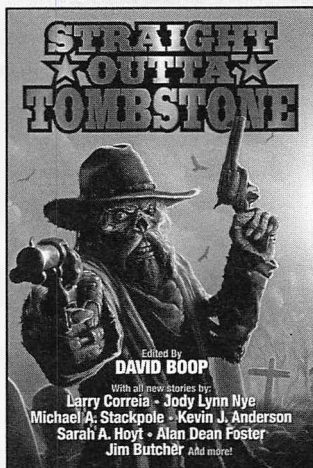
# New Short Story Anthologies from Baen Books

## From the Case Files of Monster Hunter International



When Little Green Men Attack, it's all-out laugh warfare. From the far reaches of outer space they come—inscrutable aliens, malicious invaders, wacky tourists from another planet—to conquer, study, and tickle us. Includes stories by Robert Silverberg, Mike Resnick, Esther Friesner, Elizabeth Moon, Jody Lynn Nye, and many more.

## Weird, Wild West



For well over a century, Monster Hunter International has kept the world safe from supernatural threats small and large—and in some cases *very, very large*. Now, join us as MHI opens their archives for the first time. *The Monster Hunter Files* reveals the secret history of the world's most elite monster fighting force. Featuring seventeen all-new tales based on Larry Correia's best-selling series, from *New York Times* best-selling authors Jim Butcher, John Ringo, Jessica Day George, Jonathan Maberry, Faith Hunter, and many more.

## Close Encounters of the Funny Kind



Come visit the Old West, the land where gang initiations, ride-by shootings and territory disputes got their start. But these tales aren't the ones you grandpappy spun around a campfire, unless he spoke of soul-sucking ghosts, steam-powered demons and wayward aliens. This is a *new* Old West and you'll be lucky to get outta town alive. Includes stories by Jim Butcher, Larry Correia, Jody Lynn Nye, Alan Dean Foster, Sarah A. Hoyt, Kevin J. Anderson, and many more.

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## PANEL PARTICIPANTS & OTHER GUESTS

**P. R. ADAMS** was born and raised in Tampa, Florida. He joined the Air Force; his career took him from coast to coast before depositing him in the St. Louis, Missouri area for several years. After a tour in Korea and a short return to the St. Louis area, he retired and moved to the greater Denver, Colorado metropolitan area.

P. R. writes speculative fiction, mostly science fiction and fantasy. His favorite writers over the years have been Robert E. Howard, Philip K. Dick, Roger Zelazny, and Michael Crichton.

**CHRISTINE AMSDEN** has been writing fantasy and science fiction for as long as she can remember. She loves to write and it is her dream that others will be inspired by this love and by her stories. Speculative fiction is fun, magical, and imaginative but great speculative fiction is about real people defining themselves through extraordinary situations. Christine writes primarily about people and relationships, and it is in this way that she strives to make science fiction and fantasy meaningful for everyone.

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.

**LOU ANTONELLI** started writing fiction in middle age; his first story was published in 2003 when he was 46. He has had 105 short stories published in the U.S., U.K., Canada, Australia, India and Portugal 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 many others.

His collections include *Fantastic Texas* published in 2009; *Texas & Other Planets* published in 2010; and *The Clock Struck None* and *Letters from Gardner*, both published in 2014. His debut novel, the retro-futurist alternate history *Another Girl, Another Planet*, was published in Jan. 2017 by Word-Fire Press.

"The Yellow Flag," his 100th published short story (*Sci-Phi*

*Journal*, Aug. 2016) set the record for all-time fastest turnaround in genre fiction. It was written, submitted and accepted between 1 p.m. and 5 p.m. on May 6, 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. She also writes steamy contemporary romance as the national best-selling author Tori St. Claire, and epic adult fantasy and middle grade fiction as G.P. Charles.

**MARGENE S. 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.

**ROBIN WAYNE BAILEY** is the author of numerous novels, including the on-going *Frost* series, the *Brothers of the Dragon* trilogy, and the young-adult *Dragonkin* trilogy. His stand-alone books include the critically acclaimed *Shadowdance*, *Nightwatch*, *Enchanter*, and the Fritz-Leiber inspired *Swords Against the Shadowland*, which will be republished later this year by Centipede Books. Some of his nearly 200 short stories have been collected in two volumes, *Turn Left to Tomorrow* and *The Fantastikon: Tales of Wonder*, from Yard Dog Books. He has published two books of poetry, written for comic book companies such as Moonstone and Marvel. Also an editor, he's responsible for *Architects of Dreams: The SFWA Author Emeritus Anthology*, *Through My Glasses Darkly: Five*

*Stories by Frank M. Robinson*, and along with Bryan Thomas Schmidt, the brand-new and wonderfully funny *Little Green Men – Attack!* from Baen Books. He's a former two-term president of the Science Fiction & Fantasy Writers of America and, along with James Gunn, a founder of the Science Fiction & Fantasy Hall of Fame.

**J.R. BOLES** is a fantasy and fiction author currently hanging her hat in the Heartland. When not writing, she and her husband spend their free time chasing after their fearless daughters and rescue pup. She is a graduate of the University of Missouri–Kansas City, with a degree in English, and American University Washington College of Law.

**KAREN BOVENMYER** earned an MFA in Creative Writing: Popular Fiction from the University of Southern Maine. She teaches and mentors students at Iowa State University and serves as the Assistant Editor of *Escape Artists' Mothership Zeta* magazine. She is the 2016 recipient of the Horror Writers Association Mary Wollstonecraft Shelley Scholarship. Her poems, short stories and novellas appear in more than 40 publications and her first Novel, *Swift for the Sun*, a LGBT romantic adventure set in

Caribbean 1820s, debuted via Dreamspinner Press on March 27, 2017. <http://karenbovenmyer.com/>

**JAMES K. BURK** – THE james k burk is the con name of writer James K. Burk, but he prefers Jim. He's the writer of six novels, a novella, and several short stories, some of them in the Bubbaverse. He's learned that it's more interesting to be interested in almost everything and that one should never swear not to write a particular type of story because as sure as Ghod made little green men, you're going to someday write that sort of story.

Unlike Athena, who sprang full-grown from the brow of Zeus, Burk just turned up at a science fiction con one day. To date, he's written eight books, including novellas and short story collections. He's also had his stories in several of the *Bubbas of the Apocalypse* collections. His most recent novel is *The Long Way Home*, published by Wolfsinger Publications, and is intended to be the first in the *Recon 9* series. He also likes to laugh a lot.

**LYNETTE M. BURROWS**, a pediatric nurse, has seen people on their best and worst days. She has seen real-life drama, villains, and heroes. Those experiences made her long for better book



villains and heroes. So she began to write.

She writes about characters on their worst day. She writes about hopes, dreams, and evil schemes.

Lynette has had several children's short stories published. *The White Box* stories, written by Lynette and Rob Chilson, were published in *Analog Science Fiction/Science Fact* magazine. *My Soul to Keep* is her debut novel.

Lynette enjoys her morning coffee, the pleasure of real books, and the crack of a nine millimeter, not necessarily all at the same time but... add a character on her worst day, a dash of intrigue, and a dollop of mayhem, it could become a novel.

Lynette, her artist husband, and their two yorkies live in Kansas, renovating a 1950s suburban home with George Jetson-touches.

**M.C. CHAMBERS** writes science fiction and fantasy. Her first novel, *Shapers' Veil*, is published by Hadley Rille Books. Other stories published by Hadley Rille Books include "Silk and Velvet" in the anthology *Renaissance Festival Tales*, an award-winning science fiction story, "Visual Silence," in the anthology *Return to Luna*, and "Uno por Cada" in Hadley Rille Book's anthology *Ruins Excavation*.

She is a member of the NobleFusion writers' group since 1998 and is a frequent participant at ConQuest, the Longview Community College Literary Festival, and Inklings' Wordstock festival. She has completed four workshops with best-selling author Dr. Clarissa Pinkola Estes on reclaiming and nurturing the creative spirit. Chambers is now working on a second novel and several shorter works. She is also a flutist, a mother of five, and a variable print programmer.

**KATHLEEN COLLINS** lives in Kansas City with her family. She is the author of the *Realm Walker* series and has various other projects in the works. She loves to connect with other writers and readers.

**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 Honoree for 2014-2016. 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:

<http://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 "Conbarbie" 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 Forry" 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 for years and has recently earned the title of 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 the HNIC (Human, Nurturing Independent Creators) of Pine Float Press, a small press focused on diverse, dynamic genre fiction. His work has been featured on recommended reading lists by *Locus Magazine*, the Horror Writers Association and *The Year's Best Horror*. He's juggling four to six short stories at any given moment, with three elevator pitches he'll give away at the drop of a hat.

