



NORTH AMERICAN SCIENCE FICTION CONVENTION

JULY 17-20 2014

DETROIT

MARRIOTT RENAISSANCE CENTER

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Art Credits

Detention Art, 2, 24, 38, 39, 41, 46, 48, & 56; Kurt Erichsen, 5, 46, 47, & 49; John Picacio, 27, 28, 29-31s, & 37; *Titanfall* sketches, 42, 45, & 51. Cover art for: *A Thousand Deaths*, by George Alec Effinger © 2007 John Picacio; *Fast Forward 2*, edited by Lou Anders © 2008 John Picacio; *Elric: Swords and Roses*, by Michael Moorcock © 2010 John Picacio; *Asimov's Science Fiction*, Sept. 2009 © 2009 John Picacio; *Gateway*, by Frederik Pohl © 2004 John Picacio; *A Canticle for Leibowitz*, by Walter M. Miller, Jr. © 2005 John Picacio. 'La Sirena' © 2012 John Picacio. Art for the forthcoming *Loteria*.

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Convention Committee

Chair's Division

ConChair: Tammy Coxen

Advisor: Helen Montgomery

Treasurer: Don Wenzel

Advisor: Ben Yalow

Mark Protection Committee Representative: Deb Geisler

YA & MG Award Administrator: Maggi Idzikowski

Diversity Advisory Committee: Muhammad A Ahmad, Anne Gray, Mark Oshiro, Kat Tanaka Okopnik, Mike VanHelder, Pablo Vazquez III

Programming & Events Division

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Literature: Kim Kofmel

Music: Mark Bernstein

Children & Youth: Lisa Garrison Ragsdale & Larc Bogdan

Maker Liaison: Larry Works

Art: Murray Moore

Science: Bob Trembley

Afrofuturism: Pablo Vazquez III

Gaming: Matt Rindfleisch

Social: Wyn Jones

Fan: Leah Zeldes Smith and Dick Smith

Costuming: Annalee Flower Horne

Film Festival: Nat Saenz

Detention Retrospective: Jeff Beeler

Program Operations: Evelyn Baker

Guest Liaisons: Steve Gutterman, Lisa Leutheuser, Joe Saul, Mark Bernstein, Nuri Gocay, Janet Gocay, Lucy Kennedy, Chad Childers, Jeff Beeler, Jennifer Dye, Merrie Haskell

Opening Ceremonies: Tim Miller

Autograph Session: Joe Berlant

Masquerade: Sandy Manning

Staff: Suzette Mariotti

Literary Awards Ceremony: Grace Carafelly

Registration Division

Registration: Carol Lynn

Seconds: Maurita Plouff & Cassie St. Clair

Operations Division

Division Head: David Stein

Con Operations: Michael Lundy

Staff: Joel Zakem, Angela Karash, David Gibbs, Ida Briggs

Safety Officer: Jesi Pershing

Tech: Dave Ifversen

Sign Shop: Michael Boursaw

Staff: Virginia Meeks

Ribbons: Angela Karash

Volunteers: Anna O'Connell & Christine Humphrey

Information Desk: Adam Beaton

Staff: Hilary Savage

Scooter Coordinator: kT Fitzsimmons

Detroit Tour Organizer: Hilary Savage

Transportation: Dave Ifversen

Facilities Division

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Staff: Bethany Willick

Room Parties: Kathy Lehman

Consuite: Karen Roe & Debbie Rigdon Smith

Staff: Courtney Bocci, Susan Harris, Keith Kurek, Tammy

Bulloch Dennis Tabaczewski, Jessica Zerwas

Exhibits Division

Division Head: Mark Hall

Special Exhibits: Mark Hall

Staff: Warren Buff, Pablo Vazquez, Deana Sjolander

Dealers Room: Angie Fox

Art Show: Tricia Noble

Advisor: Elizabeth Klein-Lebbink

Staff: Erik Noble, Wes Plouff, Jim Hayter, Chris

Kramer, Paul Bort, Karen Dolley, Tomi Welch, Donna

Waltz, Patricia Altergott, Alex Altergott, John

Altergott, Jerome Scott, Sharon Mannell

Fan Tables: Kathy Lehman

Fanzine Lounge: Geri Sullivan

Photo Booth: Kevin Nickerson

Dock Master: Chris Marble

Promotions

Division Head: Dave Hogg

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Staff: Richard Herrell, Tanya Gopaul

IT: Steven R. Staton, Brent Shaffer, Anne Gray

Social Media Coordinator: Dave Hogg

Special Projects: Al Bogdan

Press Releases: Katherine Finegan

Sponsorships: Anne Evans

Promotions Staff: Salathiel Palland, Sarah Jean Meyer,

Kurt Vogel, Zach Blagg

T-Shirt Art: Ray Van Tilburg

Publications

Division Head: Lisa Hertel

Layout & Design: Jennifer Dye (progress reports and souvenir book) & Matt Arnold (pocket program)

Program Liaison: Deanne Fountaine

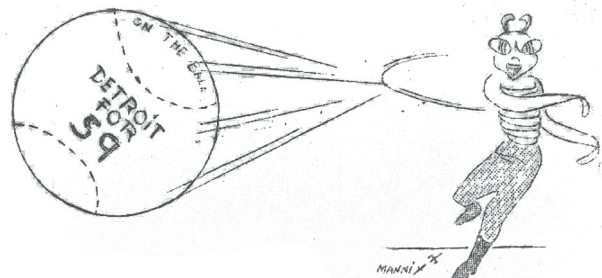
Advertising Sales: Anne Evans

Restaurant Guide: Sharon Myers

At-Con Newsletter: Steven H Silver

Staff: Judith Kindell, Peggy Rae Sapienza

Graphic Design: Matt Arnold



Letter from the Chair

To all our attendees from near and far: Welcome to Detcon1! We are so happy to have you here! We are thrilled to be at the culmination of all of our work, and are so excited to be able to show you what we've spent the last many months creating. We're also looking forward to showing you the Detroit you might not see in the mainstream media, and encourage you to leave the convention from time to time to explore its restaurants and attractions.

And we're equally looking forward to seeing what YOU bring to Detcon1! The thing that makes fan-run SF conventions so amazing and so unique is that we ALL come together to make them happen. When you ask questions in a panel, wear a cool costume, volunteer in the Consuite, contribute to our LEGO® city, or introduce yourself to someone from across the country, you are making Detcon1 happen. Make your own fun, and then share it with the rest of us. I just know that you're going to come up with something that we're all going to love.

Now, a few thank yous!

To our Guests and Program Participants: Thank you for lending us your considerable talents. We are honored to be able to showcase your work. Your contributions to your fields—writing, science, art, music, fandom, video games, film—are truly incredible. I'm so thrilled to have such a collection of fascinating people all under one roof!

To my Concom: To say "I couldn't have done it without you" trivializes the contributions that you've made. Working with all of you has truly been the highlight of the last two years. I have never felt more humbled and inspired than when each and every one of you responded to my crazy "Let's bid a NASFiC for Detroit" idea not with the expected "Are you insane?," but with an enthusiastic "If you're doing that, I want in!" Your talents and skills and passion have resulted in a convention that has far surpassed my original modest ambitions. I have learned from you, and enjoyed you, and I can never thank you enough for all your hard work.

To our Volunteers: Our at-con volunteers are the grease that keeps the wheels of the con turning smoothly. Thank you for stopping the squeaks!

Now it's time for you to stop reading what I have to say, and go out and see everything Detcon1 has to offer. Have a fantastic weekend!

