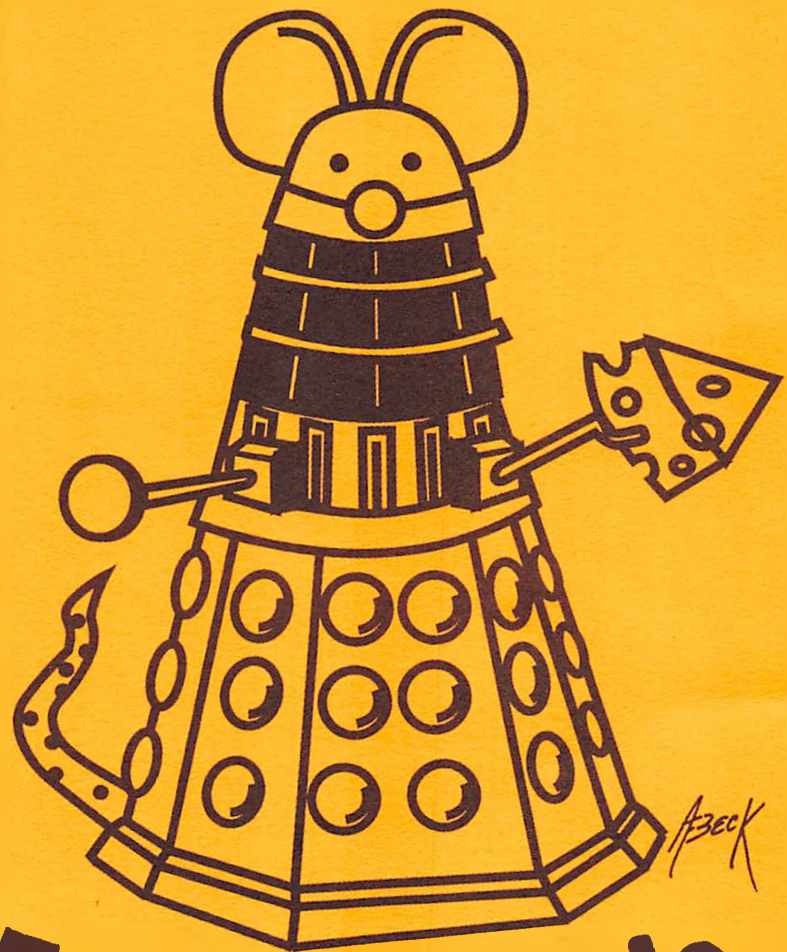


BUBONICON45
ALBUQUERQUE, NM * AUGUST 2013



Ex-Verminate

BECK * POWERS * ROWLAND * WEEKS

WELCOME BUBONICON 45 TO THE ALBUQ MARRIOTT UPTOWN

Greetings from the "Land of Enchantment." The staff and management of the Albuquerque Marriott are excited by the opportunity to host Bubonicon 45. We are committed to making your event the best to date. You will experience friendly and gracious service from all of us at the Albuquerque Marriott Hotel. Our entire staff is dedicated to achieving the highest quality of service and attention to detail. At the Albuquerque Marriott, it is the unexpected touches that will make your event one to remember.

Location: Our hotel is located in the shopping and restaurant district of Albuquerque. We have restaurants like Macaroni Grill, Buca Di Beppo, Elephant Bar & Restaurant, Genghis Grill, BJ Brewhouse, Jason's Deli, Japanese Kitchen, Le Peep, Pei Wei and California Pizza Kitchen next door to our hotel. If any of you have free time to go shopping, you will enjoy Coronado Mall, ABQ Uptown Shopping Mall, and the brand new Target.

— Sincerely, All the Staff of the Albuquerque Marriott

Special Thanks and a Tip of the Rat Hat to:

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Albuquerque Journal
Albuq Marriott Uptown
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Co-Guests of Honor
Cherie Priest * Jack Campbell

Toastmaster: Steven Gould

Guest Artist: Darla Hallmark

Marriott Uptown • Albuquerque, NM

Pass Rates To Be Announced Late October 2013

Check Our Website - www.bubonicon.com

Email us at bubonicon@gmail.com

2014 co-chairs Craig Chrissinger & Caci Cooper

BUBONICON 45

from Bubonicon Inc.



Kristen Dorland, co-chair • Craig W. Chrissinger, co-chair

Jessica Coyle, assistant to the chairs & green slime mistress

Christie Jury, registration co-manager • Miguel Jaime, registration co-manager

Geneva Schult & Leah Ransom, registration staff

Julie Pascal, volunteers (gofers) manager • Angela Nybakke, gofers assistant

Roslee Orndorff, art show coordinator • Meg Malins, art assistant

Kathy K. Kubica & Dee Skinner, art show staff • Fred Ream, art mechanic

Caci Gallop, assistant to chairs & flea market liaison • Dan Cooper, sales assistant

Mike McCommas, webmaster • Michelle Foley, general assistant

Joe Lane, con suite host • Ann Sasahara, con suite hostess

Lori Jansen, con suite hostess • Danielle Pollock, con suite hostess

Patricia Rogers, pre-con hostess & participant check-in • Randi T. Hewett, costuming coordinator

Kevin Hewett, art show support & costuming sound engineer

Duke McMullan & Charlie Fitch, audio/visual technicians

Craig Fox, gaming coordinator • Matt Banning, gaming assistant

Mike Arms, gaming staff

Mandy Pietruszewski, auctions staff • Kennard Wilson, gofer desk staff

Rose Beetem & Matthew Mishalak, dead dog hosts (honorary con-com members)

PERRY'S LOST TABLE OF CONTENTS - WHERE'D THEY PUT THAT THING

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Orange Badges indicate Guests of Honor • *Red Badges* indicate Con Guests
Lunar Blue Badges indicate Con Committee • *Purple Badges* indicate Dealers
Fuchsia Badges indicate Press Members • *Yellow Badges* indicate GameMasters

2013 Program Book editing and (very) late-night production by Craig W. Chrissinger

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Dedicated to the Memories of Harry Harrison, Iain M. Banks, Richard Matheson, Parke Godwin, Jack Vance, Michael O'Hare & Ray Harryhausen

TIM POWERS: ECLECTIC LITERARY TASTES

Writer Co-Guest of Honor, Bubonicon 45

by James P. Blaylock

Although Tim Powers was born in Buffalo, NY, in 1952, he grew up in the southern California suburb of La Mirada. He was educated, at least partly, in Catholic schools, but a good deal of his literary education came at an early age, reading Lovecraft, Leiber and Heinlein as a fairly steady diet. His mother's journal reveals that he was reading Robert Louis Stevenson's "The Bottle Imp" at eight years old. When Tim was reading Stevenson, I was 10 years old, living across town in Anaheim, reading Burroughs, Verne and Wells. When we ran into each other for the first time in college during the early 1970s (I was a hippy surfer at the time), we shared a slightly offbeat understanding of the world that destined us for friendship and for the literary life. We were both writing immense plotless novels in those days, without much purpose beyond spectacle and easy laughs, and by then our writing was informed by what had become wide and eclectic literary tastes. The literature that we were reading at the university had gotten forever entangled with the literature of the Hollow Earth and the Lurking Fear, and neither of us has made much effort to disentangle it since.

Tim rode an old motorcycle back then held together, literally, with pipe cleaners and duct tape. By the time it was stolen, about 10 years later, it was a museum piece, and rumor has it that a mutual friend, concerned that the motorcycle had finally become a threat to Tim's life, *hired* someone to steal it. One of my clearest memories from 35 years ago is of Tim's motorcycle throttling down as he rounded the corner from Main Street onto 16th on a rainy night, lit by streetlamps, the old Trailways bus station as a backdrop, a half dozen of us already up in his apartment drinking Tim's beer and scotch, and Tim, home from work late, pushing in through the door soaking wet but with a half dozen Canary Island cigars safe under his coat. But I'm getting ahead of myself...

In college and in the years right afterward, Tim worked in different pizza places, finally quitting to live as a writer when he sold *The Skies Discrowned* to Laser Books for 1,200 dollars – good money in those days, you'll say. In fact it was not. Tim ate a lot of

Swanson's pies, and the curtains on his windows were big, roll-down maps that he'd salvaged from a university classroom. His furniture was as various as the thousands of books on the tilting shelves.

By then he was living in the Santa Ana apartment where he lived until some 14 years ago, in an old neighborhood adjacent to the French Street historic district. The neighborhood back then was decayed but cheerfully eccentric; Tim's end of it was known as "Alville," so named for Tim's (and very shortly Tim and Serena's) landlord, who owned much of the surrounding couple of blocks. For years, K.W. Jeter lived right down the street, and so did Phil Dick. I lived a couple of miles away in downtown Orange. As for Tim's apartment, in the winter there'd be rain through the perpetually leaking roof, caught in strategically placed pots, pans and Styrofoam ice chests. In the fall and spring, the Santa Ana winds would blow in through the perpetually open, unscreened windows. Other things came through those windows, too; it wasn't rare for a possum or yellow jacket or enormous fig beetle to come in. On summer nights we'd sit out on the garage roof and watch rats as big as footballs run past on telephone wires.

In 1980, Tim and Serena were married, and Serena turned the Santa Ana apartment into a cheerful clutter of wonderful things, restoring the wooden floor moldings and door casings, installing ceramic tile, building book cases, putting up hundreds of ceramic salt and pepper shakers and comical heads and pictures of dancing toads. They turned the yard into a carefully laid out jungle of ginger, moon cactus, herbs and grapevine, Tim painted a sign of a grinning moon, and

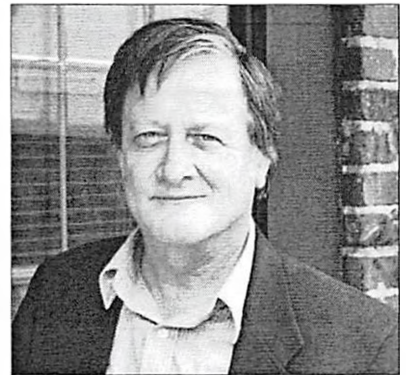


photo courtesy Tim Powers

TIM POWERS

they hung it over the garage roof. All of this magical stuff lent the apartment an aura of strange juju, a door-in-the-back-of-the-wardrobe quality in a neighborhood where much of the existing magic was dwindling. Tim and Serena piloted Alville through increasingly dangerous shoal water for years, keeping that whole end of 16th Street afloat. But urban renewal, among other things, hastened decay in the neighborhood, and by the time they moved to San Bernardino in the late 90s, the area was more ominous than eccentric: gunfire at night, gangs, a fairly continual parade of prostitutes and street lunatics up and down Main Street while businessmen in suits occupied nearby high-rise banks and the crack-mobile did a land-office business in the alley.

Even in its deteriorated state, though, the neighborhood provided much of the stuff of Tim's novels. When they moved out I was happy about it, since it had become more likely that the thing crawling in through the window at night was considerably more dangerous than a possum.

The rural neighborhood out in Muscoy, where Tim and Serena have lived since is no less eccentric. There are grizzled Hells Angels driving up and down the main drag, and all of the homes have acre-sized lots. There aren't many sidewalks, and backyards are an acre big, with fruit trees and windbreaks of cottonwood and eucalyptus. Goats and chickens sneak over from

next door to eat Serena's flowers and vegetables. There's a rumor in the neighborhood that a dead cow is buried somewhere on the property, standing up in its grave for some reason. No one knows why.

What happened with Tim's writing career is this: *The Skies Discrowned* and *Epitaph in Rust* were published by Laser Books in 1976. *The Drawing of the Dark* was published in 1979. *The Anubis Gates*, published in 1983, was the winner of the Philip K. Dick Memorial Award, and, of course, is one of the early, seminal Steampunk novels. *Dinner at Deviant's Palace*, published in 1985, also won the Phil Dick award and was a Nebula Award finalist. *On Stranger Tides* appeared in 1987 (and was later turned into the Disney *Pirates of the Caribbean* film of the same title) and *The Stress of Her Regard* in 1989. 1992's *Last Call* won the World Fantasy Award. *Expiration Date*, a sequel to *Last Call*, was published in 1996, followed by *Earthquake Weather* in 1997. *Declare*, published in 2001, won a World Fantasy Award. *Three Days to Never* came out in 2006, and *Hide Me Among the Graves* in 2012. His short story collection, *The Bible Repairman and Other Stories*, won the 2011 World Fantasy Award.

What's Tim writing now? I have no idea. One thing for certain, though: whatever it is will be something that only Tim Powers could write.

BRENT WEEKS: WHO ARE WE TO KNOW HIM

Writer Co-Guest of Honor, Bubonicon 45

by Sam Sykes

Who is Brent Weeks?

The question cannot be answered by measure of time, but by measure of humanity. For to ask "who is Brent Weeks," we must first ask, "Who are we to know Brent Weeks?"

Is he the author of bestselling books such as *The Night Angel* trilogy and *The Lightbringer* series? Of course. Are his books produced in countless countries and languages? Absolutely. Has he been nominated for many awards and earned the devotion of millions of readers who speak his name in whispers, as a dying man mutters to his children? This is known.

But it is what is unknown about Brent Weeks that makes him who he is.

Born in the rugged mountains of Montana, Brent

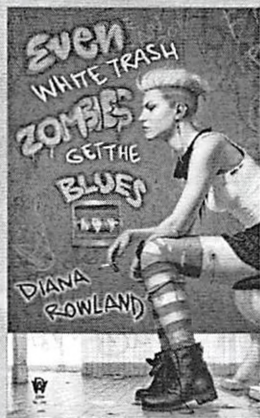
Weeks bent the bars on his first crib and wandered out into the snow. There, he was adopted by a clan of grizzly bears. He grew large by suckling at the teats of a two-ton Kodiak and feasting on the chewed-up carcasses of deer she emptied into his craw. When he came of age, he challenged his bear father, Ursoc the Moon-Eye, to a duel and ate his liver, thus earning the right to be called a man.

Much of Brent's skill as an author comes from stalking and devouring smaller, weaker writers. He is much-lauded for his prowess at the hunt, having accumulated a throne of the bleached bones of those who have challenged. Great magazines such as *American Emu*, *Mucho Mucho Mali!* and *Ta-Da: The Magazine By and For Aspiring Magicians* have been forgotten after Brent Weeks feasts upon their writers.