**CAROL DOMS** – A long standing member of KaSFFS, Carol has worked at ConQuest as Guest Liaison, Programming and Hotel Liaison. She also was on staff for

MidAmeriCon II last year as Hotel Liaison. Carol also participates in the SF&F Literati, a SF&F book discussion group that has met for nearly 30 years. They meet on the 4th Monday of the month at Barnes & Noble, 2nd Floor in Overland Park, KS. Come and join them sometime. Carol supports her fannish activities, as a "traveling librarian" for EBSCO. She is also a fan of folk dancing, hiking, and craft beers.

**BRYN DONOVAN** earned her MFA at the University of Arizona, and she's the author of two published novels, including *Sole Possession* from Carina Press. She's also the author of the popular reference book *Master Lists for Writers*. The first novel in her epic urban fantasy/paranormal romance series, *The Phoenix Codex*, will be released in October 2017. She teaches writing workshops at The Writers Place, Hallmark Cards, and the Woodneath Library Center, and she blogs about writing, positivity, and random geeky topics at [bryndonovan.com](http://bryndonovan.com).

**MARSHALL (GALE) 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](http://www.marshalledwards.net) or at [facebook.com/prairiecityresponse](https://facebook.com/prairiecityresponse).

**STEPHANIE FLINT** (formerly Stephanie Bibb) graduated from the University of Central Missouri with a Bachelor of Science in photography and a minor in creative writing. She merged the two interests into book cover design and photographic illustration, but she particularly enjoys writing speculative fiction. She writes *The Wishing Blade* series, a young adult fantasy, and she co-authored *Distant Horizon*, a young adult dystopian thriller.

Stephanie lives with her husband, Isaac. Together they plot stories in the form of tabletop role-play games, and they enjoy the occasional cosplay.

Online, Stephanie often goes by the nickname of SBibb.

**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. She writes mostly speculative fiction with a side of love story, but dabbles in a bit of everything else. She has been telling stories in some form or another since she could hold a crayon and draw.

**DORA FURLONG** grew up on a steady diet of *Battlestar Galactica*, *Buck Rogers*, *Star Trek*, *Shazaam*, *Jason of Star Command*, *Batman* and much more. 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 novelist – the perfect format to unleash the denizens of her mind into the unsuspecting world.

Dora is a speculative fiction writer who lives in the southern wilds of the Kansas City Metro with her husband and two cats.

**JAN S. GEPHARDT** is a writer, artist, and longtime science fiction fan. Her new science fiction novel, *Going to the XK9s*, is scheduled to be released this year by Durendal Productions. It is the first in a series about a pack of super-smart bio-engineered police

dogs who struggle to establish themselves as full citizens, while solving crimes and sniffing out bad guys.

Jan's fantasy artwork has been a regular feature at sf conventions since 1981. Since 2007 she's developed a unique paper sculpture technique. Her artwork also has been featured in regionally-exhibited one-person shows, and juried into national shows all over the United States.

She lives in the Kansas City metro area with a family that includes her long-suffering husband, two adult children, four dogs, a cat, a leopard gecko, and a fish. She is a longtime member and current Communications Officer of the Kansas City Science Fiction and Fantasy Society, Inc. (KaCSFFS).

**TYRELL GEPHARDT** has been a lifelong fan of the genre and of fandom. He enjoys reading and watching a wide range of stories from high fantasy to hard science fiction and is willing to talk about those and everything in between. He also enjoys studying and participating in different sub-fandoms such as steampunk and *My Little Pony*. A writer himself, he is still developing his craft. Outside of fandom he is a regional model and martial arts instructor.



**KRISTIN HELLING** enjoys stories with a journey – whether it's a journey across the globe, a journey through space, or a journey of finding oneself. She writes adult fiction thrillers, as well as children's stories. On the side, she also has a love for creative non-fiction shorts and travel narratives. She received her BA in English-Writing from Park University (Parkville, MO) with an 18-hour minor in Psychology. Her debut novel *Capsule*, published under Wordwright Books, can be found on Amazon, KDP, Nook, iBooks, and Kobo. Kristin is married to a photographer, and they live outside of Kansas City with their two hairy children, a husky and a collie-shepherd mix. She co-founded the writing group known as the Wordwrights and is partner in their publishing imprint, Wordwright Books. You can find out more about her and her books at <http://kristinhelling.com>, and more about The Wordwrights at [www.wordwrights.com](http://www.wordwrights.com).

**AARON HOLLINGSWORTH** is a Missouri native, and a Capricorn born in the Year of the Metal Monkey. He writes and indie publishes science fantasy and weird fiction, and develops Pathfinder-related game supplements for publishers such as Purple Duck

Games and Wayward Rogues Publishing.

His fiction works include the *Four Winds-One Storm* novel series, as well as *The Apothecary of Mantua* novella, and other collections of short stories.

His writing influences include the works of Garth Ennis, Kazuo Koike, Clark Ashton Smith, Jim Butcher, and H.P. Lovecraft.

Aaron lives in Kansas City with his wife, Stephanie, and their two sons, Jude the Dude and Leonidas.

**RICH HORTON** is a software engineer living in the St. Louis area. He writes a monthly column on short fiction for *Locus*, as well as regular articles about SF history for *Black Gate*. He has edited a series of Best of the Year anthologies for Prime Books since 2006.

**ROB HOWELL** is a reformed medieval academic who draws upon those skills and resources for his stories and settings. He has also been an IT professional, a cook, and a soda jerk. As a child, his parents discovered about the only way to keep him quiet was to give him a book. Without books, either he or his parents probably would not have survived. Possibly both.

He decided to write professionally when he discovered he

was too educated for most jobs, and not quite educated enough for a few. Fortunately, he had always written and had always wanted to emulate Forester, Tolkien, Weber, Drake, Parker, Chandler, and Francis.

Now he can.

**TENAYA JAYNE** – Reading my bio, huh? Real life sucks. I bet you feel like that sometimes, maybe even right now. That's why I write fantasy. I need to escape depression, bitterness, bills, illness... I could go on, but you get it. In the pages of fiction, I can slay the dragons, triumph over the bad guys, be immortal, and never struggle with love handles. For a short time, I can let it all go, and be everything I can't be in real life. Maybe you're hurting right now. Maybe you're in the waiting room of the hospital, or just stuck in traffic. I've brought a portal. Come with me... Let's ditch this crappy popsicle stand and go somewhere great, where we can forget all this, at least for a while.

That's why I write. I'm not an author, I'm an escape artist.

**BROOKE JOHNSON** is a stay-at-home mom and tea-loving author of the *Chroniker City* steam punk series. As the jack-of-all-trades bard of the family, she journeys through life with her husband, daughter, and dog. She currently resides in Northwest Arkansas

but hopes one day to live somewhere more mountainous.

**SARA KINKAID** was born and raised in Kansas City, Missouri. She grew up loving to read and write and spent a lot of her childhood dreaming up stories and imagining new worlds. She began writing her own stories in first grade using her toddler-age cousins as the stars. She wrote her first novel-length work during her junior year of high school.

Today, Sara reads stories from every category and follows her own characters into new worlds, genres and experiences. Her writing spans literary fiction, historical fiction – with a thread of magical realism – and fantasy.

**ANNA LA VOIE** – When she was a child, Anna La Voie thought with enough imagination anyone could perform magic. Finishing her first YA Fantasy novel, *Cursed in Stone*, about a girl who must find a lost Faery Queen to undo her mother's heartbreaking curse, taught her that imagination itself is much more powerful than magic. After completing an MFA in Writing Popular Fiction, writing a novel, leading workshops, and slush reading for a genre focused publisher, she realized her joy came from helping other authors reach their writing goals.

Anna's passion is finding and building upon the strengths in a

novel. By focusing on what is working, and communicating with authors to understand their goals, she allows the author's story to be the strongest, clearest version possible. Find out more online at [www.literallyyoursediting.com](http://www.literallyyoursediting.com).

**CHRIS McKITTERICK's** work has appeared in *Analog*, *Argentus*, *Captain Proton*, *E-Scape*, *Extrapolation*, *Foundation*, *Aftermaths*, *Ad Astra*, *Locus*, *Mission: Tomorrow*, *Mythic Circle*, *Ruins: Extraterrestrial*, *Sentinels*, *Synergy: New Science Fiction*, *Tomorrow*, various TSR publications, *Visual Journeys*, *Westward Weird*, and elsewhere. *Transcendence* was his debut novel, and current projects include *The Galactic Adventures of Jack and Stella*, other novels, and a memoir, *Stories from a Perilous Youth*.