- Tammy Coxen



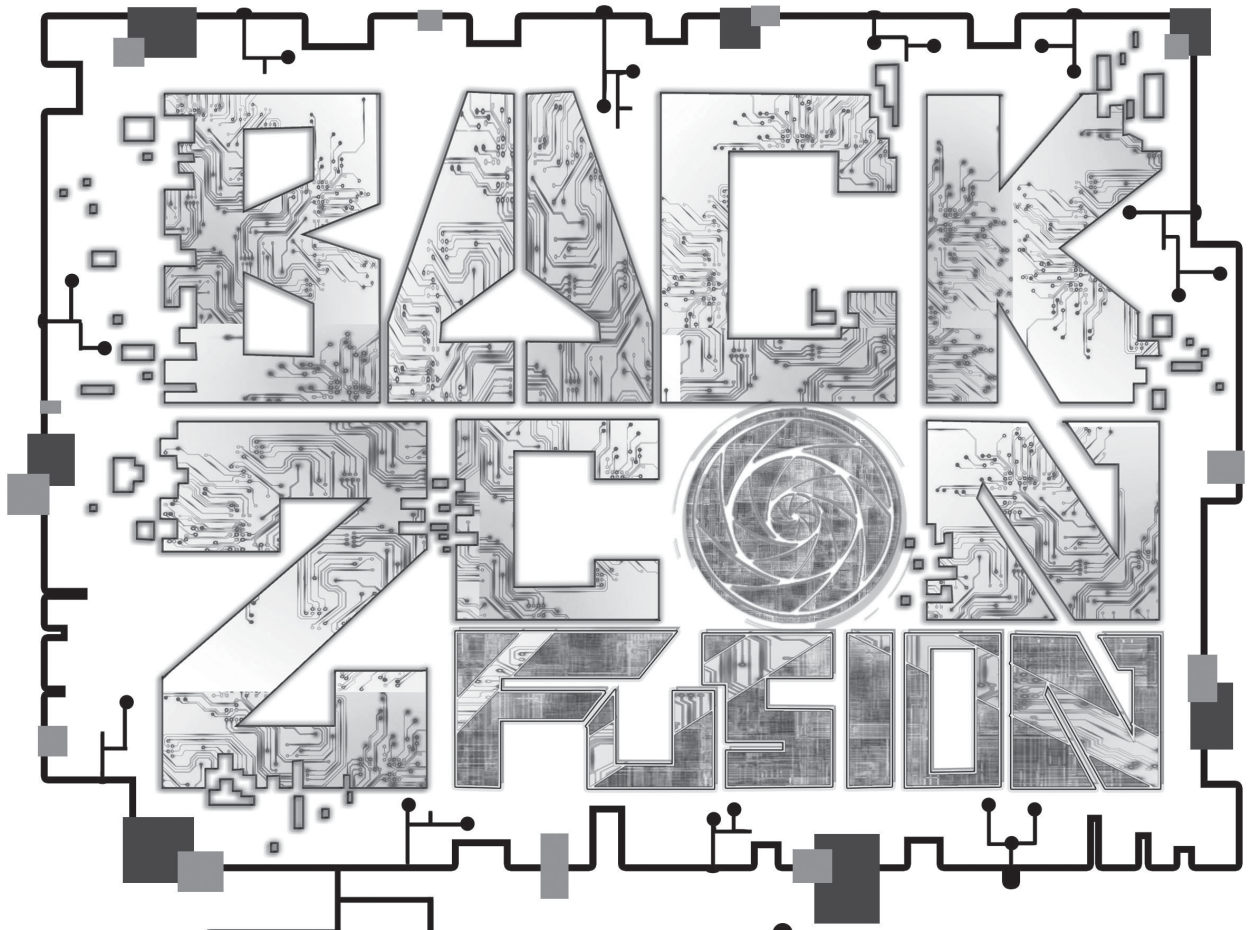
Thank you to our sponsors!

Your contributions helped us to make Detcon1 better for everyone. Thank you for your generosity!

Chicon 7 - Funding for our YA Special guest and the Detcon1 Awards for Young Adult and Middle Grade Speculative Fiction

Science Fiction Writers of America (SFWA) - Reception for Friday night mass autograph session

Chicon 7, LoneStarCon 3, and CanSMOF - Funding for rental of the Ambassador Ballroom



@Dearborn Double Tree-DETROIT, MI
<con> 1.16.15 - 1.18.15

Guests of Honor

Author Guest of Honor <Karen Lord>

Science Guest of Honor <Dr. Cynthia Chestek>

Music Guest of Honor <Heather Dale>

Gaming Guests of Honor <Monte Cook & Shanna Germain>

Fan Guest of Honor <Aaron Thul>

Confusionsf.org

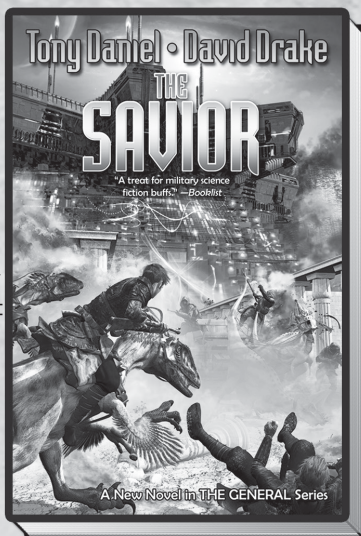
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Detcon1 Highlights

- **Opening Ceremonies**, Thursday at 8 p.m. in the Ambassador Ballroom. Our trio of MCs (Sarah Zettel, Tom Smith, and Jim Hines) will awe and amaze you, and you'll find out everything you need to know to make the most of your time at Detcon1.
- The **Ontario Exhibit Hall** on the 3rd floor is home to our Dealer's Room and our Art Show, but also so much more. We've got some awesome exhibits remembering the past and exploring the future, demonstrations and hands-on activities from local Makers, and many cool things to see and do. You'll want to check back regularly to see what's going on.
- Incredible **programming!** We had so many good ideas and so many amazing people, that narrowing things down to the panels and workshops and lectures that made the final list was quite the endeavor. See page 48 for an overview of programming at Detcon1 and check out the pocket program for all the details and the schedule. We encourage you to check out something new. Or something old, made new again! Pay special attention to panels marked Detention in the pocket program—these topics were inspired by or are responding to panels held at Detention, the 1959 Worldcon in Detroit.
- Our **Saturday night** extravaganza! The Ambassador Ballroom is the place to be Saturday night. We'll kick things off with the art auction at 7 p.m., followed by the Masquerade at 8 p.m. While the judges make their deliberations, we'll honor the nominees and winners of the Detcon1 Awards for Young Adult and Middle Grade Speculative Fiction and present the Golden Duck Awards. Afterwards, head up to the Mackinac Ballroom where DJ (and Hugo-award winning author) John Scalzi will rock the 80s tunes.
- Friday night **Mass Autographing** and Reception. Friday night will see a truly amazing amount of talent assembled in one place. Come by the Ambassador Ballroom to have a book signed or just to say hi to a favorite writer and maybe buy them a drink. Thanks to generous sponsorship from the Science Fiction Writers of America (SFWA), we'll have some snacks for you to nosh on as well!
- Board and card **games!** Thanks to the U-Con gaming convention for running our game room and contributing their extensive game library. There's something for everyone—drop in to the gaming space on the 1st floor retail area and one of the helpful gaming hosts will be happy to set you up with a game to play.
- The **Film Festival!** With hours of SF, Fantasy, and Horror shorts, there will be plenty to please a wide variety of audiences. At noon on Friday we'll feature a special presentation of *Danger Word*, written by our Author GoH Steven Barnes and his wife Tananarive Due. And then Friday at Midnight, by popular demand, *Robocop*, many people's favorite movie set in Detroit. Films will be shown in the film space on the 1st floor retail area.
- Midwestern **hospitality!** Head up to room 6918 and check out the Consuite. We'll be running around the clock to provide you with drinks and snacks to keep you fortified for all the fun, and a relaxed social space to chill out and enjoy.
- **Parties!** Floors 68 and 69 will be hopping in the evenings, with a dozen parties to choose from on Friday and Saturday nights (and a few fewer on Thursday).