RAISE YOUR GLASSES TO
TOASTMISTRESS & MASTER OF URBAN FANTASY

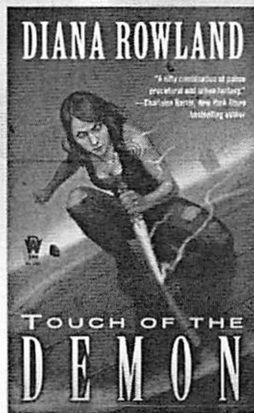
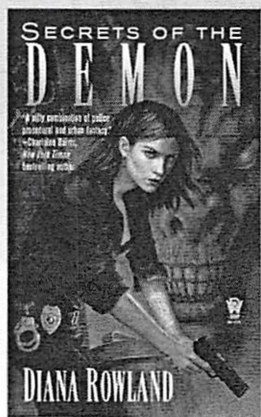
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But a man is much more than his birth, and the legend of Brent Weeks does not end in bestseller lists and awards. It ends in fire. It ends in darkness. It ends in disaster.

Brent Weeks was the first man to land on the moon, and later, the first man to fake the moon landing so that humanity might have hope.

Brent Weeks was the founder of the East India Company and for a time was known as the "Naked Tiger" in the Raj's court. Upon heavy reflections of his sins, Brent later disbanded the Company and penned, in penance, an account of exactly how many elephants he fired out of cannons at protestors.

Brent Weeks discovered the cure for Black Plague and, wishing something to use it on, invented the Black Plague and unleashed it upon Europe, killing millions.

The Inuit tribes of Northern Alaska have twenty-six different words for "Brent Weeks." Twelve of them are curses. Five are noises a woman in labor or a

grandmother slipping on an ice patch makes. Exactly two are words one utters to an elder to show respect, but in a grudging sort of way, like when they break wind at the dinner table and oh god it smells like onions but you can't say boo because he's your grandpa so you just sort of hum and say "Brent Weeks."

To know Brent Weeks is to know more than simply excellent books and a brilliant imagination. To know Brent Weeks is to know (dramatic pause) *ourselves*.

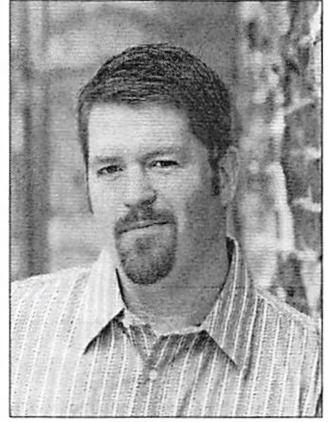


photo courtesy Brent Weeks

BRENT WEEKS

DIANA ROWLAND: WRITE WHAT YOU KNOW

Toastmistress, Bubonicon 45

by Carrie Vaughn

There we were, a dozen of us secluded in a high in a mountain lodge, watching a slideshow presentation made up of photographs of dead and decayed bodies. By all rights this ought to be the set up for a Stephen King novel. Is this a gathering of serial killers admiring each other's work? A group of hapless co-eds being tortured by visions of the lodge's previous guests?

No, we were writers, getting the kind of detailed insider information most writers are desperate for, thanks to the one and only Diana Rowland. The photographs were her own, taken during her time working in a morgue, and she was showing us what really happens when someone gets strangled, when a body lies in a swamp for a week, and what "post-mortem lividity" really looks like. Because the last thing any writer wants when she's writing about murder is for it to be obvious she got all her info about it from *Castle*.

Diana doesn't have that problem. That would be enough to make her awesome. But she's also generous with her time and knowledge, teaching us things we'd have no other way of learning. Watching her slide show, I thought less about how I could use this infor-

mation in stories and more about how very grateful I am for people like Diana who can do these terribly difficult jobs so the rest of us can live in a safer world.

Diana is the Hemingway kind of writer who has actually done a bunch of the things she writes about. And since she writes science fiction and fantasy, you really do have to wonder -- what hasn't she done? It all sounds so...plausible. When I first read about her demon-summoning heroine

Kara Gillian (*Mark of the Demon*), I had to wonder about what Diana was really getting up to in her basement. I've heard her describe in truly loving detail the procedure for removing brains from bodies during an autopsy -- writing a series of zombie novels just seemed like a natural fit for her (*My Life as a White Trash Zombie*). "Write what you know"



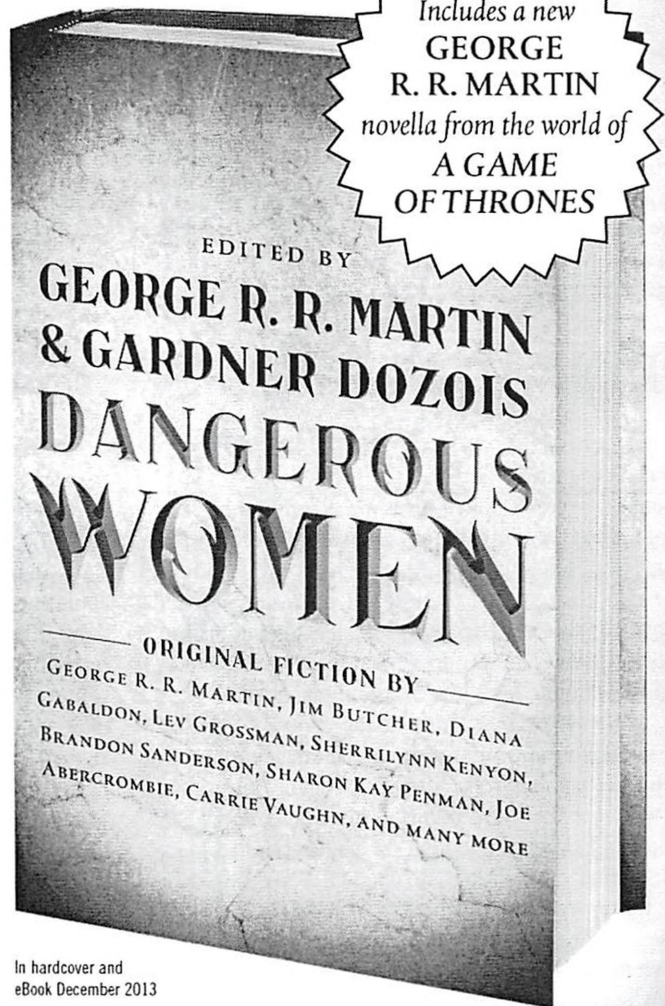
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isn't supposed to apply to fantasy writers, right? But in this case... All I really know for sure is that when the zombie apocalypse hits, I'm going to do what I can to get myself on Diana's team. Because of course. You can keep your Daryl Dixon, thank you very much.

One of the cool things about knowing writers is getting to hear their back burner ideas, the books they want to write and the projects they're getting ready to pitch. (This also is one of the frustrating things about

knowing writers: you get excited about these projects and then you have to wait while they actually get written.) Diana's got so many cool ideas, projects and things she's working on, I can't wait to see where she goes next. She's already been to so many cool places, and we're all very lucky that she's willing to share, both her real-world lives and her imaginary ones.

Diana's got stories. You'll find that out for yourself this weekend.

ALAN F. BECK: MAKING HIS OWN RULES

Artist Guest of Honor, Bubonicon 45

by John Picacio

Alan F. Beck is the kind of artist that doesn't need your rules. He makes his own. How do we know this? Let's look at that set of rules most of us refer to as "physics." Alan has no time for these flimsy concepts. That's the only explanation for his ability to seemingly be in multiple places at once at any given time. It's the only explanation for how he can seem so prolific.

For any veteran of a genre con art show of the last 10 years or more, Alan's work is a staple. As I travel from con to con doing my own circuit, it seems that Alan's work is always prominent and in demand. His stuff is everywhere because he mails his work across the country, displaying in their Art Shows, even when he can't be physically present. That's his magic trick. That's how he manages to be everywhere at once.

This blue-collar work ethic has built a steady and successful career, but it's the art itself that has built a steady and devoted audience. Look around any genre Art Show and you'll see plenty of easy visual tropes

that artists embrace in order to garner attention and sales – unicorns, dragons, cats, hot babes – and sometimes, and often regrettably, all of the above at once!

Much more rare is the artist that develops their own vocabulary and themes and consistently builds upon them while constantly experimenting beyond that scope at the

same time.. Have a look at Alan's body of work billed as his "Mouseopolitan Museum of Art." It's an amazing set of work that's just begging to be collected into a single art book by a smart publisher. Alan creates homages to classic paintings, films, TV shows, books, or pop culture phenomena, replacing the humans with mice. The results are funny, charming, thoughtful, and always engaging.

Alan is the kind of fan artist who acts like such a pro that he either has outgrown the tag or has expanded it irrevocably. I'm not sure which it is, but he received a well-deserved 2009 Hugo nomination for Best Fan Artist, and his name recurs on my Hugo nomination ballots every single year for the last several.

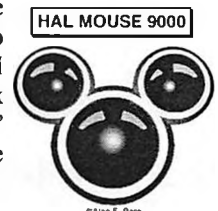
He doesn't get caught up in being a "look at me" guy but instead let's his art and its evolution do the talking. That's an increasingly rare thing in this social media-obsessed day and age. Less "rah-rah" and more art? I wish more would follow Alan's example. It's a winning game plan, and I think that virtue will carry the day in the long run.

You're fortunate to have Alan as your Artist Guest of Honor this weekend. Next year, when you're filling out your Hugo ballot, make sure you remember his name in the "Best Fan Artist" category. It's time to see him on another Hugo ballot. His work has earned it.

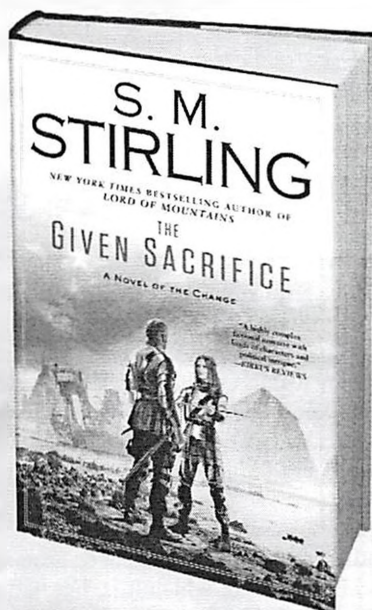
Savor his art in the Art Show and take home a piece of it. I suspect one of these days you'll be able to point to your possession and say, "Yeah, I bought that Alan Beck art back before he won the Hugo Award." You'll look all the more awesome for your wisdom and good taste.



photo courtesy Alan F. Beck
ALAN F. BECK



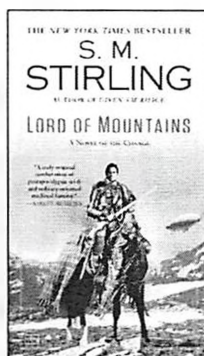
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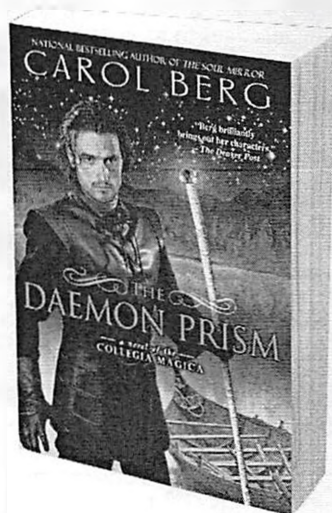
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OUR OTHER BUBONICON 45 PARTICIPANTS

DANIEL ABRAHAM has had three books published this summer – *The Tyrant's Law* as himself, *Graveyard Child* as M.L.N. Hanover, and *Abaddon's Gate* as one-half of James S.A. Corey. The second *Expanses* novel, *Caliban's War* was nominated for a Locus Award this year. He continues to live in Albuquerque with his wonderful wife, Kat, and his super-genius daughter, Scarlet.

MARIO ACEVEDO won't tell you that he's a national bestselling author. He's far too modest. When he's not in his mountain retreat finishing another pulse-pounding supernatural thriller, he's usually at an exotic locale researching details for his next story. To be sure, Mario has his superstitions. Among them: never use hexadecimal math to solve heuristic multivariable geometry, never mix-n-match white gold with platinum, and never wear antlers during deer-hunting season.

Mario's latest work is *Good Money Gone*, a financial thriller about the largest offshore Ponzi scheme in history: glitz, greed, high crimes and sex. Be on the lookout for his forthcoming Felix Gomez detective-vampire novel, *Rescue from Planet Pleasure*. He also is working on a YA novel, *University of Doom*.

DR. DOUG BEASON is the author of 14 books – eight with collaborator Kevin J. Anderson, including *Ignition* (bought by Universal Studios' Joe Singer, producer of *Mercury Rising*), *Ill Wind* and *The Trinity Paradox* – as well as two non-fiction books, including his most recent, *The E-Bomb*.

A Nebula Award finalist, Doug has published over 100 short stories and works in publications as diverse as *Analog* and *Amazing Stories*, to *The Wall Street Journal*, *Physical Review Letters* and *Physics of Fluids*. A Fellow of the American Physical Society and Ph.D. physicist, Doug retired as the Associate Laboratory Director for Threat Reduction at LANL, where he was responsible for the people and programs that reduce the global threat of weapons of mass destruction. Doug has worked on the White House staff for the President's Science Advisor under both the Clinton and Bush Administrations as the key White House staffer for space, and has served on a Vice Presidential commission to generate plans for the nation to return to the Moon and go on to Mars. He was the Principal US Representative for the US/United Kingdom/Canada Small Satellite Research and Development Program, and was recently the Chief Scientist of Air Force Space Command.

CAROL BERG grew up in neighboring Texas, but wised up and moved to Colorado when settling down time came. Though a devoted reader, she majored in mathematics at Rice University and computer science at the University of Colorado, so she wouldn't have to write papers. Somewhere in the middle of a software engineering career, she started writing for fun, and the habit ate her life.

Carol's 13 epic fantasy novels have won multiple Colorado Book Awards, the Prism Award, the Geffen Award, and the Mythopoeic Fantasy Award for Adult Literature. They've been

read, so readers tell her, on five continents, on a submarine under the Mediterranean, in the war zone of Iraq, and on the slopes of Denali. *Publishers Weekly* and *Kirkus Reviews* called her Novels of the Collegia Magica things like compelling, intelligent, complex, and superbly realized. The latest is *The Daemon Prism*. Next up is a new fantasy/mystery duology about a sorcerer who draws portraits of the dead. First volume, *Dust and Light*, will be out from Roc Books in August 2014. Carol camps, hikes, and bikes in Colorado and lives on the internet at <http://www.carolberg.com>.