Taking a writing workshop with James Gunn launched his 25-year relationship with Gunn's Center for the Study of Science Fiction. After years assistant-teaching in Gunn's summer program while working in astronomy, gaming, and high-tech, the University of Kansas recruited him to teach writing and SF full-time, and he succeeded Gunn as Center director. Chris also serves as juror for the John W. Campbell Memorial Award for best SF novel.

## **JULIA S. MANDALA**

([www.juliasmandala.com](http://www.juliasmandala.com)) holds degrees in history and law. She co-authors *The Four Redheads of the Apocalypse* series, the *Corimar* series, and *Villains in Training* (coming soon). She also authored her own novels, *Blood Songs* and *House of Doors*, along with many short stories. In addition to editing *The Fantasy Writers Asylum*, an imprint of Yard Dog Press, she is a scuba diver and belly dancer. She lives in Plano, TX with her husband Larry and two very demanding, but adorable cats.

**SUSAN R. MATTHEWS** was born in Georgia, bounced around a lot in her early years, and came to rest in Seattle, Washington. Most of her writing – set in the intergalactic *Jurisdiction* universe – has been focused on The Life and Hard Times of “Uncle” Andrej Koscuisko, who is Not a Nice Man; a Ship's Surgeon/Ship's Inquisitor trying to reconcile unwelcome truths about himself with his continuing struggle to be a decent human being, and subverting the increasingly totalitarian rule of Law and the Judicial order while he's at it.

Baen Books has reprinted the first six *Under Jurisdiction* novels in two omnibus editions, *Fleet Inquisitor* and *Fleet Renegade*; follow-

ed by the seventh novel, *Blood Enemies*, earlier this year. A third omnibus, *Fleet Insurgent*, is coming in December. They're also available as e-books from Baen and as audio books (read by Stefan Rudnicki) from audible.com.

Visit Susan's website at [www.susanmatthews.com](http://www.susanmatthews.com) for the latest news!

**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? She is the Masquerade director for ConQuesT 48.

**DONNA J. W. MUNRO** has spent the last fifteen years teaching high school social studies immersed in the beauty and immediacy of teen-age world building. Her students inspire her every day. An alumni of the Seton Hill Writing Popular Fiction program, she published pieces in *Every Day Fiction*, the Fantasist Enterprises Press anthology *Modern Magic: Tales of Fantasy*

and *Horror* (2005), the Seton Hill kindle anthology *Hazard Yet Forward* (2012), the new anthology *Enter the Apocalypse* (2017), and *Syntax and Salt* magazine (June 2017).

**PAULA HELM MURRAY's** stories have appeared in *Sword and Sorceress IV and VIII*, *Spells of Wonder*, *MZB's Fantasy Magazine* and *Eldritch Tales*. She is currently working on several very different writing projects as well as working a full time 'day' job. She lives in Kansas City with her spice, Jim and Margene, and the obligatory small army of soft toys. Oh, and the cats.

**R.L. NAQUIN** – Rachel writes stories that drop average people into magical situations filled with heart and quirky humor.

Her work includes the *Monster Haven* series, the *Mt. Olympus Employment Agency* series, and the brand new *Djinn Haven* series, as spinoff from *Monster Haven*.

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.

**BRIAN PIGG's** life has ranged from Eagle Scout and avid

*Dungeons & Dragons* player to paratrooper, bookstore builder, IT professional, fantasy fiction writer, and Viking shaman. Brian's first book was just released – *Metamorphosis by Decree* – and the second is due before Christmas 2017.

**JESSE PRINGLE** is a published bill-board radio recording songwriter, award winning screen-writer, film producer, award winning actor, professional boxer and creator of the 9X Award Winning original digital series *Kill Em All Kansas City* and *Kill Em All Los Angeles*. Jesse was featured as “Mr. WebTV” on the cover of *Digital FilmMaker* magazine, Jan, 2016.

**MARGUERITE REED** – Born and raised in Kansas, she 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. It received the Philip K Dick Special Citation for 2016.

**MARISA MEANS**, preeminent Professor of Yarn Arts, has been tangled in yarn for longer than she can remember short term memory loss notwithstanding. She has taught knitting and crochet in several municipalities and annually crochets a snow-storm for one frozen fan. When she's not hooking, she reads.

**SELINA ROSEN** is the author of over twenty-five novels including *Sword Masters* and *Strange Robby*, and she has had dozens of short stories published in professional venues including *Thieves' World* and *Impossible Monsters*. As editor-in-chief of Yard Dog Press she has edited ten anthologies including *Bubbas of the Apocalypse*. She is married, owns a small farm, and has kids and grandkids. She is a carpenter, a rock mason, a sword fighter and an all-around swell gal.

**BRYAN THOMAS SCHMIDT** is a Hugo-nominated author and editor of books like *The Martian* by Andy Weir, and anthologies including *Little Green Men – Attack!* and *Joe Ledger: Unstoppable*, amongst others for Baen Books, St. Martin's Press, and Titan Books. His novels and short fiction include *The Worker Prince*, which made Honorable Mention on B&N's Year's Best SF alongside books by

GOH Robert J. Sawyer and others, and official tie-in work in *The X-Files* and *Predator* universes. He can be found on Facebook at [www.facebook.com/bryanthomass](http://www.facebook.com/bryanthomass), on Twitter as @BryanThomasS, or via his website/blog at [www.bryanthomasschmidt.net](http://www.bryanthomasschmidt.net).

**ANN SHELBY** attended her first convention back in 1978 and easily passed as a human. She has been doing it ever since and is glad to be back at ConQuest after a long absence. Stop her in the hall to talk about costumes or art; you might be able to tell what she really is.

**GARETH MICHAEL SKARKA** is a writer, game designer, consultant, graphic designer 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 steam-punk, and is the founder and director of Adamant Entertainment, which began as a game design studio before expanding into publishing and transmedia development. His game design credits include work on *Doctor Who: Adventures in Time and Space*, *Star Trek: The Roleplaying*

*Game*, licensed *Savage Worlds* work (the pulp setting of *Thrilling Tales* and the sword-and-planet setting of Mars) and more. The married father of three lives in the old frontier (in Lawrence, Kansas), but works in the new one.

**CRAIG SMITH** is a dystopian author who has published three novels. He received his MA in English & Creative Writing from SNHU. He has taught numerous seminars on creative writing at a number of conferences.

**CAROLINE SPECTOR** – Over the past 25 years, she has published and edited numerous game modules, written three computer game hint books, published three novels in the *Shadowrun/Earth-dawn* 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 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’s in the recently released *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, neither of whom respect her in the least.

**ALLISON STEIN** – Tech writer by day, artist and author by night, Allison is also a TV addict, geek princess, and cat servant – not necessarily in that order. Her award-winning short fiction and cover art has been published by several small presses, and she is a founding member the Noble-Fusion 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 |

**HENRY G. (H.G.) STRATMANN**, MD, FACC, FACP, has been a cardiologist for over 34 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 70 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*.

**MICHELLE A. STUTZMAN** – I was born in Spokane...too far back? Okay, how about this? I am an elf on the inside, waiting to spread magic throughout... not realistic? \*sigh\* Okay... I have loved reading all kinds of fantasy and science fiction all my life, and...too much schmoozing? Well... I want to be able to say I'm a fantasy artist with my own style, I'm into costuming and like creating my own outfits, I'm a budding science fiction and fantasy author, and I enjoy creating new and wonderful things for people to wear and enjoy. But, I'm not sure how to put it together without coming across as a total noob or an arrogant snob who thinks she's better than everybody else, because none of that's true. I'm approachable and love meeting all kinds of people. How am I going to say that in the limited space I have... and now I'm out of space. Ugh.

**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 direct-ed a play for his class. In 2005, Patrick traveled to Gen Con 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 Roleplaying Game, Saga Edition* product line. His credits include five books, including the award-winning *The Clone Wars Campaign Guide*, both official Gen Con 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, including his series of novels *The Chronicles of Anna Foster*.

**TOM TRUMPINSKI** is a retired scientist, author, and media critic. He worked at Fermilab on the particle detector that found the top quark and has spent much of his life examining the philosophies behind life in the universe and the implications of the Great Silence. He writes reviews and commentary on genre media on his Facebook page.