978-1-4767-3670-9 * 416pp * \$25.00/28.99

Blow Back the Blood Winds!

"[A] thoroughly engrossing military sf series..." —*Booklist*

Duisberg's God, the ancient supercomputer Zentrum, plans to keep civilization from collapsing once more by never allowing it to rise again. To achieve this goal, Zentrum uses the Blood Winds, barbarians that sweep in from the desert, slaughtering the educated classes and cowing the peasants into submission. And the Blood Winds are about to blow once more.

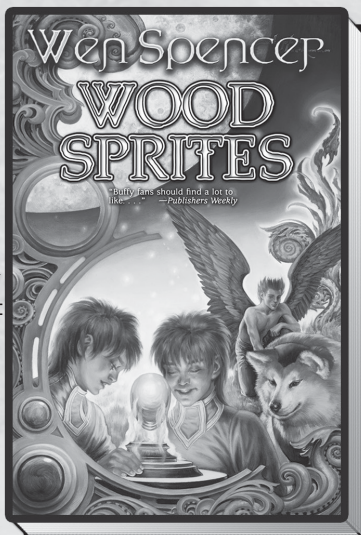
Only Abel Dashian can stop the Blood Winds and save his people. With help from the spirit of Raj Whitehall and a powerful computer known as Center, he must conquer his homeland and destroy the "god" dooming his world to an everlasting Dark Age. Abel is a heretic, but now he must become—THE SAVIOR.

The latest entry in the best-selling General series and sequel to The Heretic, by critically acclaimed SF writer Tony Daniel and master of military science fiction David Drake.

SEPTEMBER 2014

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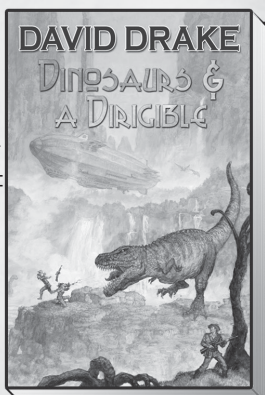
978-1-4767-3671-6 * 400pp * \$25.00/28.99

Magic and Mayhem on Two Worlds!

"Spencer's intertwining of current Earth technology and otherworldly elven magic is quite ingenious." —*Booklist*

Shortly before their ninth birthdays, twin geniuses Louise and Jillian Mayer make a startling discovery: they come from a very unique family. Their real mother was an astronaut, their father a famous inventor. Their sister lives on the planet Elfhome, along with four siblings in cryogenic storage. There's only one problem: the embryos are scheduled to be destroyed. As war breaks out on Elfhome and riots rock New York City, the twins must use science and magic to plow through anything that stands in the way of saving their frozen siblings. But when they come face to face with an ancient evil force, they'll soon find themselves in over their heads and in grave danger.

The latest entry in Elfhome series, by the Romantic Times Sapphire award winning Wen Spencer.



978-1-4767-3683-9 * 400pp * \$14.00/16.00

Time Travel, and Dinosaurs, and Air Ships—Oh My!

"The fun is in the telling, and Mr. Drake has a strong voice.

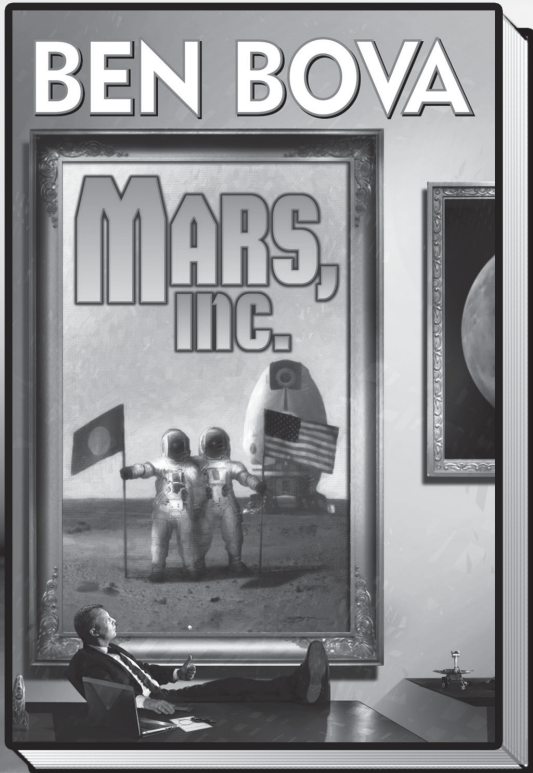
I want more!" —*Philadelphia Weekly Press*

Henry Vickers is a man born too late. But Henry has found a way to operate in the modern world—in a manner of speaking. Henry makes his living taking the very wealthy back in time to hunt the most dangerous big game in history: dinosaurs. It's Henry's job to keep his clients safe—from the game they hunt, from each other, and from themselves. But when Henry starts to behave like a human being instead of just a hunting guide, things get really dangerous. Also includes the short story "Travelers" about two teenage boys and an eccentric scientist setting off in an airship in search of the weird and wonderful.

The complete David Drake time travel stories, together for the first time.



978-1-4516-3934-6 * 240pp * \$25.00/28.99



The Quest for Mars!

"[Bova] turns your eyes to what might be in the not so distant future, just like Clarke and Asimov used to do so well."—*SFX*

How do you get to the Red Planet? Not by a benighted government program trapped in red tape and bound by budget constrictions, that's for sure. No, what it will take is a helping of adventure, science, corporate power plays—and money, money, money! Enter billionaire Art Thrasher, a man with a driving vision. But it's going to take all his wiles as a captain of industry and master manipulator of business and capital to get a rocket full of scientists, engineers, and adventurers on their way. One thing Thrasher has going for him: he's willing to do whatever it takes to put humans on Mars—or die trying!

A fast-paced near-future novel of intrigue, science, and adventure from creator of the Grand Tour series and multiple *New York Times* best seller and science fiction legend, Ben Bova.

DECEMBER 2013

The Kaiser Is Coming to California!

"Conroy extrapolates new and militarily plausible directions . . . a thrilling adventure."
—*Booklist on Rising Sun*

Consider another 1920: in 1914, Imperial Germany crushes the other powers of Europe and wins WW I. Now it's America's turn. The U.S. is militarily inept and led by a sick and delusional president on his last legs. When Germany ships a huge army to Mexico, the war for the Western Hemisphere is on—and only the indomitable spirit of freedom can answer the Kaiser's challenge!