ADAM JARMON BROWN lives in Santa Fe with his wife and daughter. They spend their free time playing with their dogs and watching *Doctor Who*.

CRAIG A. BUTLER currently is overseeing post-production on *Rotgut*, a locally shot horror movie; just finished coordinating the 3rd Albuquerque Comic Expo; and is developing scripts for future movie projects.

AARON CAMPBELL is a guy. He's a guy that draws comics. He draws comics for a livin'. He's drawin' *Uncanny* right now. Once upon a time, he was drawin' *The Green Hornet: Year One*, *Sherlock Holmes*, *Dark Shadows* and *The Shadow*. But that was a while ago. They say he's the greatest thing in the history of forever, but then fellers do like to talk. He, for one, don't put no stock in it. He lives in Albuquerque.

PERI CHARLIFU was born in 1962 in Alamosa, CO, where his father was an art teacher and his mother was a social worker. He attended Metropolitan State Collage and studied art and psychology, and combined his studies using art as therapy. He now does art full time. Charlifu has been selling his work for 32 years, almost exclusively in the SF convention market for almost eight years. He teaches workshops and seminars in pottery, sculpture and theory on a regular basis. He is highly skilled in both wheel-thrown and hand-built work.

SUZY M. CHARNAS, author of *The Vampire Tapestry*, reports, "Life goes on, and mostly I am not complaining. A couple of months from birthday #75 and first published in 1974 (a symmetry with no meaning but pleasing to contemplate nonetheless), I am dealing (like many of my age cohort) with sleeping more, writing less, and spending more time on medical matters than ever in my life before. I still travel to cons, just not as many as before, and I've been winding up getting all my work up for sale in e-book form (old dog, new tricks department). And hanging out in the comment columns at *HuffPost*, a scandalous waste of time but irresistible fun. Next goal: audio versions of my work. And completing a story I've been mulling for a while now. I'm looking for an e-home for a story about Judas and reincarnation, which I hope to read at Bubonicon. I'm also very happy to learn that, once again, coffee is more good for us than it is bad."

DORANNA DURGIN is actively publishing with the Nocturne paranormal line and plunging even further into backlist and independent work – still running Backlist eBooks, and

newly immersed in Book view Cafe. This spring she indie-released the entire fantasy *Changespell Saga* (including *Dun Lady's Jess*); this year also sees the start of a new Nocturne series (*Demon Blade*), and she's got original indie titles in the works. Over in the Canyon life, she's kept busy by amusing the horse (Lipizzan gelding) and dogs (Beagle packlet). Between participating in obedience, rally, agility, and tracking and writing new words, life is hard-put to get a word in edgewise. She has superstitions, but telling you would be a jinx.

At the convention you may see Doranna with a service dog; this is D'Artagnan Beagle aka Dart. Dart assists Doranna in managing the neurological effects of long-term Lyme disease, and he is a working dog.

CLAIRE EDDY is a senior editor at Tor/Forge Books and has been with the company for 28 years. She began editing science fiction and fantasy early in her career and has worked with such authors as Orson Scott Card, Gordon R. Dickson, Fred Saberhagen and Jack Vance. She also has brought out such newcomers to the fantasy scene as Jacqueline Carey, Sara Douglass and Juliet Marillier. While she still edits these genres, she has broadened her projects to include historicals, thrillers and mysteries. On the mystery side, she has worked with Stuart Kaminsky, Carole Nelson Douglas and Sharan Newman. She's spent the better part of her adult life working with authors to make their stories and dreams be the best they can be, becoming that "third eye" and nudge to accomplish this feat.

TY FRANCK is one-half of the writing team of James S.A. Corey, which had *Abaddon's Gate* released this summer. He also has contributed to the *Wild Cards* universe. He lives in Albuquerque, and serves as an assistant to a well-known author in Santa Fe.

DIANA GABALDON is the author of the *Outlander*

series: Nobody seems able to describe it, but luckily they seem to read it anyway. Contents include: History, warfare, medicine, Sex, Violence, spirituality, Honor, betrayal, vengeance, hope and despair, relationships, the building and destruction of families and societies, time travel, moral ambiguity, swords, herbs, horses, gambling (with cards, dice and lives), Voyages of Daring, journeys of both body and soul... you know, the usual stuff of literature. Now in production as a STARZ cable-TV series (air date Spring 2014). Her next novel, *Written in My Own Heart's Blood*, will be out in March 2014. She splits her time between Arizona and Santa Fe.

GORDON GARB has been in fandom since just after high school when he found a bookmark for the Denver Area SF Association in an odd used bookstore. After he got his degree in Computer Science, he eventually took a job with a startup in Los Angeles that created spaceships and space scenes for *The Last Starfighter*.

JOSH GENTRY is Editorial Director of SnackReads. A SnackRead is a fun, bite-size ebook, perfect for your lunch break, your commute or right before bed. SnackReads began publishing in Fall of 2012, and has published work from Suzy Charnas, Daniel Abraham and Fred Saberhagen. When English-Major-in-denial Gentry turned 40, he decided it was time to do some of those things he had always intended to do, like take a crack at the publishing industry. His employers at Southwest Cyberport were silly enough (oops, visionary enough) to let him start SnackReads. The rest is future history.

SALLY GWYLAN's deeply held belief – you may call it a superstition if you will – is that making things demands an accidental blood sacrifice for the best results. Luckily she does not find this difficult. She lives in a small handmade house west of Albuquerque, one which received many such small

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sacrifices in its building, and – maintenance being what it is – continues to do so to this day. There she is working on the sequel to her recently published book, *A Wind Out of Canaan*.

BETSY JAMES is the author and/or illustrator of 16 books and various short stories for adults and their larvae. Her most recent book, *Listening at the Gate* (Atheneum 2006), was a Tiptree Award Honor Book. She hikes off-trail in the desert, grows bizarre varieties of native corn, speaks fluent Spanish and a few bad words in Zuni. She has no tattoos or pets, but owns a bag of penguin bones and can recite Kipling's "The Ballad of East and West" from memory. Her musical taste inclines to toothless Gaelic goatherds, and she draws excellent, if slightly goofy, rats. www.listeningatthegate.com (adults) and www.betsyjames.com (larvae).

DARYNDA JONES had *Fifth Grave Past the Light*, her fifth Charley Davidson paranormal suspense novel, released in July. Her third YA paranormal novel, *Death and the Girl He Loves*, will be out in October. She is a *NY Times* and *USA Today* bestselling author, has won numerous awards and received starred reviews. As a born storyteller, Darynda grew up spinning tales of dashing damsels and heroes in distress for any unfortunate soul who happened by. She lives in the Land of Enchantment, also known as New Mexico, with her husband of almost 30 years and two beautiful sons, the Mighty, Mighty Jones Boys. She can be found at www.daryndajones.com.

T. JACKSON KING (Tom) writes hard science fiction, anthropological SF, military SF, dark fantasy/horror and contemporary fantasy/magic realism. Tom has worked as an archaeologist in the American Southwest and also has traveled widely in Europe, Russia, Japan, Canada and Mexico. In arky work, he loves digging up ancient artifacts, while in journalism he loves to hold officials accountable. He has had nine sci-fi/fantasy books published, plus a book of Gaean-theme poetry. His hard sci-fi novel *Star of Islam* came out in June. His other published books are *Galactic Avatar*, *Stellar Assassin*, *Star Vigilante*, *The Gaean Enchantment*, *Little Brother's World*, *Judgment Day and Other Dreams*, *Ancestor's World and Retread Shop*. He earned his MA in archaeology from UCLA in 1976 and a Bachelors in journalism from the University of Tennessee. Tom lives in Los Alamos with his wife, Cathy.

SUSAN KRINARD just had *Mist*, the first book in an urban fantasy trilogy based on Norse mythology, published in July. She has been writing fantasy and paranormal romance novels for over 19 years, and her books have made several national bestseller lists. She lives in Albuquerque.

ANDY KUHN has been a professional cartoonist for more than 20 years. He is the artist, and co-creator of the comic series *Firebreather*, with writer Phil Hester. In 2010, *Firebreather* was adapted into an Emmy Award-winning animated film for Cartoon Network. Recently he has drawn *Teenage Mutant Ninja Turtles* and *Doctor Who* for IDW. He lives in New Mexico, where he remains in a daily scramble to keep all the plates spinning. Find him at AndyKuhn.com and [@AndyKuhn](https://twitter.com/AndyKuhn) on Twitter.

JANE LINDSKOLD's most recent novel is the *New York Times* bestseller *Fire Season*, co-written with her long-

time friend, David Weber. Her next novel release will be *Tree-cat Wars* (also co-written with David Weber) in October. *Artemis Awakening*, the first book in a new series from Tor, is scheduled for May 2014.

Lindskold is the author of 22 published novels, including the six-volume *Firekeeper Saga* (beginning with *Through Wolf's Eyes*), the three-volume "Breaking the Wall" series (beginning with *Thirteen Orphans*), *Child of a Rainless Year* (a contemporary fantasy set in Las Vegas, NM), and *The Buried Pyramid* (an archeological adventure fantasy set in 1880s Egypt). She has also had published over 60 short stories and numerous works of non-fiction.

As for personal superstitions: Because her first professional sale was titled "Between Tomatoes and Snapdragons," Jane now always makes sure to plant those two together in her own garden. If you want to get to know more about her and her works, check out www.janelindskold.com or her "Wednesday Wanderings" blog.

MORGAN J. LOCKE, also known as Laura J. Mixon, released *Up Against It* in 2011. She is an engineer with a background in the energy industry, and thus prepared for any post-collapse future. Her Mixon titles include *Burning the Ice*, *Proxies*, *Glass Houses* and *Greenwar*. A *Wild Cards* contributor, she lives in Albuquerque with her husband and daughters.

GEORGE RR MARTIN was on the Conan O'Brien talk show shortly after the "red wedding" episode of HBO's *Game of Thrones*, recently bought the Jean Cocteau Theater in Santa Fe, is working on the next "Song of Ice and Fire" novel, and is the co-editor of a new anthology, *Dangerous Women*, to be released this December. Several of his early novels, including *Tuf Voyaging*, have been re-released in the past couple of years. Martin, called the "American Tolkien" by *Time Magazine* continues to live in Santa Fe with his wife.

VICTOR MILAN, Albuquerque based, has written for a living more or less continuously since he was 20 years old, with over 100 published novels to his credit and numerous short stories, mostly SF, fantasy, and other adventure fiction. He's a founding member of the long-lived *Wild Cards* shared-world series, and has contributed to many of its 20-plus and counting volumes. *The Dinosaur Lords*, first novel of his epic fantasy trilogy, is due out from Tor Books in 2014. His latest is



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the *Deathlands* action/adventure novel *Motherlode*, from Gold Eagle, from which he recently received a Major Award (for longevity, basically, so not that spectacular.)

Milan is MC for Life for the Archon Masquerade, and also emcees for Albuquerque Comic Expo and our own beloved Bubonicon. He also gets to hang around with the splendid Wanda Day. Look him up and say hi, and feel free to visit his blog at VictorMilan.com/blog/

JOHN JOS. MILLER has written about 10 novels, numerous short stories, comic book scripts, non-fiction articles, and more than 100 posts at www.chcesemagnet.com about various aspects of pop culture, mainly SF movies, pulp art and 1950s SF novels. He still is working on the novel that will never end, but hopes to have it done by the end of August "if the creek don't rise and my computer doesn't break down again." Plus he's been working on a blog post on greenonin.com, which may be done. He lives in Albuquerque with his wife, and is a member of the *Wild Cards* consortium.

PATI NAGLE is a native New Mexican who writes fantasy, SF, mystery and other genres as the mood strikes her. She adores tea, rainstorms and black cats. She is a co-founder of Book View Café and of Bubonicon's Afternoon Tea. Her latest novels are *Dead Man's Hand* (fantasy) and *A Sprig of Blossomed Thorn* (mystery, written as Patrice Greenwood).

SCOTT S. PHILLIPS will easily be found on the party floor, where he'll be celebrating the 10th anniversary of shooting his low-budget zombie movie, *The Stink of Flesh* (recently #35 on TotalFilm.com's list of the 50 Best Indie Horror Mov-

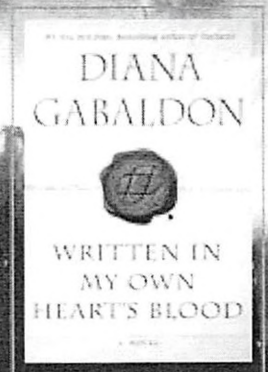
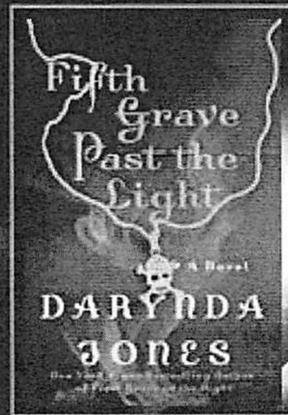
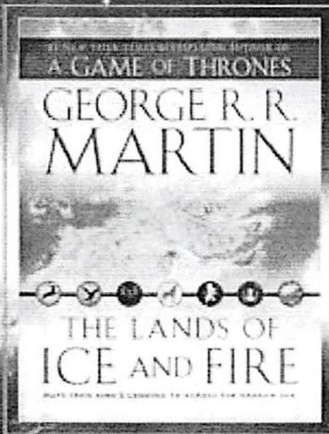
ies). Other than that, he's got a deal or two percolating in Hollywood, and is currently writing the sequel to his novel *Pete, Drinker of Blood*. He and his Chihuahua, Decker (named after the Commodore), like to watch *Archer* together.

DR. CATHERINE PLESKO is a research scientist in Applied Physics at Los Alamos National Laboratory. She uses the supercomputers there to study what happens when asteroids and comets hit a planet and how to prevent them from hitting Earth. She first became interested in asteroids and comets as a teenager, when comet Shoemaker-Levy 9 hit Jupiter, and comets Hyakutake and Hale-Bopp made close approaches to the Earth. She did a Bachelor of Science in astronomy and physics at the University of Washington in Seattle, and a Ph. D. in Geophysics at University of California Santa Cruz, where she got to participate in the NASA LCROSS lunar impact mission. She is also a fan and con-goer. Norwescon, Westercon, and Baycon are among her west-coast favorites. She is agnostic – by which she means both a *Star Wars* and a *Star Trek* fan, as well as *Dr. Who*, and pretty much anything Joss Whedon commits to film. Isaac Asimov, Arthur C. Clarke and Neil Gaiman's work were formative influences, and she is currently hooked on Seanan McGuire's *October Daye* novels.