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

He is a published author of two urban fantasy novels in the *Village Alchemist* series: *The Alchemist's Notebook* (2016), and its sequel, *The Alchemist's Stone* (2017).

He and his wife, Rachel, 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."

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 *Village Alchemist* series.

**JIM YELTON** has been creating for most of his life. An actor/director who has been involved in over 30 stage productions, Jim is an experienced talk show host and always found a way to sneak in his passion for geeky topics. But his love has always been writing and he's written for various media including radio, short stories, stage productions, and screenplays. A child of the 70's and 80's, he has channeled his love of *Star Trek* and *Star Wars*, Marvel Comics, and horror movies into projects including the radio drama *The Swindlers of Doom* and a superhero series called *Extra Ordinary*. Very opinionated about

a variety of Pop Culture topics, Jim has been a convention panelist and podcast guest covering everything from *Battlestar Galactica* to his love of Joss Whedon. He teaches screenwriting and novel writing courses and hosts the syndicated weekly radio show *Geek Universe with Jim Yelton*.

**DENNIS YOUNG**'s writing experience began in the third grade and has continued since. Once through the grueling trials of school (grade, high, and college, surviving with a flourish) he found an outlet for his imagination in the world of fanzines and fan literature.

Working in the international construction trade, he published

technical works in business periodicals and other professional publications for over 30 years.

In 2005 he began writing *The Ardwellian Chronicles*, and in 2007 published his first book, *Secret Fire*. This was followed by *Dark Way of Anger* in 2009, *Secrets of the Second Sun* in 2011, *Kaanan's Way* in 2013, and *Blood Secret* in 2016.

His mantra is "Working on *The Ardwellian Chronicles* and Hope I Live Long Enough to Finish".

With stories of family relationships and blood-oaths taking precedence over all, *The Ardwellian Chronicles* offer stirring tales and challenges to test the mettle of the bravest souls and spirits.



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## PROGRAMMING

For times and locations, consult your Pocket Program, or  
<https://conquest482017.sched.com/>

**READINGS** — *The following authors have readings scheduled:*

P. R. Adams	Marshall (Gale) Edwards	R. L. Naquin
Lou Antonelli	Stephanie Flint	Brian Pigg
Robin Wayne Bailey	J. R. Frontera	Jesse Pringle
J. R. Boles	Dora Furlong	Eric Reynolds
Karen Bovenmyer	Jan S. Gephardt	Selina Rosen
M. C. Chambers	Kristin Helling	Bryan Thomas
James K. Burk	Rob Howell	Schmidt
Lynette M. Burrows	Brooke Johnson	Gareth M. Skarka
Jack Campbell Jr.	Chris McKitterick	Craig Smith
Kathleen Collins	Julia S. Mandala	Caroline Spector
Sherri Dean	Susan R. Matthews	Allison Stein
Sean Demory	Donna J. W. Munro	Kevin Wohler
Bryn Donovan	Paula Helm Murray	Dennis Young

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### **“Aaaaaaas Yooooouu Wiiiiiish!”**

An audience participation panel where the moderator will give a line from a SF& F movie, and the audience is invited to guess the movie and other details. And, since turnabout is fair play, the audience is invited to stump the panelists. • **Ann Shelby, Allison Stein, Robin Wayne Bailey**

### **All Holmes, All the Time**

What is it about the character of Sherlock Holmes that has such appeal to fans? From the original stories to two current TV adaptations that take Holmes to other

eras, there seems to be something integral in the depiction of Holmes that fills a need in the audience. Is it because he's cerebral? His sequestered lifestyle? Benedict Cumberbatch? Why the continued interest? • **Ann Shelby, Jennifer Frontera, Kathleen Collins**

### **Art Demo: Rachael Mayo**

Our Artist Guest of Honor will discuss sketching, drawing, watercolor techniques, and colored pencil techniques. She will bring projects in various states of completion that will demonstrate her creative processes. • **Rachael Mayo**

## **Bars in SF**

From *Callahan's Crosstime Saloon* to *Chalman's Cantina* to *The Restaurant at the End of the Universe*, what are the best places in SF to sit back and quaff a few? • **Robert E. Howell, Selina Rosen, Tom Trumpinski**

## **Bheer! Glorious Bheer!**

The world's oldest alcoholic drink, and after water and tea, the third most popular drink over all, has some fannish interest. From bocks to porters to stouts, the craft beer scene is booming and that means lots to choose from. Our fannish experts discuss their favorites and welcome audience recommendations. • **Robert E. Howell, James Murray, James K Burk**

## **Blending Noir Into Speculative Fiction**

What if Philip Marlowe roamed the mean streets of Minas Tirith? What if two strangers met on the Luna City tube? What if R. Daneel Olivaw was hunting the Maltese Falcon? This panel will discuss specific aspects and moments you can add to your story that will give your fantasy or science fiction story the feel of *Double Indemnity* or *The Big Sleep*. • **Brian Pigg, P. R. Adams, Marshall Edwards, Sean Demory**

## **Can Writing Be Taught?: Classes, Workshops, and Writer's Groups**

Despite a debate over whether writing can be taught, particularly genre writing, creative writing programs and high-profile workshops remain full. Panelists would discuss their own experience with creative writing education, what worked and what didn't, and ultimately, whether writing can be taught, at all. • **Jack Campbell Jr., Paula Murray, Lynette Burrows, Jesse Pringle, Rachael Mayo**

## **Chemistry: The Neglected Science?**

"Hard" science fiction stories often revolve around discoveries in either physics or biology. Fewer stories focus on chemistry – and many even take the field for granted. Is chemistry overlooked in science fiction? • **Liz Gooch, Lou Antonelli, H. G. Stratmann, Tom Trumpinski**

## **Closing Ceremonies**

Thank you for coming to ConQuesT! We hope to see you next year! • **Margene Bahm, Earline Beebe, Robert J. Sawyer, Jonathan Maberry, Rachael Mayo, Zac Zacarola**

## **Comic Book Television and Film: Boom or Bust**

In recent years, we've seen a ton of comics make their way to the big screen and the small screen. Big budgets. Big names. Which shows/movies worked, which ones didn't, and why? Have we reached a point where there is too much? • **Jack Campbell Jr., Brendan Beebe, Matthew Munro, Marshall Edwards**

## **ConQuesT of the Planet of the Apes**

Our ConQuesT 48 Author Guest of Honor gives a solo presentation about his favorite film franchise that's certain to be riotously entertaining. • **Robert J. Sawyer**

## **Costuming for Cheapskates**

Let's face it, costuming can be expensive. How can you get the most for your money? Panelists will discuss the use of inexpensive fabrics and notions, alternative techniques or materials, and where to find them. Come out and learn how to stretch your costuming dollar. • **Amy Miller, Michelle Stutzman, James K. Burk, Ann Shelby**

## **Creating Languages**

Many SF/F worlds have their own languages, Elvish and Klingon being two examples.

From etymology to grammar to culture, there are many characteristics to consider. How do you craft languages that make sense? How does a language reflect the identities of its speakers? How do we make our languages and vocabularies believable? • **Stephanie Flint, Brooke Johnson, Patrick Stutzman**

## **Critical Perspectives on Science Fiction**

Perspectives on the history of science fiction criticism, and what resources exist today for those who'd like to take discussion of SF literature to the next level. • **Rich Horton, Leanna Brunner, Craig Smith**

## **The Curmudgeon Panel**

Do you hate one of the holy grails of fandom? Can't stand the original *Star Wars* movies? Think the answer to "Kirk or Picard?" is "neither"? Want to revoke Peter Jackson's Oscar? Cross the street to avoid Browncoats? This is the panel for you! Expect a mix of vitriol, snark, and actual media criticism. • **Gareth Skarka, Dennis Young, Robert J. Sawyer, James Murray**

## **Dark Fantasy vs. Horror**

Are these just marketing terms, or is there a valid



distinction here? Is it possible for a story to be one without being the other? • **Karen Bovenmyer, Kathleen Collins, Donna Munro, Claire Ashgrove**

### **Defense with Yarn Arts**

Our annual Nancy Nutt Memorial Yarn Art panel. From amigurumi to Xenomorphs all in yarn. Come help create a work of art to be auctioned in Nancy's honor in the Benefit auction or just learn some knit or crochet hints or basics. This year's project: a pillow cover. Eight 8-inch squares needed, knit or crochet, any color or stitch. Open to non-stitchers to advanced – all welcome. • **Marisa Means, Earline Beebe**