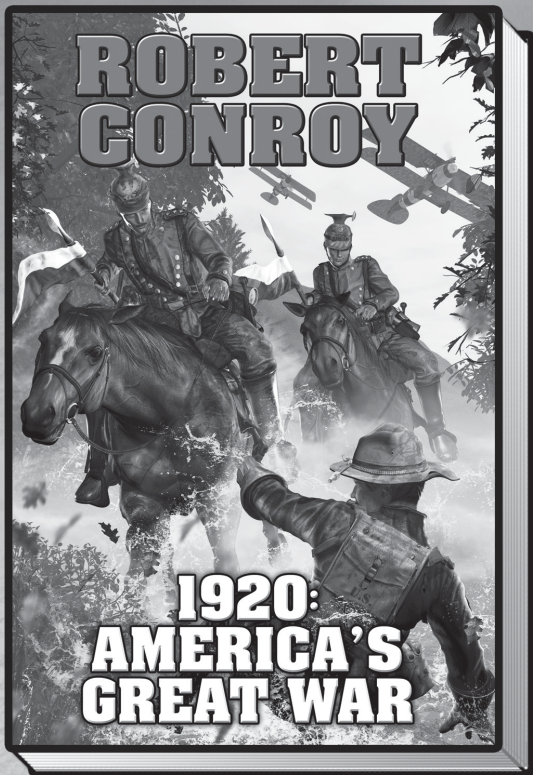
A fascinating and fast-paced alternate history from the author of *Rising Sun* and *Himmler's War*.

www.baen.com

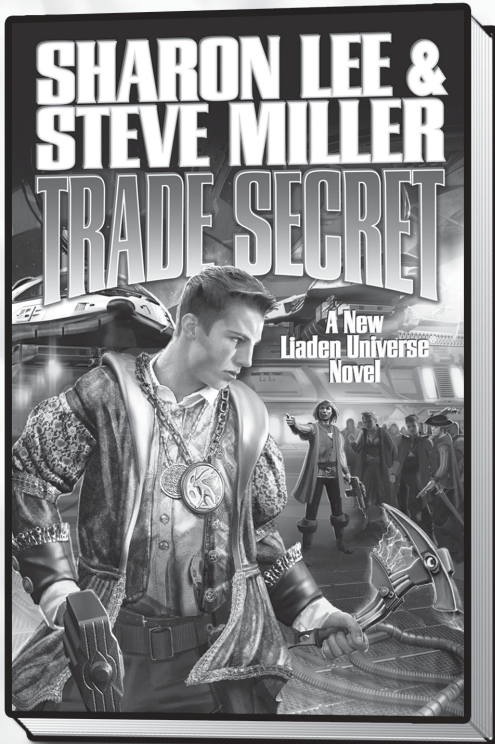
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978-1-4516-3931-5 * 512pp * \$25.00/28.99



978-1-4516-3929-2 * 432pp * \$25.00/28.99
978-1-4516-3930-8 * 432pp * \$27.00/29.00 Signed Limited Edition



Trader to the Stars!

"Compelling and wondrous, as sharp and graceful as Damascus steel. *Necessity's Child* is a terrific addition to Lee & Miller's addictive series."—#1 *New York Times* best seller, Patricia Briggs

In a universe full of interstellar intrigue and burgeoning commerce, novice Terran trader Jethri Gobelyn is a man from Earth who has been adopted by an interstellar merchant clan. Now Jethri must embrace his Terran birthright as well as his Liaden connections, and leave behind the safety of the great trade ship *Elthoria* which has been his refuge. Jethri is determined to make a name for himself as trader and adventurer in this wonderful cosmos, but he has plenty of enemies who are just as determined to put this upstart back in his place!

Star-spanning galactic trader Jethri Gobelyn's story continues in the seventeenth entry in the Liaden Universe® series by master storytellers Sharon Lee and Steve Miller.

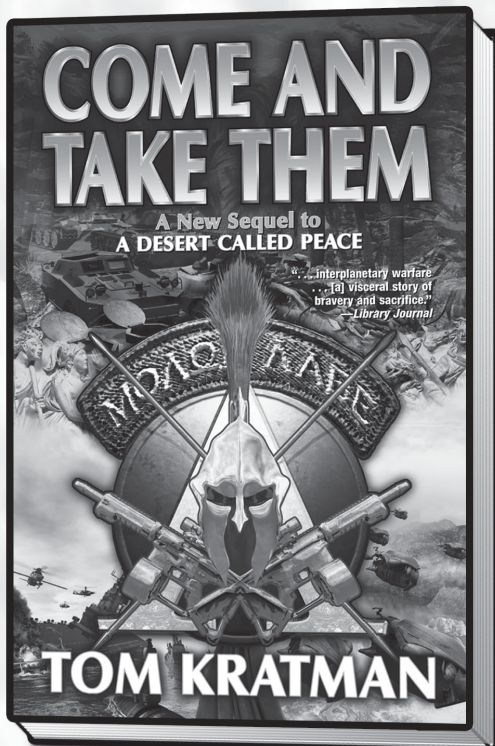
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NOVEMBER 2013



978-1-4516-3936-0 * 432pp * \$25.00/28.99



Carrera at the Interplanetary Hot Gate!

"[I]nterplanetary warfare with . . . [a] visceral story of bravery and sacrifice . . . fans of the military SF of John Ringo and David Weber should enjoy this SF action adventure."—*Library Journal*

Carrera. Relentless. Machiavellian. Without compunction. Also victorious. Pity his enemies. Be thankful he is on the side of freedom from totalitarian domination. On the colony planet of Terra Nova, Carrera has been preparing his new country for all-out conflict with Earth's autocratic Tauran Union for years. Now his own government welches on him and leaves his country practically defenseless. And when the Tauran Union inevitably attacks, Carrera must build an army from scratch once again and defeat a leviathan enemy.

Tom Kratman's popular and provocative Carrera saga continues with entry number five, and the sequel to *Amazon Legion*.

Detcon1 Standards of Conduct and Rules

Please be reminded that these rules involve, of course, “worst-case” scenarios and are put into place to ensure the safety and comfort of our members. They are also not all-inclusive; in all cases, the singular rule that supersedes all others is, **“Any action or behavior that causes significant interference with convention operations, excessive discomfort to other attendees, or adversely affects Detcon1’s relationship with its guests, its venue, or the public is strictly forbidden and may result in revocation of membership privileges.”**

We anticipate no difficulties, as our members as a whole are rational and responsible adults. Detcon1 is prepared to deal with any or all of the following scenarios in as rapid and efficient a manner as possible should they occur. We thank our members for their assistance in making this a safe and enjoyable experience for everyone.

Have fun—just please remember to be courteous of those around you while doing so!

Introduction

The primary purpose of the convention is for our attendees to have fun. To ensure that the greatest number of people achieve this objective we have established certain rules of conduct. By them we seek only to ensure that the behavior of any one small group does not disturb the membership as a whole, nor does it detract from the relaxed and comfortable atmosphere of the convention. Detcon1 welcomes all parties with an interest in Science Fiction and/or Fantasy; however, the convention’s management reserves the right to deny or revoke the membership of any individual at any time for any reason. Detcon1 also reserves the right to amend these rules at any time without prior or posted notice and reserves the sole right of interpretation. If you have any questions, please contact the Convention Operations (Ops) staff for assistance. **Ops is located in the Champlain Room across from the Ontario Exhibit Hall or by phone at 313-560-ODET (313-560-0338).**

As a condition of membership, all Detcon1 attendees are required to abide by these standards of conduct for the entire duration of their stay, even prior to Opening or after Closing Ceremonies.