JOHN MADDOX ROBERTS is the author of more than 50 books in the SF, mystery and historical fields. The most recent book in English of his SPQR historical mystery series was *SPQR XIII: The Year of Confusion*. He lives in Estancia with his wife, Beth, and an ever-changing number of cats. Past novels include such titles as *The Seven Hills*, *Hannibal's Chil-*

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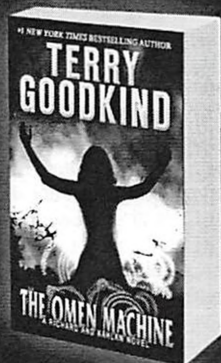
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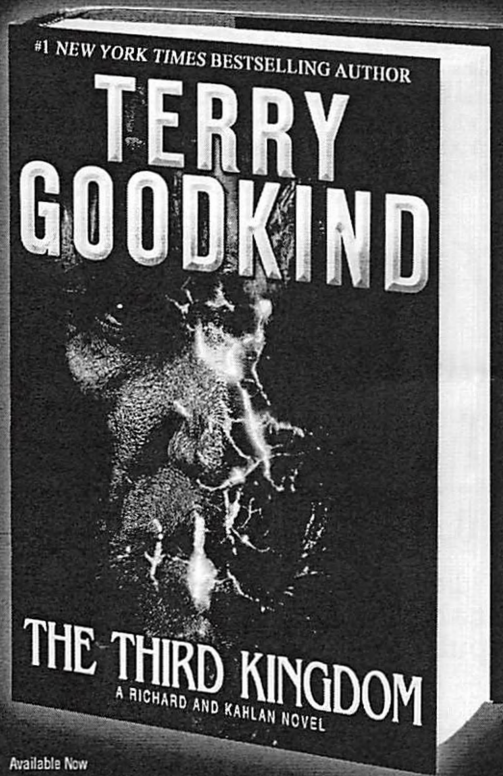
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dren, *Conan and the Amazon*, *Dragonlance: Murder in Tarsis*, *Desperate Highways* and *SPQR XI: Under Vesuvius*.

JOAN SPICCI SABERHAGEN manages the literary estate of Fred Saberhagen and is a longtime Bubonicon attendee. As an outlet for a personal obsessive research interest, she authored a novel, *Beyond The Limit*, published by Forge in 2004. Along with Robert Vardeman, she co-edited an anthology, *Golden Reflections*, which contains Fred's novel *Mask Of The Sun* along with seven original novellas. A collection of Fred's short work, *Of Berserkers, Swords and Vampires: A Saberhagen Retrospective*, was published in 2009. Managing a publishing business and promoting republication of Fred's work consumes most of Joan's time. She also volunteers at the NM Museum of Natural History & Science.

JOEL SHEPHERD is the Australian author of seven SF and fantasy novels, including the *Trial of Blood and Steel* quartet, and the *Cassandra Kresnov* trilogy. This number is about to become 10, with the publication of a new *Cassandra Kresnov* trilogy, beginning with *23 Years on Fire*, which will be released in September this year. Joel is studying a PhD on International Relations, which has included a year recently lived in India. Joel is keen on travel, world affairs and cycling; and recently cycled up some of the tallest mountains in the French Pyrenees. He speaks a little French, and about ten words in Hindi, several of which are not fit for publication.

DEBBIE LYNN SMITH has spent most of her career writing and producing such television shows as *Touched By an*

Angel, *Dr. Quinn*, *Medicine Woman* and *Murder, She Wrote*. In addition, she has published short stories in the *Dark Delicacies*, *Dark Passions: Hot Blood 13*, *Summer Chills* and *DOA II: Extreme Horror* anthologies. She was nominated for a Scribe Award for her audio drama *The Lost Girl* which is set in the world of the 60's classic television show, *Dark Shadows*. Smith lives in Las Vegas, NV, with husband Paul, a Jack Russell Terrier, Mad Max, Mr. Grant the cat and desert tortoise Hermione. Visit Debbie's website at dlynnsmith.com.

MELINDA SNODGRASS is a novelist and screenwriter. She has delivered the *Wild Cards* movie to Universal, her latest urban fantasy novel *Box Office Poison* is out from Tor books, and she has delivered the third novel in her Edge series, *The Edge of Dawn*. Next up – a *Wild Cards* graphic novel, the next urban fantasy & her space opera. For fun, she rides her Lusitano dressage horses and plays video games.

JIM SORENSON is a comic author, mostly on *Transformers* and *G.I. Joe*. He has been writing professionally since 2007. His writing credits include the *G.I. Joe Field Manual Volume 1* in 2012, *Transformers: The Complete Ark* in 2009, and *BotCon* in 2011. He moved to Albuquerque last August.

CAROLINE SPECTOR has a novella in December's *Dangerous Women* edited by Gardner Dozois and George RR Martin titled, "Lies My Mother Told Me," and a short story coming out in *Madness on the Orient Express* edited by James Lowder titled, "Into That Great, Dark Night." She has been an editor and writer in the science fiction, fantasy and gaming

AUTHORS - WHAT LURKS IN YOUR BOTTOM DRAWER? IF IT LIVED ONCE BEFORE, CAN IT LIVE AGAIN??

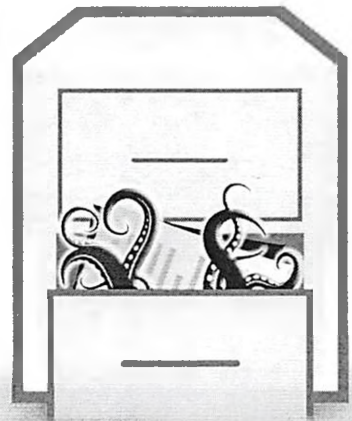
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fields for the last 25 years. Her essay, "Power and Feminism in Westeros" appeared in *Beyond the Wall: Exploring George R.R. Martin's A Song of Ice and Fire*. She has had stories in the *Wild Cards* collections, *Inside Straight*, *Busted Flush* and *Suicide Kings*. Before joining the WC consortium, Caroline authored three published novels – *Scars*, *Little Treasures* and *Worlds Without End* – editions of which have been published in English, French, German and Hungarian.

Caroline has written and edited several adventure modules and sourcebooks for TSR, both on her own and co-authored with her husband, Warren. She spent two years as associate editor at *Amazing Magazine* and has been a contributor to Steve Gould's *Eat Our Brains* blog.

WARREN SPECTOR, veteran electronic game designer/producer, has worked in the game industry since 1983 and is a fixture in the Austin game development community. After six years at Steve Jackson Games and TSR, creating pen-and-paper games, he worked for game developers Origin Systems and LookingGlass Technologies. He then founded Ion Storm's Austin, Texas studio in 1997, where he produced and directed the award-winning, genre-bending *Deus Ex* and oversaw development of *Deus Ex: Invisible War* and *Thief: Deadly Shadows*. In 2004, he left Ion Storm to found Junction Point Studios, developing concepts for a variety of video game and motion picture partners before being acquired, in 2007, by the Walt

Disney Company. There he directed *Disney Epic Mickey* in 2010 and *Disney Epic Mickey 2: The Power of Two* in 2012. This year, he left Disney to pursue other interests.

In the pen-and-paper game business, he developed *TOON: The Cartoon Role-Playing Game* for Steve Jackson Games, and *The Bullwinkle & Rocky Party Roleplaying Game* for TSR, among others. Warren also has been a comic book author (2010's *Duck Tales* series "Rightful Owners" for Boom!), a novelist (*The Hollow Earth Affair*, 1988), a film reviewer for the *Austin Chronicle*, an Assistant Instructor for film and television studies at the University of Texas-Austin and the author of numerous magazine and newspaper articles. In 2007, Warren, a frequent lecturer about games, taught a Master Class in Videogames and Digital Media at the University of Texas at Austin and worked with the Briscoe Center for American History to create the UT Video Game Archive, dedicated to the preservation of the medium's history.

He has received the Pulcinella Award from the Cartoons on the Bay conference, and the Game Developers Choice Lifetime Achievement Award. Born and raised in New York City, Warren loves books, board games and basketball. He plays rhythm guitar in the band "Two-Headed Baby." He lives in Austin, Texas with his wife, Caroline.

GABI STEVENS is the author of the paranormal romances *The Wish List*, *As You Wish* and *Wishful Thinking* from

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Tor, and under the name Gabi Anderson. *The Falcon and the Wolf*, a fantasy romance for ebook. She also works as a teacher and lives in Albuquerque.

S.M. STIRLING was born in France in 1953, to Canadian parents – although his mother was born in England and grew up in Peru. After that he lived in Europe, Canada, Africa, and the US and visited several other continents. He graduated from law school in Canada but had his dorsal fin surgically removed, and published his first novel (*Snowbrother*) in 1984, going full-time as a writer in 1988, the year of his marriage to Janet Moore of Milford, MA, who he met, wooed and proposed to at successive World Fantasy Conventions. In 1995, he suddenly realized that he could live anywhere and they decamped from Toronto, that large, cold, gray city on Lake Ontario, and moved to Santa Fe. He became an American citizen in 2004. His latest books are *The Given Sacrifice* (out September 3), and *Shadows of Falling Night* (May 2013). His hobbies mostly involve reading – history, anthropology, archaeology and travel, besides fiction – but he also cooks and bakes for fun and food. For 20 years, he also pursued the martial arts, until hyperextension injuries convinced him he was in danger of becoming the most deadly cripple in human history. Currently he lives with Janet and the compulsory authorial cats.

DAVID LEE SUMMERS had his print edition of the vampire novel, *Dragon's Fall: Rise of the Scarlet Order*, released this past spring. He has co-edited the anthology *A Keeper's Dozen: Thirteen Stories about Distant Worlds That*

Really Exist with Steve Howell, NASA's Kepler Project Scientist, and finished his eighth novel, *Lightning Wolves*. When not writing or editing, he continues to operate telescopes at Kitt Peak National Observatory.

SAM SYKES is the author of the Aeon's Gate Trilogy of *Tome of the Undergates*, *Black Halo* and *The Skybound Sea*. While he has no new projects to announce just yet, he still is the son of author Diana Gabaldon, and continues to live in Arizona.

IAN TREGILLIS is the son of a bearded mountebank and a discredited tarot card reader. He works at Los Alamos National Laboratory by day and pens moderately entertaining lies by night. His most recent novel, *Necessary Evil*, is the conclusion to his debut fantasy alternate history series, *The Milkweed Triptych*. His forthcoming novel, *Something More Than Night*, will be published by Tor Books in December. He's currently at work on a new fantasy alt-history series for Orbit, tentatively titled *The Clackers Trilogy*, the first volume of which is tentatively scheduled for late 2014. He consorts with writers, scientists, and other disreputable types.

ROBERT E. ("BOB") VARDEMAN is responsible for naming Bubonicon and ran the first couple cons back in the halcyon days of a prior century. He is the author of more than 100 fantasy, SF, high tech and mystery novels (and even more westerns under pen names Jackson Lowry, Karl Lassiter and Ford Fargo). He has been nominated for but never won the Hugo, the Scribe Award and the NM Book Award. In addi-



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tional to e-reprints of many of his novels, most recent dead-tree publications include the co-authored *God of War*, the all-my-himself authored *God of War 2* and the *Traveller* RPG gaming tie-in novel, *Fate of the Kinunir*. For more info (and even free stories!) check out his website at www.cenotaphroad.com

CARRIE VAUGHN is the bestselling author of a series of novels about a werewolf named Kitty who hosts a talk radio advice show for the supernaturally disadvantaged. The 12th novel in the series, *Kitty in the Underworld*, was released this month. *Dreams of the Golden Age*, the sequel to her superhero novel (*After the Golden Age*), will be out January 2014. She has the usual slew of short stories, including contributions to *Wild Cards*, on deck as well. She's also written novels for young adults (*Voices of Dragons, Steel*), two stand-alone novels (including *Discord's Apple*), and more than 50 short stories. She's been nominated for the Hugo Award for best short story, and is a graduate of the Odyssey Fantasy Writing Workshop. After living the nomadic childhood of a typical Air Force brat, she's managed to put down roots in Colorado, where she lives with her fluffy attack dog and too many hobbies. Visit her at www.carrievaughn.com.

WALTER JON WILLIAMS is an award-winning author who has been listed on the best-seller lists of the *New York Times* and the *Times of London*. He is the author of 27 novels and three collections of short fiction. His first novel to attract serious public attention was *Hardwired* (1986), described by Roger Zelazny as "a tough, sleek juggernaut of a story, punctu-

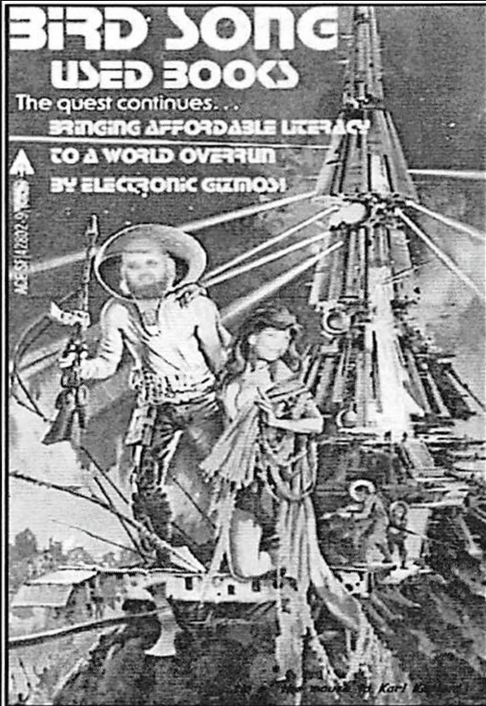
ated by strobe-light movements, coursing to the wail of jets and the twang of steel guitars." In 2001 he won a Nebula Award for his novelette, "Daddy's World," and won again in 2005 for "The Green Leopard Plague."

He has also written for George RR Martin's *Wild Cards* project. His latest work is *The Fourth Wall*, a near-future thriller set in the world of alternate reality gaming.

Williams reveals, "My favorite superstition is that if you eat your pie with the pointy bit last, it means there's a check in the mail. I clearly haven't been eating enough pie."