### **The Difference between Preternatural, Supernatural, and Paranormal**

Is there really a difference between these terms? And do they differ enough to actually matter when referring to what genre book you write? Where does horror fit into this discussion? • **Claire Ashgrove, P. R. Adams, Marshall Edwards, Dora Furlong**

### **Doctor Who Madness!**

Our panelists use their best arguments to influence audience voting – to decide face-offs

between all of the Doctors, in a "March Madness"-style bracket tournament, to determine which Who is the best Who! • **Gareth Skarka, J. R. Boles, Kevin Wohler**

### **Eating and Ethics**

What is the ethical scope of our food choices? Is buying local really better than buying imported food? Are Vegans better for the environment? How do things like socioeconomic status, mental health, and disability intersect with the ethics of food consumption? • **Susan Matthews, Leanna Brunner, Margene Bahm**

### **Editing 101 For Writers**

Hugo-nominated editor Bryan Thomas Schmidt and fellow editor Claire Ashgrove discuss tips for self-editing to help you improve your writing before submission. • **Bryan Thomas Schmidt, Claire Ashgrove**

### **Editors Are Not The Enemy**

Editors and Author-editors discuss the role of editors and authors as partners in the creative process, how to identify a good editor, why you need an editor, and more. • **Bryan Thomas Schmidt, Jonathan Maberry, Robert J. Sawyer, Claire Ashgrove, Rich Horton**

## **The Evolution of the Zombie**

Slow zombies, fast zombies, undead zombies and plague zombies, over the years we've seen them all. The panel will discuss the evolution of the modern zombie in science, survival and pop culture. How has the mythos of the zombie evolved and where might it go next? •

**Earline Beebe, Donna Munro, Jonathan Maberry, Sara Kincaid**

## **Fanfiction Meetup!**

This slightly offbeat meet-and-greet is a tea rather than a formal event. • **Beth Moscato**

## **Fantasy and Science**

What can the scientific method lend to fantasy? Does the presence of gods and magic exclude the need for science? Whether it leads to technology, or just a scientific understanding of the setting and magic, what can the practice of science add to fantasy? • **Christine Amsden, Stephanie Flint, Julia S. Mandala**

**Mandala**

## **Fantasy Charity: Making *This World* a Better Place for Realz**

Learn about the organizations different authors and gamers represent. Each guest speaks about their organization; add in some successes, failures, and challenges. How did they

discover/find the organization? How has the organization influenced their body of work or vice versa? How do they make time? Also: FAQs. • **Jen Rivas, Margene Bahm, Marshall Edwards**

## **Fantasy in the Rest of the World**

Africa, the Middle East, Asia, and South America are fertile foundations for medieval fantasy, but most of what's out there is based on European traditions and myths. Who is doing the best at exploring other areas? What other cultures and histories offer opportunities for the aspiring writer? • **Robert E. Howell, Christine Taylor-Butler, Julia S. Mandala, Bryn Donovan**

## **From Fan to Pro**

Many science fiction and fantasy authors have come out of fandom. What is the transition like? How does a fan with professional aspirations take the first step? • **Christine Taylor-Butler, Brian Pigg, Karen Bovenmyer, Jennifer Frontera**

## **Geek Universe Presents Trivia Thunderdome**

Come prove your trivia skills (and perhaps win some cool prizes) during the LIVE version of the Geek Universe radio show's

Trivia Thunderdome! The fun kicks off with random games like "There's Only One Right Answer," "Trump or Ferengi," and "The Geek Spelling Bee." Then, a handful of contestants will enter the Trivia Thunderdome to compete for the night's grand prize! • **Jim Yelton**

### **Getting to done - How to finish your work**

Writers talk about the writing styles/methods/tips/techniques that ensure that their work gets finished. • **J. R. Boles, Brooke Johnson, R.L. Naquin, (Rachel Wohler), Julia S. Mandala**

### **Hitting The Wall: How Not to Crash and Burn Before Publishing Your Story**

A multi-part panel presented by Uptown Authors, the topics focus on specific parts of writing, editing, and preparing your manuscript for publication. From initial world-building and research, to the ABC's of writers and editors, to avoiding burnout and the terrible "real numbers" of the publishing industry, this panel will provide information all writers need to help understand some of the business and personal issues faced when thinking seriously about publication. • **Dennis Young, Rachel Ellyn, Kristin McTiernan, Sara**

**Kincaid, P. R. Adams, Deanna Sjolander**

### **Horror Comics and Graphic Novels**

Another growing subgenre of horror is the graphic novel or comic. Come learn more about what's out there, and who's doing it well. • **Earline Beebe, Jonathan Maberry, Brendan Beebe, Sherri Dean**

### **Horror Fiction and Xenophobia**

Horror from previous generations draws much of its power from the fear of the Other. In some cases the other is an unknowable being, a cosmic terror, but just as often it's not, referencing instead more mundane distinctions between us and them. How problematic is the use of the Other to engender fear? Has fear of the Other led to some of the challenges genre faces today relative to inclusiveness and equality? • **Karen Bovenmyer, Donna Munro, Sean Demory, Jan Gephardt**

### **Horror Novels/Stories Everyone Should Read**

What are some of the best horror stories? Come find out what you should be reading. • **Earline Beebe, Jack Campbell Jr., Jonathan Maberry, Sherri Dean**

## **How to Over-think Your Way out of Writing**

Theodore Sturgeon famously taught “Ask the next question.” Beginning writers everywhere are advised to ask “What if...?” as they develop their story. With a little research and some extra caffeine you too can come up with such an plethora of possibilities that your story becomes a dense jungle with no clear path – impenetrable and neverending. As denizens of the Digital Age, with its abundance of information and surfeit of attention span, we have never been in a better position to over-complicate our stories – and our lives! • **Mary Chambers, J. R. Boles, Rob Chilson, R.L. Naquin, (Rachel Wohler), Stephanie Flint**

## **Humor In Science Fiction and Fantasy**

As the old saying goes, dying is easy, comedy is hard. Panelists discuss humor in science fiction, including past and present examples, the difficulty of writing humor, the contributions of humorists to the field and more. • **Bryan Thomas Schmidt, Selina Rosen, Robin Wayne Bailey**

## **I See No Way in Which That Could Possibly Go Wrong**

Flying cars, electronic tattoos, teleportation – what new

technologies are on the horizon, and what societal implications do we need to be aware of? • **H. G. Stratmann, Christine Taylor-Butler, Robin Wayne Bailey, Bryn Donovan**

## **In the Beginning... There Was the *Silmarillion***

A look into the historical foundations of Professor Tolkien's Middle Earth. • **Amy J. Miller**

## **Indie Publishing 101**

There's a right way to publish, and a wrong way. Write-and-release is the wrong way. Going independent should be handled as seriously as running a small-press publishing house, albeit with a streamlined acquisitions department! The panelists break it down for you, step-by-step – from starting the business to planning, production and publication. • **Gareth Skarka, Hans Cummings, Kristin Helling, Kevin Wohler**

## **Intellectual Property and Literary Estates**

An artist's estate includes intellectual property. Literary and artistic works can be particularly problematic when families do not share the artist's desires for the dispensation of their work. Digital rights also need to be considered. Our panelists discuss these

issues. • **Susan Matthews, Craig Smith, Dora Furlong, Jan Gephardt**

### **It Was (almost) 20 Years Ago Today**

*Harry Potter and the Philosopher's Stone* was first published on June 27, 1997 changing the face of children's literature. Let's talk about the effect the *Harry Potter* series has had on our genre. • **Christine Amsden, Kristin Helling, Michelle A. Stutzman, Dora Furlong, Matthew Munro, Deanna Sjolander**

### **Killing The Immortals and other Super Beings**

From video games, comics, television, and books, heroes will rise to kill or demolish demons, vampires, dragons, and even gods. Panelists will discuss why we like following these characters, what are some of the more inventive, silly, or gruesome ways people have gone about "getting the job done." • **Tyrell Gephardt, Matthew Munro, Tom Trumpinski**

### **Little Green Men: Then And Now**

Panelists discuss the evolution and representation of little green men in science fiction film, literature, and more both

past and present. Do they still make aliens like they used to? • **Bryan Thomas Schmidt, Robin Wayne Bailey, James Gunn, Robert J. Sawyer**

### **Little Green Men – Attack! Kansas City**

A launch and celebration of the Baen anthology of humorous science fiction edited by Bryan Thomas Schmidt and Robin Wayne Bailey, with stories by Selina Rosen, James Gunn, and more. • **Bryan Thomas Schmidt**