Harassment

Detcon1 is committed to being a safe place that is as free from harassment as we can make it for members. Harassment in any form is not tolerated. Harassment includes offensive verbal comments, deliberate intimidation, stalking, following, unwelcoming photography or recording, sustained disruption of talks or other events, inappropriate physical contact, and continued unwelcome attention. Members who are asked to stop harassing behavior are expected to comply immediately. If you are being harassed by another member, or notice someone being harassed, please inform a convention staff person immediately. Detcon1 staff will work with the harassed person to handle the situation, and reserves the right to take any actions necessary to maintain Detcon1 as a safe space, up to and including, but not limited to, revoking the harasser’s membership.

Please report any incidents of harassment to Convention Operations immediately, either by going to Ops or calling **313-560-ODET (313-560-0338)**.

General Rating of the Convention

All convention areas are considered to be “PG” at all times, with the exception of events or exhibits that are specifically noted to be inappropriate for minors and access to which is controlled by Detcon1 staff.

Attendees, when in public areas, may not wear clothing which is overly revealing or inappropriate to the atmosphere of the convention.

Shirts, bottoms, and footwear must be worn when in areas of the hotel or convention center that are accessible to non-Detcon1 attendees, such as lobbies, restaurants, and concourses. Full-body costumes are excluded from the “shirts/bottoms/footwear” rule, provided that the costume is not unacceptably revealing. Public displays of affection beyond what is appropriate for polite company are frowned upon. You will be asked to express your devotion to your significant other either in less conspicuous ways, or in private.

Public Decorum

No items of any kind, including paper airplanes, may be thrown or dropped from the balconies, patios or walkways.

No water pistols, silly string, or any thrown or projectile-type toy may be used in any area of the hotel or Convention areas.

No sleeping in the lobby, the hallways, the meeting rooms, or the Consuite. Get a room, please!

Detcon1 attendees are requested to abide by instructions given by Detcon1 staff. Failure to do so may result in loss of membership privileges. Any disputes or concerns may be addressed onsite at Convention Operations.

Detcon1 functions are open only to members, and all attendees should wear their membership badges at all times. A badge is valid only for the person to whom it was issued; badges may not be shared under any circumstances.

Smoking (including e-cigarettes) is not permitted in any area within the Marriott (including the guest rooms) or the Renaissance Center. Smokers are asked to use designated smoking areas, and to comply with any other smoking rules of the facility.

Weapons Policy

No actual weapons or any item that can be easily mistaken for one may be carried unsecured at any time on Marriott or Renaissance Center property.

Detcon1 recognizes that individuals may possess legal government issued permits to carry concealed weapons, but our preference is for you to refrain from carrying such weapons in convention spaces for the peace of mind of your fellow convention attendees. Please leave such items in your hotel safe. Personal pocket knives with single-edged blades less than 4 inches long are permitted.

Realistic weapon replicas are permitted as part of a costume only during costume events such as the Masquerade and must be appropriately peace-bonded; see Convention Operations for instruction on how to do so. They must be cased or otherwise secured when being carried outside of costume. Weapons purchased in the Dealer’s Room must be securely wrapped up at point of sale and immediately transported to your room.

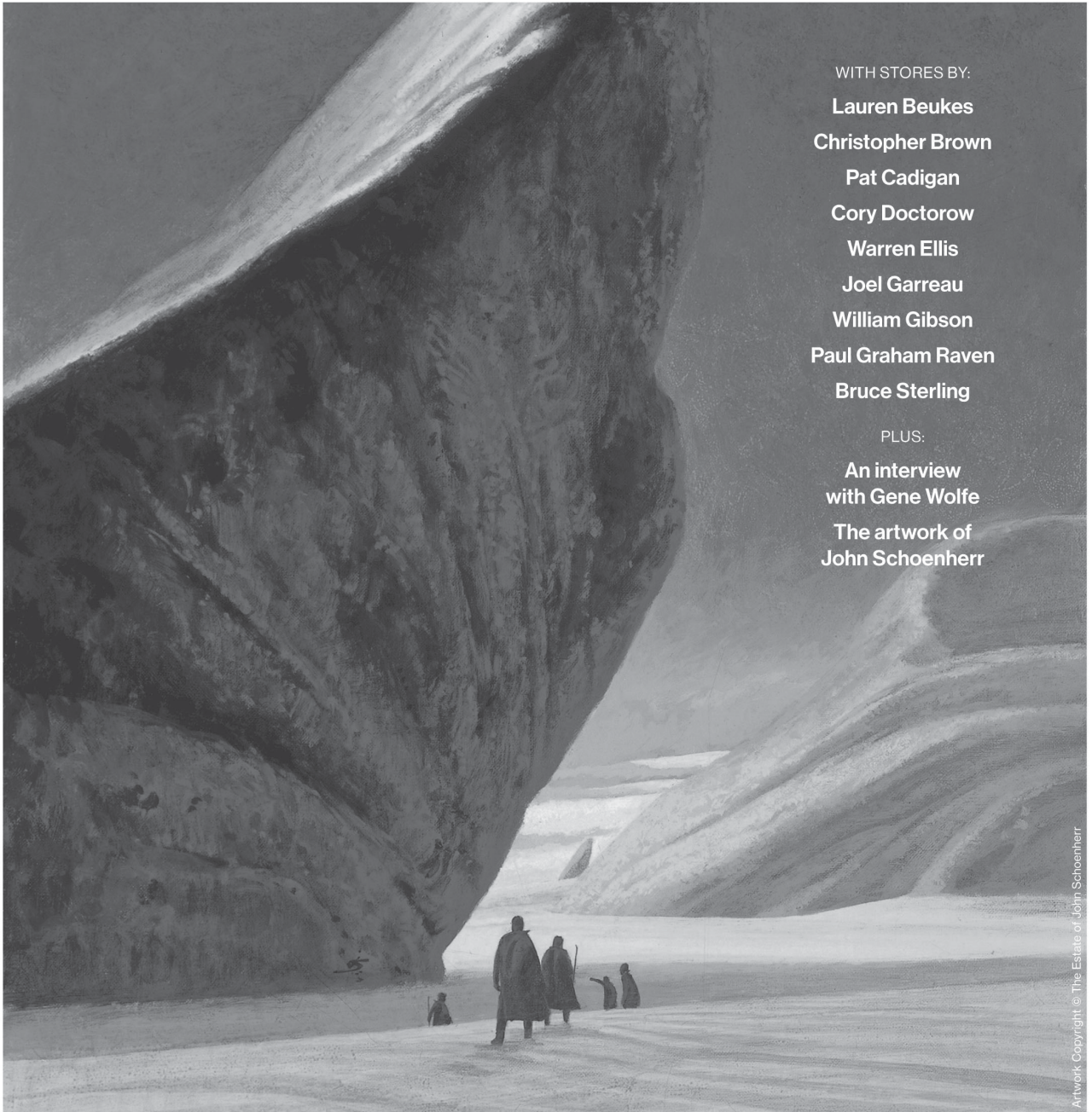
Pet Policy

Detcon1 does not allow pets. This is for the protection of the pet, the pet owner, and our attendees as a whole. Service animals are permitted in accordance with the Americans with Disabilities Act.

Parties and Similar Gatherings in Hotel Rooms

Parties that are open to the general public may only be held on the official Detcon1 party floors. The rules below include both public and private gatherings.

Hotel guests who host any gathering are responsible for cleaning up afterward. Excessive amounts of unbagged trash must not be left for housekeeping staff to clean up. Please consider providing your own trash bags; do not rely on the hotel’s ability or willingness to provide them. Please tip the hotel cleaning staff in general but especially if you have held a gathering in your room and created a larger than normal mess. (Normal tip is \$5/day, and at least \$20/party.)