CONNIE WILLIS, honorary New Mexican, had her newest story collection, *The Best of Connie Willis*, published in July. She is a Grand Master of the SFWA and a member of the Science Fiction Hall of Fame, and has received seven Nebula Awards and 11 Hugo Awards for her fiction. *Blackout* and *All Clear*, a novel in two parts, won both awards. Her other works include *Doomsday Book*, *Bellwether*, *To Say Nothing of the Dog*, *Firewatch*, *Passage* and others. She lives in Colorado with her husband, dog and many antique sewing machines.

COURTNEY WILLIS was a real teacher for 23 years before a midlife crisis took him back to school to complete a PhD (Connie preferred that to a red convertible and a new girl friend). For the last 23 years he has been a physics professor at the University of Northern Colorado helping to train new HS science teachers. His passions (besides Connie) are old stereo equipment, slide rules and antique sewing machines.



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BUBONICON 45 ALTERNATE PROGRAMMING HIGHLIGHTS

WORLDCON 101: INS AND OUTS

6:30-7:30 pm Friday – Salon DC Comics (D-C)

Janice Gelb and Stephen Boucher lead a discussion about Worldcon, the annual family reunion for genre fans of all types. Come and learn about the ins and outs of bidding for, running, and attending Worldcon.

ORGANIZING THE ARTIST STUDIO

7:30-8:30 pm Friday – Salon DC Comics (D-C)

Peri Charlifu says that a clean studio is a productive studio. It sounds logical but how many artists can keep a clean, organized workspace. Some effective, low-cost alternatives will be explored, along with multi-tasking the work area and storage options.

ORGANIZED FANDOM: WHAT'S IN IT FOR ME

7:30-8:30 pm Friday – Salon Astro Boy (A-B)

Join Moderator John Roberts and several members of the crew(s) of Task Force Albuquerque to learn a bit about organized fandom (*Star Trek*, *Honor Harrington*, *Star Wars*, *Stargate*, *Battlestar Galactica*, and much more) to see what it is all about, why it appeals to people, what the groups do and why it might be right for you. A short presentation followed by a general question and answer session to help you learn about the large variety of fan groups that exist and what they might have to offer you..

MILEHICON PRESENTS SCI-FI NAME THAT TUNE

8:30-9:30 pm Friday – Salon Astro Boy (A-B)

Tim Simpson is your game show host as four participants from the audience compete to be the first to identify the various sources of sci-fi/fan themed music clips.

FILKING MUSICAL SESSION

9:30 pm-1:00 am Friday – Acoma

Come lift up your voices as our fearless filking leader Harriet Engle (with a little help from some friends) leads a round of filk singing. Or two. Or three. Or... you get the idea. Bring songs you know, or want to know better. We'll have lyric sheets and songbooks available to share, too.

SO, YOU WANNA ENTER THE COSTUME CONTEST

10:00-11:00 am Saturday – Salon Astro Boy (A-B)

Randi Hewett and Jessica Coyle lead a discussion for people to find out more about Bubonicon 45's costume contest. Are you planning on/thinking about entering the costume contest? We're here for you. Come in and let our friendly staff answer your questions, fill out an entry form, turn in music, or let us help you in anything you might need for the contest tonight. Attendance is NOT mandatory.

A CONCISE HISTORY OF ROLEPLAYING GAMES, AND GAME DESIGN 101

10:00-11:30 am Saturday – Library Room

Come and join a round table discussion with Craig Fox of where roleplaying games have come from, and where they are going. And then learn about the craft of game design, and some of the practical considerations from a couple of real life game designers (Warren Spector and D. Brad Talton Jr).

ADVENTURES IN LIFE CASTING

11:00-Noon Saturday – Salon Astro Boy (A-B)

In this demo, Charles & Tauni Orndorff will discuss what is life casting and how you do it. This will include a live demonstration of a life cast. If you've ever wanted to do this or try it yourself this will be a great learning experience.

WRITING WORKSHOP: VERTICALLY INTEGRATED PUBLISHING

Noon-1:00 pm Saturday – Salon DC Comics (D-C)

Robert E. Vardeman talks about VIPub - vertically integrated publishing - and how authors now have to do it all, from writing to promoting and beyond.

GAMES & CRAFTS WITH BROWNCOATS

Noon-1:00 pm Saturday – Salon Astro Boy (A-B)

Socialize with fellow Browncoats while enjoying games, arts, and crafts activities. Here are some of the possibilities:

- Play 'Tall Card' - the card game featured in "Shindig."
Tall card's around my neck like a weight. --Simon
- Jacks with River and Kaylee.

I can win this. --River I'm hearing a lot of talk, genius. --Kaylee

- Learn to knit cunning hats like Ma Cobb.

Man walks down the street in that hat, people know he's not afraid of anything. --Wash

- Make origami Firefly-class ships

Ship like this, be with you 'til the day you die. --Mal

• Make Firefly jewelry, leather crafts, props, costumes, etc. *See, Vera? You dress yourself up, then you get taken out somewhere fun. --Jayne*

DOCTOR WHO: 50 YEARS AND COUNTING

1:00-2:30 pm Saturday – Library Room

Moderated by Lori Jansen. We'll start off by screening the very first episode of *Doctor Who*, "An UnEarthly Child," which introduced the First Doctor as played by William Hartnell and his companions: Susan Foreman (Carol Ann Ford), Barbara Wright (Jacqueline Hill), and Ian Chesterton

(William Russell). In this episode, you will get a taste of how truly alien the Doctor is and how running through space and time might not have been the adventure it would become. Episode length 25 mins, B&W.

Afterword, we'll discuss how the Doctor has changed over the years, and the pros and cons of the show through the ages. And answer any questions people have about the series from audios to books to comics to TV to the webisodes.

FUN FOR KIDS: CHILDREN'S SCIENCE AND CRAFTS

1:15-2:45 pm Saturday – Salon Astro Boy (A-B)

Hosted by **Jessica Coyle**, assisted by **Cathy King** and **Tim Simpson**. Children of all ages are welcome to come to this make-and-take program. Make and decorate a flying saucer to prepare for your very own alien encounter. Learn how to create an electromagnet from scratch. Build a balloon car that will run on the power of air. Children under 12 years of age must be accompanied by an adult.

DROID HUNT FOR KIDS

2:30-4:30 pm Saturday – Library Room

Meet the Galactic Empire's finest! The 501st Legion's Dewback Ridge Garrison will be hosting a "Droid Hunt" Saturday. Pick up Droid Hunt badges 2:30-3:30 pm, and be hunted for your droids 3:00-4:30 pm all around the hotel. Want to know what it takes to join the Empire? Want to know if you really can see a thing in that helmet? Watch out for Troopers, Bounty Hunters and Sith Lords and throughout the weekend.

WRITING WORKSHOP: HOW (AND HOW NOT) TO WRITE SEX SCENES

3:00-4:00 pm Saturday – Acoma

Diana Gabaldon leads a workshop/discussion of how to write sex scenes that work, and how to avoid sex scenes that fizzle. Gabaldon has written an ebook about the subject that will be out sometime this fall.

CHAPA'AI OF FORTUNE

4:30-5:30 pm Saturday - Acoma

Please join us for an exciting game show where you spin the wheel and guess the puzzle on the board. All the puzzles are based on SF. **Gordon Garb** is your host, while **Charles & Tauni Orndorff** make the game work! We will be choosing players from our studio audience to play in each round. The winners of each round will be awarded fabulous prizes.

INTRO TO FILKING

5:30-6:30 pm Saturday – Salon Astro Boy (A-B)

Harriet Engle is your moderator for a discussion of exactly what Filking is, where it came from, and how Filking circles usually operate. We may even try our hands at writing a filk! If you didn't get your fill on Friday, or want to suggest improvements for our Filk Session, come on by!

MEMORY ALPHA - CENTURA: LOOKING AT '70S TREK CLUB 6:30-7:30 pm Saturday – Acoma

Scott Phillips and **Stan and Carol Day** present a retrospective on the original Alpha Centura *Star Trek* Group that was active in the late 70s and early 80s. Photos from the Alpha website will be shown and stories about the club will be told. Scott Phillips is a local author and screenwriter, but was also part of the original Alpha Centura club, and we have pictures to prove it. Stan Day met Carol at Alpha. Even though they held different "ranks" in the club, they were married and still together after all these years. Carol still outranks Stan to this day.

SLASH READING PANEL INVADES BUBONICON 10:00-11:30 pm Saturday – Acoma

Tim Simpson and members of the audience/panel take turns reading from selected slash fiction stories until they laugh.

THE PROCESS OF GOING FROM TEXT SCRIPT TO COMPLETED ARTWORK

11:30 am-1:00 pm Sunday – Acoma

Jeff Benham and members of 7000 BC discuss and demonstrate how a comic book goes from a written script to the completed artwork, looking at all the steps. They will include any superstitious oddities that they do along the way!

10TH ANNUAL SUNDAY AFTERNOON AUTHORS TEA 12:30-3:25 pm Sunday -- 16th Floor Suite (1617-1619)

The Afternoon Tea, organized by the **Afternoon Tea Society**, will be held in the 16th Floor Suite on Sunday afternoon, in three sessions: 12:30, 1:30 and 2:30. Attendee groups will have 50 minutes to enjoy tea and conversation.

We will serve four gourmet teas provided by our most excellent sponsor, the St. James Tearoom, as well as a variety of savories, breads, and sweets. We encourage attendees to wear Hats and Gloves, and there will be a contest at each session with prizes for the most elegant and interesting ensembles.

Sign up sheets for Afternoon Tea will be on an Easel near the Registration Desk. There will be 32 guests per session, first come first served, so sign up early!

ACE 2013 FEEDBACK

12:30-1:30 pm Sunday – Library Room

How was the 3rd Albuquerque Comic Expo in June for you? What could be better? What was done right?

What guests would you like to see? And programming? Comments and constructive ideas are welcome.

Moderated by **Craig A. Butler** and **Greg Derrick**.



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COMING UP AT PAGE ONE

- Sat, Sept 7 - Susan Krinard, "Mist" • Sun, Sept 8 - S.M. Stirling, "The Given Sacrifice"
- Sat, Nov 2 - Darynda Jones, "Death & the Girl He Loves" • Nov/Dec - Connie Willis & Ian Tregillis

PAGE ONE
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BUBONICON 45 FILMS, AUCTIONS & GREEN SLIME AWARDS

SATURDAY NITE CINEMA THEATRE

Hosted by Adam Jarmon Brown

LIFE TRACKER

2013, USA, Color. Written and Directed by Joe McClean, 108 minutes. Starring Barry Finnegan, Matt Dallas, Rebecca Marshall, Ron Canada, Chas Mitchell, Jay Thomas and Kimberly Adair.

When documentary filmmaker Dillon Smith (Barry Finnegan) decides to follow a news story about a company called LIFE TRACKER LIMITED, which claims it can predict a human's future by analyzing DNA, he has no idea how much it will damage his life and the world around him.

Trivia: Director McClean is a huge *Doctor Who* fan and he hid a small TARDIS in one of the scenes.

Also Screening This Year:

+ Plus the usual "IT CAME FROM THE INTERNET" collection of assorted shorts Adam gathers every year. About an hour of those...

FILMS, AS ALWAYS, ARE COMPLETELY UNRATED AND ADULT ORIENTED. THEY SHOULD BE TAKEN WITH A GRAIN OF SALT.

Our Two Auctions

Items To Be Sold For Fun/Charity

Bubonicon's traditional Sunday 1:00 pm auction continues to be a big draw. Con auctions can be fun & offer interesting items at reasonable prices. Then there are the antics of Auctioneer Bob Vardeman with assistants Dennis Virzi and Gordon Garb.

In addition, our Charity Auction takes place 10:30 pm Friday - benefiting ENMU's Williamson Library Collection and the Roadrunner Food Bank.

We want these events to be fun, so we have a few rules to help them run smoothly:

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1) Items for the Friday Charity Auction are accepted 4:00-9:00 pm Aug 23. Items for the Sunday Auction are accepted starting at 12:40 pm Aug 25 (in Salons A-D).

2) All Sunday Auction items must be marked with a name and a minimum bid. Items not marked will not be accepted. If an item is for Bubonicon, please say so.

3) In general, books & mags should be bundled in clumps of 6-20 items. We will not auction 50 books one-by-one. Blind bags are better & more popular.

4) Any numbers heard are considered legitimate.

5) Bids at both auctions must be in at least 50-cent increments **until \$7.00 is reached**, at which point only \$1.00 increments will be taken. Nothing less, please.

6) Items purchased must be paid for on the spot. No credit. Cash or check will do nicely.

7) We collect 10% COMMISSION on items sold Sunday.

8) People with Sunday Auction items should be paid by 5:00 pm Sunday. If you must leave early, please let us know.

9) Finally, unsold items not picked up by 5:00 pm Sunday will become the property of Bubonicon.

We hope you'll enjoy our auctions as you help support non-profit organizations and the convention.

RECOGNIZING WRETCHEDNESS

THE GREEN SLIME AWARDS

The Green Slime Awards were first presented in 1976 by the late Roy Tackett, inspired by a viewing of the post-holocaust movie *Glen and Randa* ("shot by a blind man with a Super 8 camera"). RoyTac quickly realized there was a need to recognize the worst stuff of each year. The Award is a green substance in a clear cup.

Roy Tackett retired in 1991, and then Roy Buergi ran the Green Slimes 1992-1998. Kathy K. Kubica served as Slime Mistress 1999-2010 before retiring.

The 38th annual Green Slime Awards see Jessica L. Coyle in her 3rd appearance as Slime Mistress, continuing the tradition with her choices approximately 8:40 pm Saturday while the judges decide on Costume Contest winners. A list of the 2012 recipients follows:

Film: *Ghost Rider: Spirit of Vengeance* (little substance, worse than 1st film, Cage's delivery over-the-top),

Television: *The River* (more hokey & boring than thrilling, too deadly serious),

SvFv Movie: *Piranhaconda* (Ridiculous with horrible special effects & porn actresses),

Novel: *Tribulations* by Ken Shufeldt (you'll have the urge to gnaw off your arm),

Book Cover Art: *Young Flandry* by Poul Anderson (Poul writes porn? Cover is just bad),

Video Game: *Mass Effect 3* ending (ambiguous, lack of player choice, irreversible tragedy),

Tov: *Transformers/Star Wars* crossover (impossible instructions, silly, frustrating).