### **Masquerade Klatsch**

You cheered them on stage at the Masquerade, now come meet our cosplayers in person. View their creations up close, discuss techniques, ask questions and advice, pick the judges' brain. A wonderful opportunity to talk all things cosplay! • **Amy J. Miller**

### **Masquerade Tech Rehearsal**

A meeting for Masquerade participants that will continue on throughout the day with individual rehearsal time slots for the contestants, and a place for craftsmanship judging. • **Amy J. Miller**

### **Monsters as Devourers**

Our cherished monsters, be they vampire, werewolf, or zombie, are driven by an

insatiable appetite to devour what they once were, namely us. Is there a sacrificial/sacramental aspect to this hunger or is it firmly rooted in a psycho-sexual fixation. Perhaps it is simply the yearning to recover a lost humanity? • **Marisa Means, Sean Demory, Tenaya Jayne**

### **Monsters!!!!**

Monster expert Jonathan Maberry talks monsters in film, literature, comic books, and more!  
• **Jonathan Maberry**

### **OMG! Can You Believe They Did That?**

We may be in the golden age of genre television. New shows proliferate on platforms like Netflix and Amazon Prime and fight for your viewing time. What shows should we be watching? What are the most jaw dropping moments? Did they really have to kill off your favorite character? • **Christine Amsden, Lou Antonelli, J. R. Boles, Tom Trumpinski**

### **One on One with Jonathan Maberry**

Bryan Thomas Schmidt interviews Jonathan Maberry live and also takes your questions. • **Jonathan Maberry, Bryan Thomas Schmidt**

### **Opening Ceremonies**

Welcome to ConQuest! Join us as we bring you up to speed on this year's Con! • **Margene Bahm, Earline Beebe, Robert J. Sawyer, Jonathan Maberry, Rachael Mayo, Zac Zacarola**

### **Plot Complications**

Characters in a story are attempting to solve a problem. In the best stories, their attempts go horribly awry. Who can forget the moment when the Crew of the *Enterprise*, attempting to defeat the Borg, is faced with the announcement from their beloved Captain – “I am... Locutus of Borg.” And the course of the story is changed. Or, when Boromir falls to the lure of the Ring and tries to take it, splitting up the Fellowship and changing everyone's paths. Panelists and audience are invited to present their own favorite heart-stopping moment from books and film. • **Mary Chambers, Selina Rosen, Jim Yelton**

### **Pratchett's Characters**

Terry Pratchett was a master of characterization. Memorable and vibrant characters abound in the Discworld series and live on in our imagination. Death, Granny Weatherwax, Tiffany Aching, Sam Vimes... the list goes on. Join us for a discussion of Sir Terry's



greatest works and characters. • **Rob Chilson, Christine Amsden, Mary Chambers**

### **Putting The Punk Back In [Whatever]punk**

First came Cyberpunk. High tech and low life. Then Steampunk – a Victorian riff on cyberpunk. Then dieselpunk. Then decopunk... and the further we drifted, the more people seemed to forget about the “punk” part. Now, \*-punk indicates a genre mash-up, with no underclass outcast element at all. It’s time to put the resistance back in our fiction – put the punk back in \*-punk. • **Gareth Skarka, Sean Demory, Lou Antonelli, Bryn Donovan**

### **Quatloos and Credits and Latinum, Oh My!**

Economics is frequently overlooked in SF. Do adventurers simply live on nuts and berries and what they can kill? What do they pay with when they visit an inn or buy a drink? How is trade carried out, particularly between species? Is there still a struggle for resources or has science advanced to the point where anything can be fabricated? • **James K. Burk, Rob Chilson, Patrick Stutzman, Bryn Donovan**

### **QUILT BAG in the Media**

Our media may be starting to feature more characters and situations from the queer/questioning, undecided, intersex, lesbian, transgender/transsexual, bisexual, allied/asexual, gay/ gender-queer (QUILT BAG) perspective, but there’s still a long way to go. How do we move from tokenism to full inclusion? We’ll discuss favorite characters, new challenges, and available resources for writers and readers. • **Susan Matthews, Selina Rosen, Marshall Edwards**

### **Remembering Carrie Fisher**

The world, and our community, lost one of our great iconic figures last year with the tragic death of Carrie Fisher. More than just a general, senator, and princess, she was a brilliant and witty writer who talked openly about her struggles with addiction and mental illness. Join us as we remember and discuss the impact of Carrie Fisher. • **J. R. Boles, Patrick Stutzman, Allison Stein, Jim Yelton**

### ***The Running Man: The First Hunger Games***

It’s the 30th anniversary of the theatrical film “The Running Man,” loosely based off the novel by Stephen King (writing as “Richard Bachman”). We will

compare how the King novel sets up the idea of a game for survival in a dystopian setting, and how *The Running Man* was the original *Hunger Games*. • Craig Smith, Jack Campbell Jr., Brian Pigg, Michelle A Stutzman

### **The Science of Consciousness**

The science of consciousness is highly interdisciplinary – combining neurosciences, A.I., evolution, quantum physics, and philosophy. Award-winning author and ConQuest guest of honor Robert J. Sawyer uses the debates in this field as fodder for much of his science fiction, as do Greg Egan and Peter Watts. Join Rob for a thought-provoking discussion of the science of mind. • **Robert J. Sawyer**

### **The Science Of Science Fiction**

What makes good science fiction? How much science is required? Panelists discuss science and science fiction throughout past and present and the craft of good science fiction with plenty of examples. • **Bryan Thomas Schmidt, Robert J. Sawyer, H.G. Stratmann, Kij Johnson**

### **Science Fiction's Checkered Past**

A discussion of the writers who started the field and those who helped make it “respectable.”

• **James K. Burk, Rob Chilson, Rich Horton, James Murray**

### **The Secret of Steel/Just Another Sword Petting Zoo**

An exploration into what makes a good sword; metallurgy, forging techniques, alloys testing (hardness, resilience, strength, and toughness), and getting the best bang for one's buck. • **Zac Zacarola**

### **Self-Publishing: Mistakes We Made So You Don't Have To**

Self-publishing is bigger than ever but, as in anything, there are pitfalls. Our panelists have been down that road and are here to warn you where the problems lie. Join them for a discussion on what it takes to self-publish successfully. • **Dennis Young, Kristin Helling, Gareth Skarka, Leanna Brunner**

### **SF&F TV Shows: Not Just for Fans Anymore**

There has been a “boom” of Science Fiction, Fantasy and Horror themed TV shows. Last year alone, saw the introduction of 40+ new TV series, mini series in network, cable and paid services such as Netflix. This panel looks at what shows are out there and what is worth watching. • **Carol Doms, Ken Keller, Earline Beebe**

**SF&F Literati book discussion:  
Robert Sawyer book**

We will be reviewing a book by Sawyer in May; book TBD. Our group starts the discussion of the book and invite audience to share their thoughts. • **Carol Doms, Barry Haldiman, Beth Welsh, Beth Moscato**

**So You Wanna Be In Pictures?**

Writing a screenplay is not the same as writing a novel or a short story. How transferable are those writing skills for someone who wants to see their characters on the big screen? From plot to dialog and the text descriptions in between, our panelists discuss writing for the screen. • **Jack Campbell Jr. Jim Yelton Leanna Brunner Bryn Donovan**

***Star Trek: Discovery***

2017 will bring a new *Star Trek* for the small screen, set roughly ten years before the events of *Star Trek*, the original series. What can we expect? How have our expectations changed since *Enterprise* went off the air in 2005? The series was originally scheduled to have started this month but has been delayed. Should we be worried? • **Christine Taylor-Butler, Gareth Skarka, Jim Yelton, Lou Antonelli**

**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 ConQuest 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.

• **Mary Chambers, Sherri Dean, Allison Stein, Paula Murray, Rachael Mayo**

### **Tales of the Weird West: How the West was Weird!**

Panelists discuss the popular mixing of elements of stories from the old west with speculative fiction in books, TV, comics, and more. • **Bryan Thomas Schmidt, Chris McKitterick, Rob Chilson**

### **Time Travel; Theories, Paradoxes, and Possibilities**

Breaking the time barrier at only 88 mph, sling-shotting around the sun, and other ways time has been broken. Panelists discuss how time travel has been portrayed in media and why it will or won't work and talk about ways time travel might be possible. • **Tyrell Gephardt, Kevin Wohler, Robert J. Sawyer**

### **Twenty Questions about The Doctor**

A sheet with 20 questions. Participant who answers all questions first, second and third, all correctly, will win Doctor Who-related prizes. Participation is free. • **Kathi Clements**

### **Twenty Years of Buffy: How Whedon and Co. Changed the Face of Genre TV**

Joss Whedon's idea to turn horror tropes on their collective heads and create a story about a normal teenage girl growing to become the ultimate protector of humanity has touched many over the last 20 years. Join us as we explore how this series changed genre fiction and television for better (and worse) since its debut in 1997. • **Jim Yelton, Sara Lundberg, Sherri Dean, Caroline Spector, Deanna Sjolander**

### **Twenty Years under Jurisdiction: A One-Woman Show**

Susan talks about the history of her Jurisdiction novels, how they developed, interesting developments along the way, and what is coming next. • **Susan R. Matthews**

### **Using History in Fantasy and Science Fiction**

By using the Martin Koszta Affair of 1853, a little-known

event in American history, we will discuss how history can help you write fantasy and science fiction.