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WITH STORES BY:

Lauren Beukes
Christopher Brown
Pat Cadigan
Cory Doctorow
Warren Ellis
Joel Garreau
William Gibson
Paul Graham Raven
Bruce Sterling

PLUS:

An interview
with Gene Wolfe
The artwork of
John Schoenherr

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**MIT
Technology
Review**

Anyone knowingly or unknowingly providing alcohol to anyone under the age of 21 will be guilty of a felony and may be turned over to the authorities. It is the sole responsibility of persons serving alcohol in room parties to ensure that every person in attendance is over the age of 21, even if that person is not drinking alcohol. The State of Michigan is extremely serious about this law and we ask our members to respect it.

Gatherings in hotel rooms that are not on the designated party floors must not generate any noise that can be heard in neighboring rooms during night-time hours. At other times of day, please keep the general noise levels of your gatherings down so that they cannot be heard more than two doorways down the hall. Please remind those attending gatherings in your room not to congregate in the hotel corridors.

Other Hotel Matters

Do not affix anything to the walls of any hotel or the Renaissance Center, to the elevators, to Detcon1 signage, or to hotel room doors. Sign kiosks will be provided.

The person in whose name a room is rented is solely responsible for the conduct of all individuals in the room as well as for the condition of the room. Excessive trash, soiling, or other damage to hotel property, or any circumstance that may present a hazard to hotel housekeeping staff may result in permanent loss of Detcon1 membership privileges.

Any act of vandalism, deliberate or excessive damage to hotel property, or interference with any hotel or Renaissance Center worker in the performance of his or her duties will result in revocation of Detcon1 membership, criminal prosecution, fines, or any combination thereof.

Sales of Merchandise

The offering for sale of any merchandise at the convention may be undertaken only in appropriate areas of the Convention. It is illegal to sell any other merchandise or services in any other areas, including the Detcon1 Consuite.

Substance Abuse

The sale or other distribution of any illegal or controlled substances is not welcome at Detcon1. Any individual found to be distributing such substances will be removed and reported directly to the local authorities.

Privacy, Photographs, and Recording Electronic Information

Detcon1 members should be aware that photography and video and/or audio recordings may be made at Detcon1 and that their likenesses may appear in those recordings. Attendees and members agree to assign without compensation the use of their likeness for the use of promotional/archival material.

Personal Photography/Recordings

Please be polite and ask before taking photographs or recordings of other members whenever possible. Video and audio recording and photography for personal archival use only is generally acceptable, unless individuals make it clear that they do not wish to be photographed or recorded, in which case any photography or recording of them is expressly forbidden.

Media Relations

Detcon1 welcomes members of the press. All journalists, media photographers, and any other members of the press are required to display an official Detcon1 Press Badge or be accompanied by a Detcon1 staff member at all times. Members of the press who have not been issued a Press Badge may not conduct interviews or take photographs, audio, or video footage without an escort.

Final Notes

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Guest of Honor: Steven Barnes

by Tanarive Due

Steven Barnes is a genuine pioneer. He is also a writer's writer, expressing his endless creativity in forms ranging from comic books to novels to short stories to screenplays.

The novelist, screenwriter, writing instructor, and life coach has published more than 25 science fiction, fantasy, and horror novels, written *New York Times* bestsellers, and won an NAACP Image Award. He has been nominated for Hugo, Nebula, and Cable Ace Awards. His modern classic "A Stitch

in Time" episode of Showtime's *The Outer Limits* won an Emmy. He has also has written for *The New Twilight Zone*, *StarGate*, *Andromeda*, *Ben 10*, *The Wizard*, and *The Real Ghostbusters*.

His solo novels include *Streetlethal* (1983), *The Kundalini Equation* (1986), *Gorgon Child* (1989), *Firedance* (1994), *Blood Brothers* (1996), *Far Beyond the Stars* (1998), *Charisma* (2002), and his highly acclaimed *Lion's Blood* (2002) and *Zulu Heart* (2003). Octavia Butler called *Lion's Blood* "the best book Steven Barnes has ever written...imaginative, well researched, well written, and devastating." Harry Turtledove proclaimed it "one of the important books of the year."

Most recently, Barnes and his longtime wife and collaborator, Tananarive Due, co-wrote and co-produced a short zombie film, *Danger Word*, based on their YA zombie novel series *Devil's Wake* and *Domino Falls*. The film was nominated for Best Narrative Short at two film festivals. Based on that film, Barnes and Due optioned the books to producer Tonya Lewis Lee, wife of director Spike Lee.

Barnes's wife calls him "The Wizard" when it comes to concocting new story ideas.

"I love thinking about life," Barnes said in an interview with *Strange Horizons*. "Writing gives me a chance to explore the most exciting ideas about life that occur to me. I want to write about all the richness of existence."

And that he does. Whether it's a coming-of-age zombie story (*Devil's Wake*) or an alternate history about the Americas being colonized by Africans bringing European slaves (his Endeavor Award-winning *Lion's Blood* and *Zulu Heart*), Barnes's fiction is always about The Big Idea beneath the surface of life—what humans most crave, fear, and aspire to.

During his career, he has collaborated several times with science fiction giants Larry Niven and Jerry Pournelle, and rubbed shoulders with legends Harlan Ellison, Ray Bradbury, and Robert Heinlein. And he is a part of the very small family of early black science fiction pioneers that included Samuel R. Delany, Octavia E. Butler, and Charles Saunders. In 2013, he appeared at Spelman College's Octavia E. Butler Celebration of the Fantastic Arts with Delany, Nalo Hopkinson, Jewelle Gomez, Sheree Renée Thomas, Nisi Shawl, Brandon Massey, and Tananarive Due. He has also been interviewed for the forthcoming documentary *Invisible Universe: A History of Blackness in Speculative Fiction*.

His first novel with Larry Niven in 1981, *Dream Park*, sparked the contemporary Live Action Role-Playing (LARP) game phenomenon, notably the International Fantasy Games Society (which began as fiction in the book). In the mid-1990s, the Dream Park Corporation tried to make the book's fictitious premise of a role-playing theme park a reality.

Barnes and Due are also co-authors of the NAACP Image Award-winning Tennyson Hardwick mystery series, which launched a groundbreaking Vook (video book) with film excerpts they wrote adapted from the novel *From Cape Town with Love*.

But as important as Steve's work has been in fiction, his true love is teaching balance and enhancing

writing instructor, he is also a life coach, CST coach, and certified hypnotist. He has more than thirty years' experience in the self-development arts, including hypnosis certification with Transformative Arts Institute in Marin, CA, training as a yoga and Tai Chi instructor, and fourth-degree black belt in karate. He has counseled executives, royalty, prominent politicians, and Hollywood celebrities at the Moonview Sanctuary in Santa Monica.

Steve has gained a unique understanding of the relationship between myth, energy, and consciousness, and has shared it with thousands of students and clients since 1980.

In addition, Steve has lectured at UCLA, Mensa, and Pasadena JPL; taught at Seattle University; hosted the *Hour 25* radio show on KPFK; been Kung Fu columnist for *Black Belt Magazine*; been a "Starred Speaker" at the L.A. Screenwriting Expo; and been profiled in countless magazines, newspapers, radio shows, and webzines. His coaching credentials include: CST (Circular Strength Training) Coach, Certified Softwork Instructor, Certified Ericksonian Hypnotist (Transformative Arts Institute, Marin California), Fourth Degree Black Belt (BKF Kenpo), Yoga Instructor (trained at Yoga Works in Santa Monica, California), and Tai Chi instructor. Once a nationally ranked karate competitor, he now makes his home in Southern California with his wife, American Book Award winner Tananarive Due, and his son, Jason. His daughter Nicki graduated from UC Irvine in 2009 and is currently doing theater in Central California.