THE FLEA MARKET: WHAT'S SELLING

Merchants, too, are a part of Bubonicon. In fact, our dealers are waiting for you to drop in and perhaps do more than just browse... The "Flea Market" will be open 3:30-8:30 pm Friday, 10:00 am-7:00 pm Saturday, and 10:00 am-4:00 pm Sunday. Dealers for 2012 are:

1. Bubonicon. Con shirts, aluminum water bottles, books, artwork, movie swag, films & more.
2. Who Else Books. Our official book dealer.
3. Argyle Productions NM. Small press publisher.
4. Christopher M. Salas. Books & graphic novels.
5. Cinnamon Dazzle. Celtic, gothic & fantasy clothes, jewelry, trinket boxes, scarves, etc.
6. Corset and Cloak. Corsets, costumes, accessories.
7. Delight's Earthly Delights. Jewelry.
8. ENMU Williamson Library. Novels, anthologies.
9. Estole & Charles Intuitive Arts. Astrology, psychic and tarot readings.
10. Final Sword Productions. Tabletop RPGs, fiction, miniatures, t-shirts.
11. Flying Fox Creations. Leather masquerade masks, wooden puzzles, etc.
12. Hadrosaur Productions. Novels, anthologies, mags.
13. Handcrafted by Nanette. Rocks, minerals, jewelry.
14. Kat & Penny's Geekery & Oddments. Chain mail jewelry, game accessories, etc.
15. Level 99 Games. Board and card games.
16. Mountain Books & Rarities. Books, art, outfits.
17. Maria's Bracelets & More. Jewelry.
18. Nightstalker Press. Novels.
19. 7000 BC. Independent NM comics, rat art raffle.
20. Skelelegs & Sorlenna. Bone & fantasy art, toys.
21. Typo'd Mary. Independent comic books.
22. Unseen Gallery. Buttons, magnets, artsy things.
23. Wanderlust. Silver & costume jewelry, costumes, scarves, etc.

REGULATIONS

Alcohol and Drug Policy

If you drink, be discreet. *No* open bottles or cans allowed! Pour it in something so we don't get a corkage fee. Those who cannot comply will be asked to leave.

As for marijuana, meth & such, scramble your brains elsewhere. They're *ILLEGAL* - you will be escorted out.

Smoking Restrictions

It's Easy, Smokers: **OUTSIDE ONLY**, per the city's smoking ordinance. Thirty feet away from any doorway...

Pesky Weapons Policy

We used to run around with tracer guns a-blazin' and swords flashing. But then 9/11 and sue-happy lawyers happened. The current weapon policy is simple:

USE YOUR COMMON SENSE!

There will be other people in the hotel. Some mundanes are nervous about weapons, even for decoration. Others may simply shoot first. Keep bladed weapons sheathed, please. Space is tight. Be careful & polite...

Other Regulations/Rules

* Bubonicon pass (with badge/wristband) is required to attend programming, gaming, con suite & the costume contest.

* All attendees under 14 years of age must have a parent or guardian present at Bubonicon.

* We reserve the right to refuse service to any person.

* No unauthorized commerce allowed in Bubonicon hotel event space.

* No harassment will be tolerated. All attendees of Bubonicon have the right to attend and enjoy the convention without fear of confrontation or reprisal in any way. We will eject or bar any individual engaging in unlawful, disruptive, confrontational or violent behavior of any kind. An individual can be ejected without refund or reimbursement of B'con pass(es).

* Press passes, given to members of qualified news outlets, are good for three hours maximum. If additional time is needed, authorization is needed in advance.

* All payments to Bubonicon must be drawn and made payable on USA funds. All checks require a valid state/military ID for identification, phone & license #/expiration date.

* Attendance at B'con 45 is limited to 1,100 individuals 14 years of age or older, per fire code. We will cap if necessary.

* Art Show & Dealers Room are open to the public. No pass is required to enter and purchase merchandise for sale from authorized sellers.

* Photographers who repeatedly ignore people's denial of permission can have their actions construed as harassment (see above), and be ejected or barred from convention attendance.

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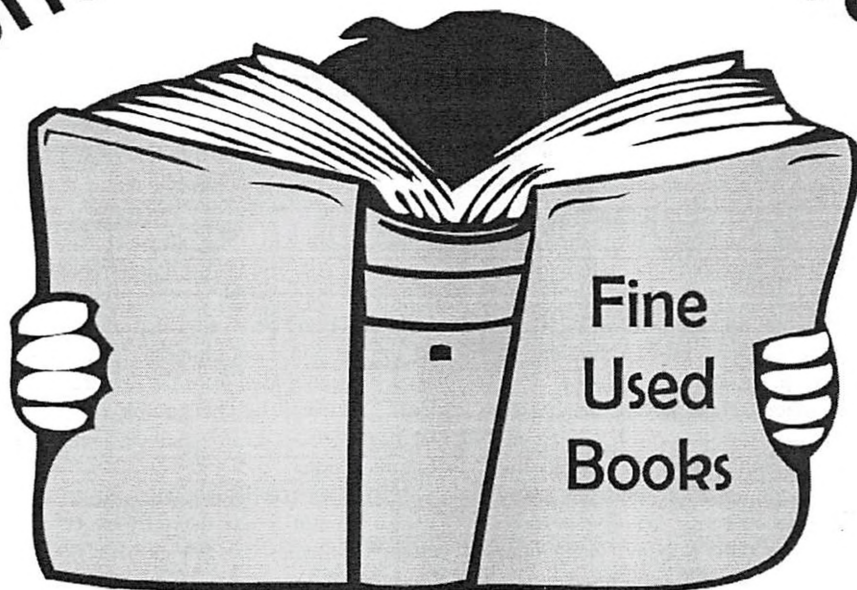
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BUBONICON 45 ART SHOW: ESCAPE TO OTHER TIMES & PLACES

by Roslee Orndorff, Art Show Coordinator

SF/F fans enjoy escaping to other times and places. The works displayed here will transport you to alien worlds, realms where there be dragons, and places of fevered imagining.

BUBONICON 45 ART SHOW HOURS:

Friday: 5:00-9:00 pm Saturday: 9:30 am-7:00 pm

Sunday: 9:30 am-12 Noon (Art Pick-Up 3:00-5:00 pm)

Our SILENT ART AUCTION runs from 5:00 pm Friday thru Noon Sunday. To open bidding on an item, write a bid & your bidder number on the attached bidsheet. The listed minimum bid must be matched or exceeded. Only whole dollar amounts are accepted. All written bids are considered to be in earnest. Check your bid often – you may need to enter a higher bid to keep in the running. Pre-emptive bids are encouraged...and more fun! The highest bid on a piece at 12 Noon Sunday is the winning bid. After we close at Sunday, we will collate the “sold” items. Beginning at 3:00 pm Sunday, we will release “sold” art. We’ll be assisting one patron at a time during this final reckoning, so we appreciate your patience.

QUICK SALES: A piece of art may be purchased using the Quick Sale option if no other bid has been entered on an item. Quick Sale options vanish once any bid is made. Quick Sales are encouraged for items you really want. To make a Quick Sale purchase, ask one of us to assist you. ALL art stays up until Sunday. Hang onto your receipts and we will see you 3:00-5:00 pm Sunday, when we release sold artwork. This year marks the second time the Art Show will take credit card payments for purchases. Ask us about that payment option.

BIDDER NUMBERS: Following their success the past few years, we are using bidder numbers again for identification. By updating your contact information, you can keep your old bidder number. New Art Show patrons can easily sign up for a bidder number. We will have a Self-Serve Bidder Number station to help make this process quicker and smoother. All contact information will remain confidential. Use of bidder numbers will allow bids to be confidential (especially when shopping for presents), and should end confusion that arises from illegible or varying names being used by patrons. The only times the contact information will be used is on the occasion we need to contact a patron.

PRINT SHOP: Need instant gratification? Check out the goods in our Print Shop. You will find unframed printed works by various artists. Prints from the Print

Shop may be taken immediately after purchase.

BEST OF SHOW AWARDS: Vote for your favorite artists! We will be awarding prizes in the following categories: Professional, Amateur and Student. There will also be a special designation for “Beast” of Show,” which is the staff pick for the Best Use of Theme. This year’s theme is *Superstitions*. ““No curses, ladders, broken mirrors or black cats allowed in the art show - unless it is a hall costume. Then, you might be require to pose for a photo.” Voting closes 7:00 pm Saturday, and the prize ribbons will be displayed by 10:00 am Sunday. Winners also will be announced at Closing Ceremonies Sunday.

SPECIAL ART SHOW EVENTS: Look for signs announcing events that haven’t made it into the program book. Should there be any impromptu event or class...an announcement will be on our easel.

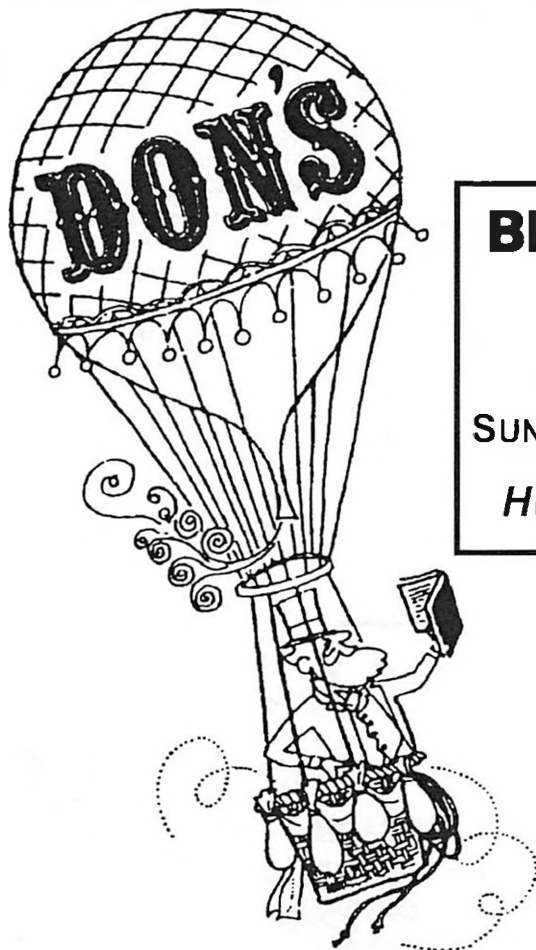
NOW FOR THE HARD STUFF: *No cameras. No photos may be taken in the art show without specific consent of the artist and prior approval of the convention chairs and the art show coordinator. *All bags, purses, backpacks, any purchases from the dealers’ room (you get the idea)... ALL will be checked on entry to the Art Show. Our bag check does not include opening and examining of items inside.

*NO FOOD OR DRINK allowed on the gallery floor. *Please do not touch the artwork (exceptions may be certain 3-D items – ask Art staff if it is okay). Remember: You break it, you buy it. *Cash, check or credit card payments accepted. No tabs. *No patrons allowed in the Art Show before 5:00 pm Friday or after 12 Noon Sunday. All items with a winning bid are considered sold. All items must be picked up by buyer by 5:00 pm Sunday. *ALL decisions made by the Art Coordinator are final.

NO UNATTENDED CHILDREN! *No Children Under the Age of 14 Allowed Unless Accompanied by an Adult Guardian/Parent.* Our Art Show is not censored; some art is intended for a mature audience. Just as parents guide their children’s exposure to various media – the Bubonicon Art Show staff has expectations that parents will do the same here. We will not be responsible for your unaccompanied child seeing artwork of which you, the parent, disapprove.

Should you have any questions, talk with me in the Art Show! Laughter? Bring it and all the associated smiles and good vibes. We are looking forward to the second year in our expanded space, and to making this year’s show the best ever!

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28 **ROLL THOSE DICE: BUBONICON 45 GAMING**

by Craig Fox, Gaming Coordinator

Hi and welcome to Bubonicon gaming. We're excited to be returning to the Marriott. Gaming at the convention will be in three rooms at the East end of the hotel! This year's con theme is "Superstition," and nobody is as superstitious as gamers. So, drop by the game rooms and play a game of D&D or X-Wing. And be sure to bring your lucky dice.

*** + GAMING SCHEDULE + ***

FRIDAY – AUGUST 23, 2013

6:00 – 10:00 PM

Munchkin card game - Come play this parody game of a popular RPG

Call of Computer - Paranoia/Call of Cthulhu crossover RPG

Pathfinder - roleplaying game, Pathfinder Society sponsored game

LVL99Games MiniGame Library - card games mostly

7:00 - 10:00 PM

The Hacks - roleplaying game

AFTER 9:00 PM - GAMES FOR GROWN-UPS

Apocalypse World - RPG, 18+ Only. Violence, adult themes.

Cards Against Humanity - card game (party game for horrible people).

SATURDAY – AUGUST 24, 2013

9:00 AM – 1:00 PM

Sword + Board - new roleplaying game, written by Cassie Bayer

Pathfinder - roleplaying game, Pathfinder Society sponsored game

10:00 AM – NOON

The Hacks - roleplaying game

NOON - 3:00 PM

13th Age - RPG demo, learn the highly anticipated new fantasy game

1:00 - 3:00 PM

The Hacks - RPG, Q/A & Micro Games with the creators.

Legend of the Five Rings - roleplaying game, set in feudal Japan.

Sword + Board - new roleplaying game, written by Cassie Bayer

X-Wing - miniatures game, players fly model X-wings & TIE fighters

4:00 - 7:00 PM

The Hacks - roleplaying game

13th Age - RPG demo, learn the highly anticipated new fantasy game

Pathfinder - roleplaying game, Pathfinder Society sponsored game

SUNDAY – AUGUST 25, 2013

10:00 AM – 2:00 PM

Miniature Painting - Take and paint a figure, this year the miniatures available are the space mouselings from Reaper miniatures

Star Wars Epic Duels - Jar Jar Binks Must Die! Same random silliness from past cons.

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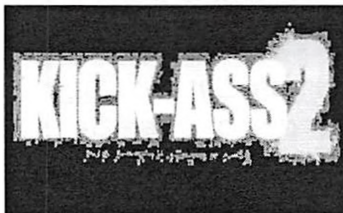
Merchants of Venus - board game, quite the spectacle with many custom components.

Pathfinder - roleplaying game, Pathfinder Society sponsored game

NOON - 2:00 PM

The Hacks - roleplaying game

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SUPERSTITIOUS CON SUITE - IN THE 14TH FLOOR CONCIERGE LOUNGE

Don't worry, be happy. Don't worry, when you cut into a loaf of bread and there is hollow space, it doesn't mean it is symbolic of a coffin and someone may die. Remember to carry your garlic around with you because it will keep the Evil Eye away. It's not only good for keeping vampires away. There are no vampires? See, it works.