• **Rob Howell**

### **Welcome to ConQuesT**

Panelists will talk about the elements of SF cons in general and ConQuesT in particular. Is this your first con? Then this is the place to get the scoop. Learn how to get the most out of your con. • **Carol Doms, Earline Beebe**

### **What Do We Mean By “Weird Fiction” Anyway?**

H. P. Lovecraft adopted the term from Sheridan LeFanu and popularized it in his essays. Although the term “weird fiction” has been chiefly used as a historical description for works through the 1930s, the term has also been increasingly used since the 1980s, sometimes to describe slipstream fiction that blends horror, fantasy, and science fiction. Is there any meaningful distinction between “the weird” and plain old fantasy & horror? • **Sean Demory, Tenaya Jayne, Jonathan Maberry, Rachael Mayo**

### **What Gives Characters Depth?**

Writing the well-rounded character. • **Rob Howell, Lynette Burrows, Marguerite Reed, P. R. Adams, Jan Gephardt**

### **What Shall We Do Tonight, Brain?**

The universe would be perfect, if only you were in charge. But how do you accomplish that? Our panelists will go over what every evil emperor needs to keep in mind when taking over the world. Do you need a sidekick? How do you handle those troublesome rebels? And where can you find the really good island fortresses? • **Brooke Johnson, Jim Yelton, Patrick Stutzman, Julia S. Mandala**

### **What’s New in Anime Sci-Fi 2017**

Come check out the newest anime for sci-fi/fantasy geeks! • **Amy J. Miller**

### **When Antibiotics Fail**

In September, a Nevada woman died from a superbug resistant to every available antibiotic. What do we do when antibiotics are no longer effective? How can we take care of infections and diseases without them? How worried should we be? • **James K Burk, Ann Shelby, Margene Bahm, H. G. Stratmann**

### **Where Do We Go From Here?**

Speculative fiction speculates, it’s all there in the name. In today’s rapidly changing climate – cultural, political, and scientific –

where should we be pointing next? How can current SF/F keep pace with the current developments, and still prepare the way to the future? • **Karen Bovenmyer, Kathleen Collins, Rob Chilson, H. G. Stratmann**

### **Why Write Short Stories?**

They often don't pay well, the markets are drying up, and short stories aren't read as widely as longer work. Why write short stories at all? In this panel, short story writers discuss why they continue to write short fiction, what they enjoy about the format, and what they think will be the future of short story publishing will hold. • **Jack Campbell Jr., Karen Bovenmyer, Sean Demory, Dora Furlong**

### **Will the Real Hero Please Stand Up?**

Sometimes the hero of a story isn't, or isn't only, its real protagonist. A frequently cited example is Sam Gamgee in *The Lord of the Rings*, who more and more focuses Frodo as the action builds. Why might an author choose to concentrate on someone other than the hero? Can the hero ever be the antagonist? • **Dennis Young, Julia S. Mandala, Donna Munro, Matthew Munro, Anna La Voie**

### **A Writer's Library: Books Every Writer Should Read**

Everyone always says that reading is an important part of a writer's development. The panelists would discuss which books had an impact upon their writing which ones they think should be in every writer's library. This can include both craft books and normal books. • **Jack Campbell Jr., Paula Murray, Lynette Burrows, Brooke Johnson, Rachael Mayo**

### **Writing Fight and Combat Scenes**

You can learn fencing, stage combat, or martial arts, but these skills are neither necessary nor sufficient to write compelling, realistic fight scenes. What does it take to write a fight scene that creates tension and drama without turning it into a play-by-play? • **Robert E. Howell, Selina Rosen, Jan Gephardt**

### **Young Fans Discuss Anime**

Find out what is popular in anime. Join some younger fans as they discuss their favorite anime. • **Earline Beebe, Brendan Beebe**



# ConQuest GAMING: UNDERCON

*This year, our gaming convention-within-a-convention has its own name: UnderCon! Rest assured your ConQuest membership includes a full UnderCon membership. UnderCon is presented by the UnderGopher Podcast Network.*

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

## CARD/BOARD GAMES

### Commissioned

A 2-6 player cooperative-style board game with a simple deck-building mechanism that plays in 1 hour. Players are the early Christian Apostles and must work together to mature their faith decks, grow the church, collect the books of the New Testament, and overcome persecution. You do not need to know anything about Christianity to play.

### Munchkin

Go down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run.

This award-winning card game, designed by Steve Jackson, captures the essence of the dungeon experience... with none of that stupid roleplaying stuff. You and your friends compete to kill monsters and grab magic items. And what magic items! Don the Horny Helmet and the Boots of Butt-Kicking. Wield the Staff of Napalm... or maybe the Chainsaw of Bloody

Dismemberment. Start by slaughtering the Potted Plant and the Drooling Slime, and work your way up to the Plutonium Dragon...

We'll be running various different Munchkin games all weekend from Munchkin Apocalypse thru Munchkin Zombies and everything in between, including Munchkin X-men, Marvel, Oz, Adventure time, etc and anything other SJ Games we can bring along.

A Men in Black event.

### The Pursuit of Happiness

A game in which you take a character from birth and you live the life you always wanted. Using a worker-placement mechanism with time as your workers, you take on projects, you get jobs, you buy items, you establish relationships, you raise families. The possibilities are endless as you live the life you have always wanted. 1-4 players

### The Sundance Kids

Have you ever wanted to make your own movies? Players are directors who must create movies by choosing genres, buying scripts

and actors, and engaging in studio meddling, before taking your movies to the market and to the prestigious Oskie awards. Will you make highly profitable blockbusters, or artistically great indie projects? The possibilities are endless. 3-5 players

### **Viceroy**

Management set in the fantasy universe of the famous Russian CCG Berserk. As the players struggle for control over the world of Laar, they recruit a variety of allies and enact various laws. These cards allow players to develop their state's military and magical might, increase their authority, and get precious gems they need to continue expanding their nation.

As the game progresses, each player builds his own power pyramid using character and law cards. Each card has its own effect that depends on the level of the pyramid where the card is played. These effects may give more resources, more cards, or victory points. The player who has the most power points at the end of the game becomes the ruler of entire Laar and the winner! 1-4 players

## **ROLE-PLAYING GAMES**

### **Doctor Who Adventures in Time and Space (11th Doctor Edition)**

In the Doctor Who The Role-playing Game you and your friends take on the role of the Doctor (any

one of his twelve incarnations!) and his companions (any one of them too – or you might make up your own) and embark on your own adventures across time and space.

With the Doctor Who: Adventures in Time and Space roleplaying game, the power is in your hands! You can go anywhere or anywhen in the universe. It's not going to be easy. It'll probably be dangerous. The universe is a hostile place, full of Daleks, Zygons, Sontarans, Weeping Angels, Cybermen, Silence, Silurians and worse. There will be fear, heart-break and excitement, but above all, it'll be the trip of a lifetime.