Ladies and gentlemen, your Guest of Honor—Steven Barnes.

Scheduled Panels

Check pocket program, online schedule, and newsletter for times, places, and additions.

Opening Ceremonies

Going from Book to Movie: Adaptation

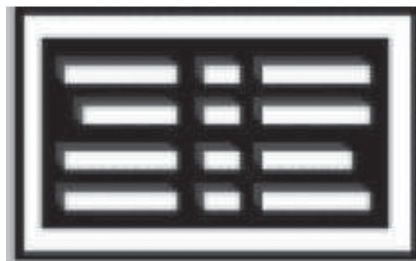
Guest of Honor Reading: Steven Barnes

Tai Chi with Steven Barnes

Lifewriting and Other Personal Development Tools

Closing Ceremonies

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Bill and Brenda Sutton - PhotoBee Photography

Guests of Honor: Bill and Brenda Sutton

Shared Joy by Tanya Huff

Bill Sutton once bought me a Porn Star.

I mention this because an opportunity to open with such a statement is rare and shouldn't be wasted. We'll get back to it later.

Bill and Brenda met in 1986 on the CompuServe SF and Fantasy forum and then later that year, in the flesh at BayFilk—for the non-filk-savy, and the young, BayFilk was a filking convention held in the San Francisco Bay Area in the 1980s. To say they

hit it off instantly would be...well, pretty accurate, actually. Integrating two lives, no matter how well tuned, doesn't ever happen without at least a few complications, but Bill and Brenda became Bill-and-Brenda with enviable ease.

Later that year, at the Atlanta Worldcon, a conversation with Bob Laurent resulted in the creation of Interfilk—a fanfund that promotes cultural exchange through filk music, allowing filkers to attend conventions and share their talents within the larger community. While both Bill and Brenda were founding members, Interfilk bylaws prevent two members of the same family from sitting on the board at the same time, so the non-voting but still verbally-active position of “Interfilk Spouse” was created. (Non-married board members also have Interfilk Spouses.) Bill served as vice president for the first decade then became president for the second. When he retired three years ago, Brenda became treasurer.

But we're getting ahead of ourselves, so back to 1987 where Bill received two more Pegasus nominations, followed by nominations in both 1988 and '89. Actually, he had two nominations in 1989 when his “Do It Yourself” beat out Brenda's “In the Blood” for Best Techie Song.

In 1989, Brenda received her first bodhran—an Irish frame drum, the most common Irish pronunciation bow (like from the waist) ron (diminutive of Ronald). Sidebar: Brenda's website contains instructions for the care and feeding of the bodhran and if you have one, or are thinking of getting one, I suggest you drop by. Pay special attention to the section on etiquette.

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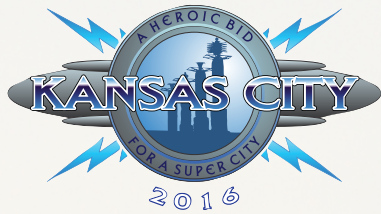
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With percussion in hand, Bill and Brenda formed a Celtic duo that performed every Wednesday night for a year at McDuff's Irish Pub in the Buckhead district of Atlanta, Georgia. Owner Rich McDuff christened the group B&B because of their common first initials—B&B became Bed and Breakfast, specializing in Irish pub songs and unusual modern folk/acoustic music from songwriters like Christine Lavin, Jim Stafford, Steve Goodman, and Harry Chapin. Twenty-five years later, B&B are still gigging, and impromptu Irish sessions have been known to break out in Bill and/or Brenda's vicinity. In 1990, Brenda received her first Pegasus nomination for Best Writer/Composer.

In 1999, Bill and Brenda, with five friends, started GAFilk, an Atlanta convention that quickly gained the reputation of being one of the friendliest filk conventions in North America, the early January weekend becoming the filkish New Year. At the heart of GAFilk is Brenda's song, "Strangers No More We Sing"—and sing, and sing, and sing—which in 2001 won the Pegasus Award for Best Filk Song, the same year Brenda was once again nominated as Best Singer/Composer.

In 2001, Bill and Brenda were inducted into the Filk Hall of Fame. The Filk Hall of Fame isn't an award, but rather an honor for ongoing achievement, for community involvement, for being among those who do the work to keep the music playing. Nominations for the Filk Hall of Fame come from the Filk Community and involve "...not necessarily doing big things, but also doing little things continuously." Of the eighteen suggested contributions to the community listed in the nomination guidelines, Bill and Brenda had been involved with all eighteen. And are still involved with those same eighteen and more, thirteen years later.

Also in 2001, Bill started up Bedlam House, a "production company dedicated to the promotion and distribution of works from international folk and acoustic musicians" providing "any or all of CD and tape recording, mixing, mastering, production, and distribution." Bedlam House has produced six CDs and is working—as I type—on a pair of Bed and Breakfast CDs; hopefully available for this convention. (And now I'm typing with my fingers crossed.)



Bill and Brenda Sutton - PhotoBee Photography

In 2004 Brenda won a Sam, the British Filk Award, for "Tea: An Explanation of Adoration." Bill later sang his adoration of beer and I'm 95% certain I once heard a cheese version. Maybe it was the Sam, maybe it was the beer, but shortly thereafter Bill and Brenda agreed to run the British filkcon. From the other side of the Atlantic. From roughly fifty-five thousand kilometers away. No one who knew them doubted they could do it, although many wondered why they'd even consider doing such a thing to themselves. In 2006, adding spans to the musical bridge they'd been building across the Atlantic, with Bill as ConChair and Brenda covering programming and publicity, they successfully presented 1812Tone. With a Canadian guest of honour. Because one international border wasn't complicated enough. Upon reflection, it *probably* was the beer...

After six nominations ('87, '88, '01, '02, '03, and '06) 2009 was the year Bill, no longer the Susan Lucci of the Pegasus awards, finally won for "Stray Dog Man." While happy for Bill, many of us were saddened that the song would no longer have a recurring role in the Pegasus concerts.

All of the above, and more, you could find after a little Internet searching. This is what you won't find on the Internet...

The Internet has nothing to say about Bill and Brenda sitting in a filk room at stupid o'clock helping

a friend work on a new song. It has nothing to say about them providing expensive equipment and then sitting behind it for most of the convention. Or about climbing Mount Fuji together before the Japanese Worldcon. Or about how amazing Brenda looks in blue velvet or how well she dances, graciously ignoring stumbles and foot-on-foot contact. Or how Bill wanted to share a bit of good fortune with his friends and ended up demolishing the hotel bar's supply of Blue Curacao liqueur—which is, wait for it, one of the ingredients in a Porn Star. It doesn't say anything about them opening their home to a friend on a day most people put aside for family and making that friend feel, not extraneous, but welcome.

We, in filk, in fandom, talk a lot about community. But community means more than just finding a place where you feel accepted. Communities need to be maintained. Tended. Those places don't just magically appear, they're created by people who are willing to do the work.

People who are willing to sit as an Interfilk Director, twenty-two years after helping to found the organization. Who run conventions. Who act as auctioneers. Who fundraise. Who troubleshoot. Who share their strengths and their skills to the benefit of all of us. Pillars of the community, as it were. Of our community. Bill and Brenda.