So, there will be lots of coffee, so be sure that when you see bubbles in your cup of coffee, try to get them into your spoon and eat them before they burst. If you succeed, you might receive money from an unexpected source, but hey, not from me. Did I mention there will be coffee? We'll keep a light on for you, and keep the coffee flowing.

Like I said, don't worry, we will do all we can to keep the scary superstitions out of the **Con Suite in the 14th Floor Concierge Lounge**. So relax - grab a snack and a cup of coffee or a soda and stop worrying about this superstitious mind.

We have a few simple guidelines to ensure that your visit will be pleasant. Please be respectful. Please don't smoke (it's not allowed anywhere inside the Marriott). Drugs and alcoholic beverages are prohibited. Please throw away your own trash. Please do not leave unsupervised children.

Thank you for your understanding and cooperation!

Anyone wanting to donate non-messy food bits (no salsa, frito pie, spaghetti, chili con carne, nachos, etc) will be much appreciated. Just talk to one of us to make arrangements!

And thank you to our sponsors: *Texas Worldcon 2013* for the breakfast burritos and other breakfast items Saturday morning, and *the Stirlings* for their chocolate supply.

The Con Suite is open:

FRIDAY, August 24: 5:00 pm-1:00 am.

SATURDAY, August 25: 9:00 am-1:00 am.

SUNDAY, August 26: 8:00-10:30 am - note the abbreviated hours as we have to clear the Lounge before Noon!

The Sunday Afternoon Tea will be held in the 16th Floor Suite 12:30-3:25 pm. Sign up on the Easel by our Registration Desk. And we need to remind everyone that we cannot store food for the Tea, especially cold stuff.

-- The Con Suite staff: Joe Lane, with Ann Sasahara.
Lori Jansen and Danielle Pollock

GENRE CEREALS GONE! BUT NOT FORGOTTEN

After 22 years, the Genre Cereal Bowl is dead. Long live the Cereal Bowl. Not having milk on hand killed the feast. So, of course, now there are cereals for *Scooby Doo*, *Monsters University*, *Turbo*, *Sesame Street* & more. It figures. Sorry!

**Congratulations,
Bubonicon 45,
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PERRY RODENT TO THE RESCUE! (KIND OF) - A B'CON STORY

by Darynda Jones

The human kept staring at him from behind her desk, her mouth ajar, her eyes unblinking. One would think a human with her unusual skillset wouldn't be surprised to see a...person like himself. But there she sat, gaping as though he were a sideshow attraction from the carnivals he'd read about in human history.

"Can we hurry this up?" Perry Rodent asked, shifting uncomfortably in the chair opposite her. He never dreamed he'd find himself in Albuquerque of the USA, being ogled. 'I'm double parked."

Terri elbowed his ribs, her whiskers twitching in mirth. She loved a good joke as much as he did, but the human still didn't move. He gave her a moment to collect her thoughts and took in his surroundings as she did so. Typical 21st-century furnishings adorned the office of private investigator Charley Davidson. A dark wood desk. Black chairs made from a plastic-like substance made to look like leather. An industrial-sized machine for brewing coffee. Not a horrible combination until someone had the bright idea to drench the entire room in an off-white paint that did nothing for his grayish pallor. Fortunately his maroon uniform contrasted nicely against the washed out backdrop. He looked good in maroon.

"You're—"

Perry's ear shot up at the sound of her voice. It was the first sign of life he'd seen from her since entering.

"I'm?" he asked, ending on a high note to coax more out of her.

"Use your words," Terri added encouragingly.

"You're— You're mice."

"Well, what did you expect?" Terri asked, suddenly offended. "Little green men?"

Perry patted his first lieutenant-slash-girlfriend's arm to calm her. "What Terri means is, we're not from your area. As we've already stated. Seven times." For such a legendary Earthling, she was way slower than he'd expected. "We were sent here by the Senate Command on 'eracrooce One-Seven-Nine to pick up a team of research scientists. It's kind of a search-and-rescue type mission. 'ery time-travel-y and clandestine, if you know what I mean." He offered her an exaggerated wink.

"You were sent?" the human asked. She was quick.

"Yes." He decided to dumb it down for her. "In a spaceship called the Asimov. Our scientists love human references. Especially those involving—"

"A spaceship?"

He swallowed back his impatience. "Yes. The Asimov Deep Space Search and Rescue Vessel Class AV dash two-zero-nine-two, to be exact." This was going to take way

longer than he'd originally planned. They needed to find something called a Bubonicon. Surely this human, who was an investigator of some sort, would know what that was and where he could get one. He took a deep breath and tried again. "That's how we came here. In a spaceship. It's parked on the roof of your apartment building, but don't worry. It's fully cloaked. No one knows it's there but us."

Terri wagged a manicured digit at him. "Just don't lose it like you did the last time."

"You can talk?" the human asked.

Perry took a moment to blink at her.

"And you lost a spaceship?" she added.

He straightened. "That's not pertinent to our current mission. As I was saying, we need help finding the research team. They were sent here to study human superstitions and how they have shaped Earth history, but their ship crash-landed. They were forced to assimilate into your culture. Into your society. To live as...as humans." Perry tried not to shudder at the thought.

"And you can talk? Wait, are you referring to the Roswell crash site?"

"The one and only," Terri said. She elbowed Perry again. "Told you she'd catch on."

He let a patient smile tilt his whiskers. "Terri's a fan." he explained. "She's read all the books about you."

"Books?"

"Yes. Books." Did she not know what a book was? He tried to think back to his lessons on human history and pinpoint the exact time when printed reading material became obsolete. Perhaps his reference was too anachronistic. He couldn't remember when they started implanting chips in the human brain. He was never good with dates. "Anyway, she's a collector of ancient human artifacts."

"But those were aliens. In the crash. They died."

Terri chuckled. "Oh, no, dear, those were biodrones, synthetics created to replicate what humans thought a visitor from another world might look like just in case something unexpected were to happen. Our scientists scoured your recorded misconceptions and, well, your superstitions and came up with little green men. Weird."

"So, they weren't real?"

"No," Perry said. "But it is quite fascinating how much superstition has shaped your history. You are a species of lesser intelligence, a lower life form, so to speak, so it's no wonder, but it's still quite fascinating." This investigator, for all her faults, was actually quite lovely. She had hair the color of the Brondwyn galaxy. It spilled over her shoulders in delicate waves. And her eyes were striking. They seemed to reflect the cloudbursts of the Lerrifold Cluster in their

shimmering gold depths. If only her intelligence weren't so stilted.

"Humans are such slaves to their superstitions," Terri said, chuckling again.

"But I don't understand. That alleged crash was over sixty years ago."

"True, but do you know how long it takes to travel twenty million light years?" he asked.

Terri nodded in agreement, her ears twitching back and forth. "Even with our warp technology and time displacement capabilities, it takes decades. However," she added, tossing him a sideways glance, "if our stalwart captain would've pulled over at any one of the many moon stations we passed—"

"I told you to go before we left."

"—and asked for directions—"

"That is beyond irrelevant," Perry said, interrupting. "I knew exactly where we were. On the other hand, if we would've taken the wormhole like I suggested, we could've shaved years off—"

"Again with the wormhole." Terri tossed up her hands in exasperation. "Do you know what those things do to my figure?"

"A little slimming never hurt anyone."

He felt it before he saw movement. A strong whack to

the back of his head. He gritted his teeth before peeling his lips back to reveal his incisors in a forced smile. "As we were saying, we received word that one of the research scientists we are here to rescue is attending something called a Bubonicon as the guest of honor. But there are two guests of honor, a Weeks and a Powers, which is kind of an oxymoron if you think about it. Nonetheless, we need you to do your detecting thing and figure out which one is our missing scientist."

It was the human's turn to blink as she absorbed his request. "Why don't you just ask them?"

Perry gasped in unison with his second-in-command. "We can't do that," he said, appalled.

"Why not?"

He thought about arguing but quickly realized had no choice. He had to explain himself. Hanging his head in shame, he said, "Unfortunately, we lost the mission data files with the descriptions of all the scientists in a gandrite-meteor shower off the inner rim of the Helion Nebula."

"They're magnetic, you see," Terri said. "The meteors in the Ransorife galaxy. We weren't supposed to be that close to the nebula, but it was just so romantic." She clasped her hands over her heart. "And we only wanted a tiny peek. Who knew there would be a meteor shower? Sucker wiped our memory banks clean." She waved a hand



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in the air for emphasis.

"We were hoping to keep that unfortunate fact between us," he added. "And Terri remembered everything she'd read about you and how you solve a lot of difficult cases and have some kind of supernatural abilities and—"

He stopped when he realized the human's eyebrows sat at a quizzical slant. He gestured for her to voice her concerns.

"First," she said, lacing her long fingers together, "why are you wearing only one shoe?"

Perry glanced down at his boot and bare foot and snorted in disbelief. Clearly this human had a much lower intelligence threshold than he'd originally suspected.

"Everyone knows you never meet a portal to another dimension with both shoes on unless you want severe stomach cramps and all of your children to be born under the curse of the aligned moons of Katheron. Duh." This human's worth was quickly declining. They needed someone with more skill. More street smarts, as the humans would say. Maybe she had an uncle.

Terri rolled her eyes at such an idiotic question as well. "And second?"

Seeming to find the situation humorous, the human sat back in her chair and let a calculated grin slide across her face. "And second, seriously, how are you guys talking to me right now?"

A BRIEF, ODD & INCOMPLETE HISTORY OF BUBONICON

- 1969: New Mexican 1** Attendance: 20
GoHs: Caz Cazedus, Don Wollheim
Held at Bella Vista Restaurant, Cedar Crest
- 1970: New Mexican 2**
GoH: Don Wollheim. Historical notes indicate it was held in Jack and Ruth Speer's backyard
- 1971: Bubonicon 3**
GoH: Jack Williamson (in absentia). Con name coined by Bob Vardeman. First dealers room
- 1972: Bubonicon 4**
GoH: Ted White Fan Guest: Mike Glicksohn
First Art Show held. First pre-con party @ Speers'
- 1973: Bubonicon 5** Attendance: 100+
GoH: Robert Silverberg Fan Guest: Jack Speer
Perry Rodent adopted as mascot
- 1974: Bubonicon 6** Attendance: 80
GoH: F.M. Busby Fan Guest: Leigh Edmonds
First Con T-shirts Art Show disappears
- 1975: Bubonicon 7**
GoH: Ed Bryant
- 1976: Bubonicon 8**
GoH: William Rotsler
First Green Slime Awards by Roy Tackett
- 1977: Bubonicon 9**
GoH: Gordon Eklund. Tracer Gun Massacre
- 1978: Bubonicon 10**
GoH: Gordon R. Dickson. *The Green Slime* is shown
- 1979: Bubonicon 11**
GoH: Orson Scott Card
- 1980: Bubonicon 12**
GoH: C.J. Cherryh TM: Gordon Garb
Held at the Hilton, University & Menaul
- 1981: Bubonicon 13**
GoH: Roger Zelazny TM: Gordon Garb
Ellen Datlow attends Held at Winrock Inn
Zelazny's "Chicken Effect" speech
Films: *Topper* and *Doc Savage*
- 1982: Bubonicon 14** Attendance: 137
GoH: Chelsea Quinn Yarbro
TM: Gordon Garb Fan Guest: Takumi Shibano

- Art Show back! Vampire panel at Midnight
- 1983: Bubonicon 15** Attendance: 144
GoH: Jack Williamson TM: Gordon Garb
History of Bubonicon panel. Mountain View Inn
- 1984: Bubonicon 16** Attendance: 214
GoH: Spider & Jeanne Robinson
TM: Gordon Garb Auctioneer: Bob Vardeman
Held at the Shalako Motor Inn, after original hotel closed 10 days before the convention
- 1985: Bubonicon 17** Attendance: 234
GoH: Fred Saberhagen Toastmaster: Gordon Garb
(via videotape). Regency Dancing held poolside
- 1986: Bubonicon 18**
GoH: George RR Martin TM: Gordon Garb
Film: *Track of the Moon Beast*, shot in Albuquerque
Held at Ramada Inn, Hotel Circle & Lomas
- 1987: Bubonicon 19** Attendance: 276
GoH: Parke Godwin Toastmaster: Bob Vardeman
Artist: Joan Hanke-Woods (1st Artist Guest)
Held at Sheraton Uptown, Menaul & Louisiana

Someone's in the Kitchen with Perry & Terri... and We Hope it's You!

ASFS and Bubonicon are continuing to put together a fundraiser cookbook of fan and author favorites.

NEW DEADLINE: APRIL 1, 2014

- ∞ Recipes and artwork are needed.
- ∞ Name That Cookbook! Do you have an idea for a title?



Please contact Rebecca (Randi) Hewett at perrys.cookbook@gmail.com, and watch the Bubonicon website for more information.