The whole of time and space is out there, full of new places to see and adventures to be had – what are you waiting for? 4-8 players

### **Doctor Who: Adventures in Time and Space: Vortex**

This is a roleplaying game based off of the worlds of Doctor Who! You can travel the entirety of time and space in search of adventure, asylum, or just a way home (depending on the character you play and their backstory and motivations). The game runs off of a  $2d6 + \text{Attribute} + \text{Skill} + \text{Trait}$  system, and one of the things that makes it special is the Story Points; expended during the course of the game, they can give you extra dice to roll, heal injuries, or even allow you to get a hint from the GM or change the plotline to your advantage! (This system is quite reminiscent of

the FATE core system.) In this fast-paced game, will your characters come out on top against the shapeshifting Zygon, scheming Cybermen, or dastardly Daleks? Pick up a pencil and 2d6 to find out! 2-5 players

### **Original Dungeons & Dragons "Version Zero"**

Ever wondered what it was like to play D&D when it was new, before it became "Advanced" and had version numbers? Then this is your chance to find out! This is the version that was first presented in the three little tan chapbooks ("Men & Magic," "Monsters & Treasure," "Underworld & Wilderness Adventures"), with the three expansions ("Greyhawk," "Blackmoor," "Eldritch Wizardry"). The Dungeon Master will adjust the rules slightly to make it easier for newbies, but it's basically the original system. This will be a dungeon crawl; players will roll up their characters on-the-spot, using a traditional "quick and dirty" system, and will have 10,000 XP to start with, plus one minor magic item appropriate to their class. You'll be dropped into the middle of the DM's dungeon, and will be searching for the way out. 4-10 players

### **Dungeons & Dragons 5th Ed.: Tomb of Horrors**

The classic D&D adventure Tomb of Horrors converted for 5th edition! 3-6 players

### **Dungeons & Dragons 5th Ed: The Wailing Sore**

In the World of Calliome, the village of Bleakbrook prospers, content in their little corner, ignoring the oddities and dangers of the world. Farmers grow their crops and tend to their livestock, children play in the meadows, and families work and live together. One day, that all changes as a strange growth erupts around the spring that serves the village. With their water supply now endangered, the villagers turn to the explorers and adventures in their midst. It is in this motley band of strangers they must place their hope. 3-6 players

### **My Little Pony: Tails of Equestria**

The official My Little Pony: RPG from River Horse. 3-6 players

### **Shadowrun: The Deck Job**

Finding the chunk of bleeding-edge tech that Ms. Johnson "lost" isn't the hard part. Taking it back from the kind folks that helped her lose it isn't the hard part. The hard part? Convincing the decker to give it over after he's gotten a good look at it. 3-5 players

### **Shadowrun: SRM 06-03: Ancient Rumbings**

The gangs in the CZ are getting restless, and of course you're about to get stuck in the middle of it all. Again. An official Missions organized play event. Pre-gens

available. Beginner and experienced players welcome. Adjustments made to the scenario as experience level dictates. Note: If participants have already played this scenario we could swap in another. 3-5 players

### **Shadowrun: SRM 06-04: Tick-Tock**

A personal *Panicbutton!* has been activated for a VIP who disappeared over 20 years ago, so now the race is on to be the first one to recover it and whoever just activated it! An official Missions organized play event. Pre-gens available. Beginner and experienced players welcome. Adjustments made to the scenario as experience level dictates. Note: If participants have already played this scenario we could swap in another. 3-5 players

### **Torg Eternity: Demo**

Earth has been invaded: dinosaurs in New York, dragons over England, weird science in Egypt, horrors in India, technodemons in Russia, electric samurai in Japan, and a cyber-Inquisition in France. Bringing their own realities with them, these invaders twist the laws of our world to match their own. Most defenders are unable to fight it and are transformed to match the invaders' reality.

You are Storm Knights. You know how to harness the Possibility Energy these invaders

seek, and you know a thing or two about remaining tethered to your own reality. You are able to fight these invaders where ordinary people fail. You will fight back these invaders.

This is a demonstration of the new rules for Torg Eternity. Characters will be provided, and the game will be explained. All experience levels are welcome. 2-6 players

### **WEG's Star Wars (D6, 2nd ed): DGS Presents: Imperial Entanglements**

General Airen Cracken has been captured by the Empire! Your crack team of commandos will need to infiltrate the Star Destroyer Stormhammer, by using a stolen Imperial Shuttle. The catch? You haven't stolen the shuttle yet, but there's one ripe for the picking in Imperial garrison outside of Ramsees Hed. 3-6 players

### **The League of Extraordinary Gentlemen - 1980s Edition!**

David Lo Pan is back from the grave! The evil ancient sorcerer has stolen the Supreme Being's map from the League and is using it to travel the space-time continuum to collect villains from multiple eras to take over the world. It's up to the League to stop him!

Mr. Rourke and Tattoo quickly call together the League to stop Lo Pan before it's too late. Can the brash all-American trucker Jack

Burton, the improvisational engineer MacGyver, the tough ex-Army sergeant B. A. Baracus, the tenacious Terminator killer Sarah Connor, archaeologist/assassin Melina Havelock, and the time traveling scientist Doc Emmett Brown stop Lo Pan in time to save the world? 3-6 players

## **MINIATURES GAMES**

### **All Quiet on the Martian Front: Demo**

Set in 1907, the Martian tripods are back. In this scenario, they are ravaging across Canada. The Regina Rifles and the partially motorized Manitoba Dragoons are sent to plug the gap. Can they hold? 2-8 players

### **American Revolution and Other Historical Engagements: Demo**

Short to mid length strategy games based on actual historical engagements or historical themes. 2+ players

### **Battle of Hucks Defeat (and other skirmishes) : Demo**

A mix of shorter skirmish games based on events during the American Revolution. Scale is 25mm with figures on a 1:10 ratio. Open to anyone and designed to run shorter games of around 30 minutes to an hour, depending on the players. 2+ players

### **BattleTech: The Game of Armored Combat**

Hop into the cockpit of a 30 foot, hundred ton monstrosity of metal and mayhem with BattleTech. First released over thirty years ago, BattleTech pits players against each other piloting massive BattleMechs in a winner-takes-all brawl. Pound your opponent into scrap and emerge victorious in this brief introduction to the BattleTech universe.

### **KISS Rommel: Povkorovka - Battle for Kursk**

1st & 2nd SS Panzer are bearing down on Povkorovka! 1st Guards Tank Army will Destroy the Fascist Beasts! *Uuuu-Rahhh!!*

Ten minutes to learn, a life-time to master. KISS Rommel is a great introduction to the world of Historical Miniature gaming. After two turns, you're not learning the game anymore, you're trying to destroy the enemy! 3-8 players

### **Warhammer 40K: Knight Joust**

A super-heavy free-for-all, where giant war machines of the 41st millennium battle until only one is left standing supreme! Each player brings an Imperial Knight and is randomly divided into two teams. The teams battle through an urban battlezone until only one team remains...

## IN MEMORIAM

Richard Adams, author  
Scott Alter, fan  
Kenny Baker, actor  
William Peter Blatty, author  
Ed Bryant, author  
James H. Burns, fan  
Jim Busby, fan  
Tina Cawi, fan  
Stephanie Clarkson, fan  
Arthur Jean Cox, fan  
Maurice G. Dantec, author  
Grania Davis, author  
Jack Davis, artist  
Jerry Doyle, actor  
Robert Ellis, fan  
Thomas Endrey, fan  
Carrie Fisher, actress  
Doug Fratz, fan/editor  
Roberta Gellis, author  
Ron Glass, actor  
Ed Gorman, author  
Richard Hatch, actor  
Binker Hughes, fan  
Marie Jakober, author  
Warren Johnson, fan  
Joyce Worley Katz, fan  
W. P. Kinsella, author  
Lincoln Kliman, fan  
Waldemar Kumming, fan  
Burt Kwouk, actor  
David A. Kyle, fan/author  
Mike Levy, fan/editor  
Michael Liebmann, filker  
Debra Miller, fan  
Yvonne Monlaur, actress  
Peter Olson, fan  
Michael Parks, actor  
Elle Plato, fan  
Jon Polito, actor  
Fred Prophet, fan  
Richard Purtill, author  
Patrick "PJ" Ralph, fan  
Larry Smith, fan  
Norman F. Stanley, fan  
Robert W. Taylor,  
    technologist/visionary  
Emma Tennant, author  
Sherri S. Tepper, author  
Alvin Toffler, author  
Bill Warren, fan  
Fritz Weaver, actor  
Robert Weinberg, author  
Peter Weston, fan  
Bernie Wrightson, artist  
Ian Wilson, fan  
Robert E. Yeo, fan  
Kate Yule, fan

Sources: Locus Online, MidAmeriCon II website, *File 770*

# ConQuest 49

Memorial Day Weekend 2018

Author GOH:

**TBA**

Artist GOH:

**Elizabeth Leggett**

Fan GOH:

**Aurora Celeste**

Special Guest:

**Matt Jacobson**

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bird memberships  
at Registration!

Dude



Much better than  
worms.

What?