- 1988: Bubonicon 20**
 GoH: John E. Stith Toastmaster: Jack Speer
 Artist: Geoffrey C. Everts
 Harry O. Morris creates "Perry at 20" art
 Held at Four Seasons on Carlisle for 1st time
- 1989: Bubonicon 21**
 GoH: Melinda Snodgrass Toastmaster: Victor Milan
 Artist: Marc Davis Terri Rodent introduced
- 1990: Bubonicon 22**
 GoH: Jennifer Roberson TM: Roy Tackett
 Artist: Harry O. Morris
- 1991: Bubonicon 23**
 GoH: Simon Hawke Artist: Alan Gutierrez
 Toastmaster: Arlan Andrews Sr.
 Roy Tackett's last time as Slime Master
- 1992: Bubonicon 24**
 GoH: Thorarinn Gunnarsson
 TM: Walter Jon Williams Artist: Dell Harris
 First Saturday Late Nite Dance held
 Roy Buergi becomes Slime Master
- 1993: Bubonicon 25**
 GoHs: Kevin J. Anderson, Robert Cornett
 TM: Bob Vardeman Artist: Ann Marie Eastburn
 First year at Howard Johnson East
- 1994: Bubonicon 26** Attendance: 330
 GoH: Michael Stackpole Artist: Liz Danforth
 TM: Simon Hawke Perry Story by Stackpole
- 1995: Bubonicon 27**
 GoH: Harry Turtledove TM: Simon Hawke
 Media Guest: Rick Sternbach Artist: Martin Cameron
 Roger Zelazny eulogized
- 1996: Bubonicon 28**
 GoH: Dennis McKiernan Artist: Snail Scott
 TM: Gordon Garb "Year of the Rat" celebrated
 Films: *Big Trouble in Little China*, *Vampire Circus*
 Patty Vardeman & Arlene Johnston eulogized
- 1997: Bubonicon 29** Attendance: 278
 GoH: John Barnes TM: Wil McCarthy
 Artist: Joy Marie Ledet (in absentia)
 First Friday Night Charity Auction
- 1998: Bubonicon 30**
 GoHs: Robert J. Sawyer, Jane Lindskold
 TM: John E. Stith Artist: David Martin
 "Hantavirus: A Love Story" in program book
 Roy Buergi's last time as Slime Master
- 1999: Bubonicon 31**
 GoH: Jack McDevitt Toastmaster: David Martin
 Artist: Lubov Film: *Bill and Ted's Excellent Adventure*
 Kathy K. Kubica becomes Slime Mistress
- 2000: Bubonicon 32** Attendance: 316
 GoH: Walter Jon Williams Artist: Lela Dowling
 TM: Mary Ann Cornett David Weber attends
 Australians invade on way to ChiCon
 Film: *Mystery Science Theater 3000: The Movie*
- 2001: Bubonicon 33**
 GoH: Sarah Zettel Artist: Lee Seed
 Toastmaster: S.M. Stirling First Anime Room
- 2002: Bubonicon 34** Attendance: 340
 GoH: Esther Friesner Artist: Joe Tucciarone
 Toastmasters: Spider & Jeanne Robinson
 First EDP Film shown: *Science Bastard*
- 2003: Bubonicon 35** Attendance: 461
 GoH: Charles de Lint Artist: Charles Vess
 Toastmistress: Melinda Snodgrass Alien Archaeology panel held for 1st time
 Roy Tackett eulogized
- 2004: Bubonicon 36** Attendance: 483
 GoH: Connie Willis Artist: David Mattingly
 TM: Gardner Dozois Film: *The Black Hole*
 EDP Film: *The Stink of Flesh* First year at Wyndham
 First Authors Afternoon Tea
- 2005: Bubonicon 37** Attendance: 508
 GoH: Stephen R. Donaldson TM: Jack McDevitt
 Artist: Mark Ferrari Ben Bova's 1st B-Con
 Andrew Fox stuck in town by Hurricane Katrina
 Film: *The Lost Skeleton of Cadavra*
 EDP Film: *Scream, Science Bastard, Scream*
- 2006: Bubonicon 38** Attendance: 478
 GoH: Ben Bova Artist: Kathleen Lowe
 TMs: Cathleen Cogswell & David Mattingly
 Film: *Star Command* (Snodgrass UPN pilot)
 EDP Film: *Just Buried* 3rd-track programming
 Perry Rodent story "Nonstop To Albuquerque"
 co-written by Jack Williamson
- 2007: Bubonicon 39** Attendance: 525
 GoH: Vernor Vinge Artist: William Stout
 TM: Jane Lindskold EDP Film: *Gimme Skelter*
 Jack Williamson & Fred Saberhagen eulogized
- 2008: Bubonicon 40** Attendance: 537
 GoH: David Weber Artist: Bob Eggleton
 TM: Daniel Abraham Film: *Mouse Hunt*
 Late Nite Films: *Robot Bastard*, *Duke City Nights 2*
 "Year of the Rat" Jack Speer eulogized
 First Tentaclecraft concert
- 2009: Bubonicon 41** Attendance: 637
 GoH: Michael Cassutt Artist: Peri Charlifu
 TM: Carrie Vaughn Film: *Zombies of Mora Tau*
 Adam J. Brown shows *Necroville* late night
 "Everything's Better with Zombies" theme
- 2010: Bubonicon 42** Attendance: 643
 GoH: Peter David "Don't Panic!"
 Artist: Sarah Clemens TM: Mario Acevedo
 Hotel in middle of renovation construction
 Film: *Hitchhiker's Guide to the Galaxy* (2005)
 Late Nite Film: Tim McClelland's *Fugue State*
- 2011: Bubonicon 43** Attendance: 722
 GoH: Stephen Leigh Artist: John Picacio
 TM: Ian Tregillis Steampunk theme. Film: *Stuffed*
 Last year at Wyndham/Sheraton Airport Hotel
- 2012: Bubonicon 44** Attendance: 834
 GoH: Brandon Sanderson TM: Michael Cassutt
 Artist: Ursula Vernon Film: *Desolation*
 Mayan-Punk/Apocalypse theme 5-tracks
 Jessica Coyle becomes Slime Mistress
 First year at Marriott Uptown
- 2013: Bubonicon 45** Attendance: ???
 GoHs: Tim Powers and Brent Weeks
 Toastmistress: Diana Rowland Artist: Alan F. Beck
 Marriott Uptown - before the Texas WorldCon!
 Superstitions theme. Film: *Life Tracker*
- 2014: Bubonicon 46** To Be Held 3 Weeks Early!
 GoHs: Cherie Priest and Jack Campbell
 Marriott Uptown - before the London WorldCon

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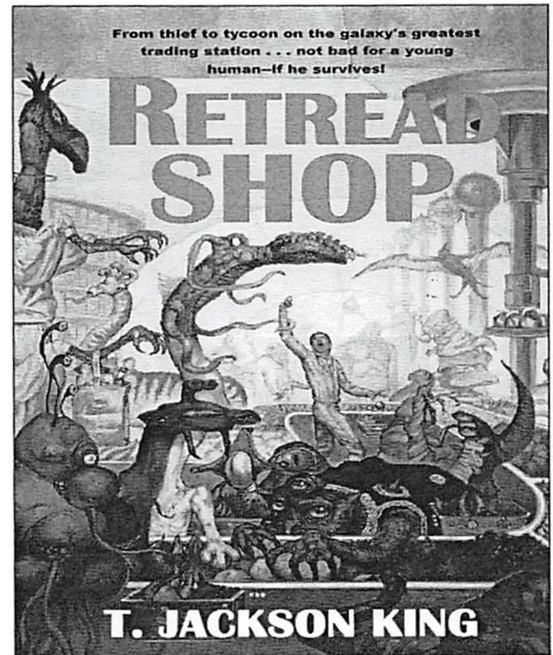
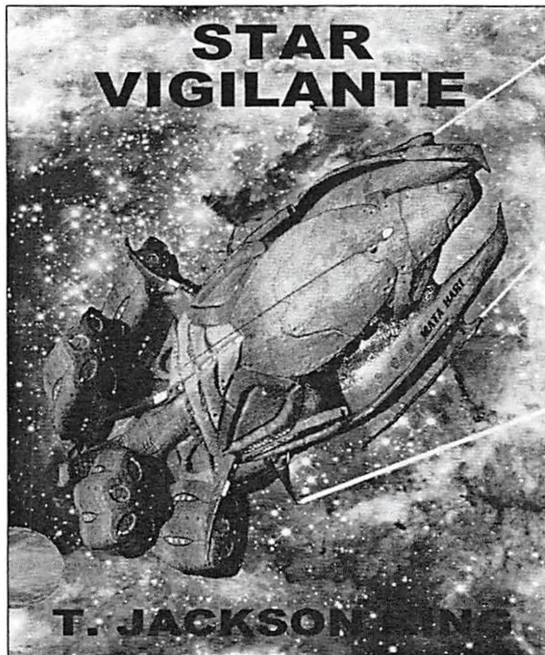
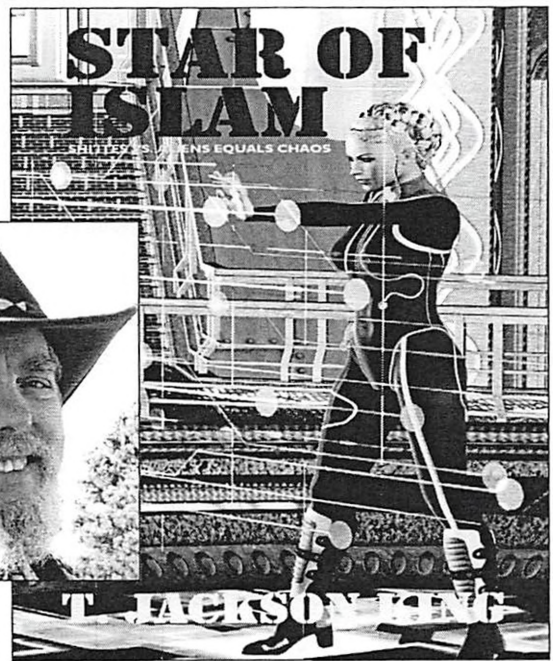
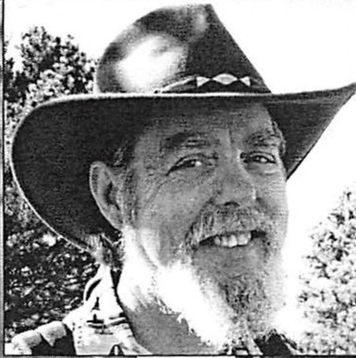
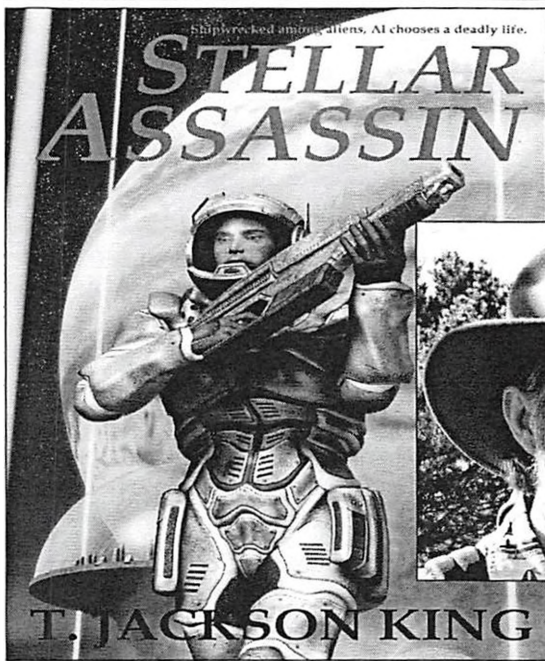
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Albuquerque's oldest SF club, started in 1965. ASFS is literary-oriented & sponsors Bubonicon each year. Discussions, talks, films, presentations, games & socializing. Craig 266-8905 or Kevin at hewett@newsguy.com. NEXT MEETINGS: SEPT 20 - Bubonicon 44 & WorldCon reports. OCT 11 - Club officer elections & something fun.

ALPHA CENTURA - 1ST FRIDAY, 7:00 PM - DIFFERENT LOCATIONS EACH MONTH

Started in 1976, Alpha Centura features talks, SF movies, book discussions, etc. Duke: 255-4642 or mtmduke@qwest.net.

7000 BC - ALTERNATING 1ST OR 2ND SUNDAY - ALBUQUERQUE / SANTA FE

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DROIDS & DRAGONS - 3RD MONDAY, 7:30 PM AT PAGE ONE, 11018 MONTGOMERY NE

Discussions of books chosen two months in advance. Yvonne- piebald@juno.com or Craig 266-8905. On September 16, it's *Up Against It*. For October 21, the book has not yet been decided.

DEWBACK RIDGE GARRISON OF THE 501ST LEGION - DATES / LOCATIONS VARY BY EVENT

As part of a volunteer costuming & fundraising organization, the Dewback Ridge Garrison serve, protect and defend NM for the Empire. We make positive differences in the state through a strong Imperial presence & being active in communities. www.dewbackridge.com

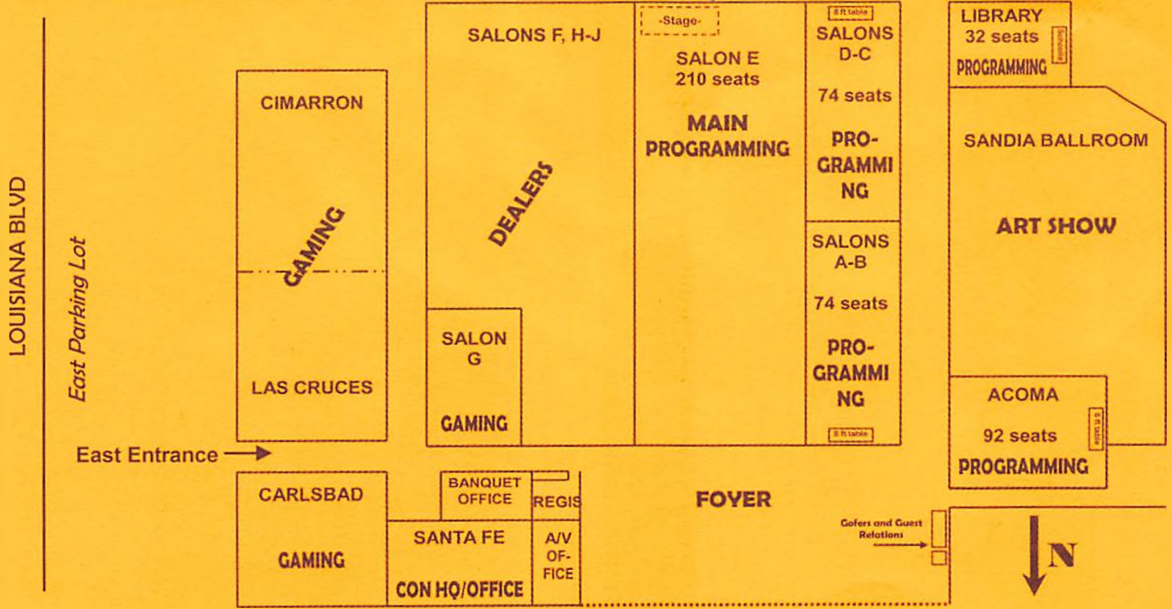
ALBUQUERQUE BROWNCOATS- 4TH SATURDAY MONTHLY

The group exists to set up & plan *Firefly* events from meetings, to promotions & marketing for *Serenity*, to yearly *Can't Stop The Serenity* (CSTS) screenings, parties, to whatever we gorram please. www.albuquerquebrowncoats.com

USS ANASAZI- 2ND THURSDAY & 3RD FRIDAY MONTHLY

A chapter of Starfleet International, this *Star Trek*-oriented group gets together to have fun and to do community service. Monthly game/movie nights; blood drives, bbqs, food & toy drives, movie premieres, etc. Info: jcroberts2@hotmail.com

HANDY-DANDY MAP OF THE ALBUQ MARRIOTT UPTOWN!





Larry Welz, 2013