Or as it was said in their Filk Hall of Fame Citation: "You can't ask for a better advisors on music, lyrics, presentation, arrangement, and any number of other things. They make people feel good just by being around."

If you're reading this before the convention, I really hope you go to one of their concerts. You'll hear some great music by some terrific people, and you'll have a wonderful time. Trust me.

If you're reading this after the convention, and let's face it, most of us do, weren't they amazing?

Tell your friends. Share the joy.

Scheduled Panels

Check pocket program, online schedule, and newsletter for times, places, and additions.

Bill

*Opening Ceremonies
Lyric Writing, Part 1
SpaceTime Theater Improv
How to Run Sound Gear
Songs (and Stories) of the Dorsai
Irregulars
Themed Music Circle: Irish (Marty
Burke Tribute)
Lyric Writing, Part 2
Welcome to Night Vale: You
Should Know About It
Guest of Honor Concert
Closing Ceremonies*

Brenda

*Opening Ceremonies
Lyric Writing, Part 1
SpaceTime Theater Improv
Songs (and Stories) of the Dorsai
Irregulars
Themed Music Circle: Irish (Marty
Burke Tribute)
Lyric Writing, Part 2
Guest of Honor Concert
Closing Ceremonies*

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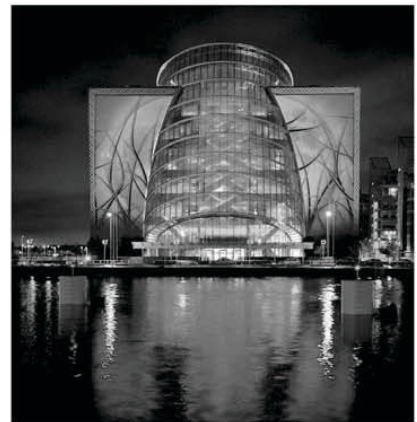
Ireland has a rich tradition of storytelling, from ancient myths and legends told by word of mouth through the generations to the dark Gothic writers, from some of the greatest authors in the English language like James Joyce, George Bernard Shaw, Brendan Behan, and Sean O'Casey to works of contemporary fiction including modern science fiction, fantasy, and horror.

Celebrating that rich history while considering topics of the day and looking to the future is something that we would like to do at a World Science Fiction Convention in Dublin, Ireland.

Planning for a Worldcon is all-important, and even bidding is a serious undertaking as far as we are concerned.

Dublin is a superb location for a Worldcon, but it is our venue, the newly purpose-built Convention Centre Dublin, that has been the impetus for this endeavor.

Patient preparation has been underway for more than 18 months, and here we would like to welcome you to Ireland, to Dublin, to the facilities and share with you where we are at this stage as well as our hopes and aspirations for the future – for a Worldcon in Ireland.



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Guest of Honor: Helen Greiner

by Lucy Kennedy

When Helen Greiner was eleven years old, a major event occurred in the science fiction community—the release of *Star Wars: A New Hope* on the big screen. While the rest of us were getting attached to Han Solo, and the Skywalkers, Helen found a particular interest in the smallest character on the screen: R2D2. R2D2 brought forward the fantastic idea that robots could have true roles in our lives, with character and personality. Learning that R2D2 was played by an actor only dimmed her excitement slightly, because

she could already see the ways that computer science in 1977 could connect to a future filled with robots.

As she entered adulthood, Helen pursued a bachelor's degree in mechanical engineering, and then a master's degree in computer science, both at MIT. With these building blocks in place, and the ideas that she had been carrying for many years, Helen co-founded her first company, iRobot, in 1990. The company faced many challenges in the 90s, including being told that the ideas were “too science fiction,” in one case. But the company moved forward with the goal of producing practical and affordable robots that could be used in daily life, and in 2002 the Roomba trundled into people's homes. By 2008, when Helen stepped down as chairman of iRobot, the company had become one of the most well-known robotics companies in the world, and was producing both household robots and tactical mobile robots for military use.

Currently, she is CEO of her second company: CyPhyWorks. CyPhyWorks is a company dedicated to the development of aerial robots and UAVs for use in many different industries. In a time when drone and other unmanned vehicle use is a contentious and troubling topic in American minds and politics, Helen uses her expertise and passion to teach people about the benefits of these advances in robotics. When Detcon1 asked her about her philosophy, she responded, “Never do a job that a robot can do.” In various TEDx talks and other presentations, she notes that aerial robots can do tasks that are too dangerous for humans, and can bring about a safer, more efficient, and just generally more awesome future.

Along the way, Helen has been recognized with many awards for leadership and innovation. Just a few months ago, she was named a Presidential Ambassador for Global Entrepreneurship by President Barack Obama. She has been an inspiration to scientists, engineers, and entrepreneurs around the world. And like many of you reading this biography, her inspiration started with a blue and silver little robot seen cruising around Tatooine. Clearly, Helen Greiner belongs in the science fiction community, and continues working to make science fiction into our reality, one little flying UFO at a time.

Scheduled Panels

Check pocket program, online schedule, and newsletter for times, places, and additions.

Where's My Job?

Opening Ceremonies

Science Guest of Honor Spotlight:

Helen Greiner

Women in Science and STEM

Technological Dependence

Closing Ceremonies

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Photo by Laura McCullough

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ConChair Emeritus: Roger Sims

Two Guys Named Roger Sims

by Mike Resnick

I've been asked tell you about Roger Sims, and since I've never written any fiction in my life, all you're going to get is the pure unvarnished Truth. (Have you ever tried to put varnish on that stuff? *Yucch!*)

There are actually two guys named Roger Sims, the public one that you're honoring at DetCon1, and the private one that I'll be telling you about. So let's begin.

The Public Roger discovered fandom in October of 1949, and neither he nor fandom ever quite recovered. He became an actifan, published a fanzine (which came back with a vengeance a few years ago after a 40+ year layoff), even became the tallest member of a Slan Shack when he roomed with Harlan Ellison in New York in the 1950s.

The Private Roger is a very thoughtful guy. In fact, he spends all his time thinking. Like when Lynn Aronson had one of those marvelous puzzles when no matter what number you choose, you multiply and sub-divide it and do whatever else she tells you to do and the answer is always the same. So she asks him to pick a number between 1 and 10, to get the show on the road, and Roger thinks, and thinks, and thinks, and five minutes later she growls at him: "Roger, this is the easy part."

The Public Roger is famed for having co-hosted Room 770 at the 1951 Nolacon, the most talked-about, written-up, and fannishly fictionalized room party in Worldcon history. But be warned: there's been a little exaggeration over the eons. I mean, hell, he wasn't even arrested.

The Private Roger, tired of sharing his booze with other First Fandomites, created Second Fandom in the mid-90s. He was voted President-for-Life in a secret ballot, held in a secret location at a secret time. (He got one vote. No one else got any.) We held a party at our first three Worldcons, even gave out an award. But after those first three years Roger found out that the president was expected to chip in for the booze and sweets. His next step—and this is a matter of public record—was to not schedule a meeting for the past eighteen years and counting.

The Public Roger moved back to Detroit, decided that the city lacked a little something, convinced Fred Prophet of it, and the two of them co-chaired Detention, the very successful 1959 Worldcon, which remains, despite a couple of other bids that weren't chaired by Roger, the only Worldcon ever hosted by Detroit.

The Private Roger, being a Trufan, is always up on the latest technology. Example: Roger and Pat are on safari with Carol and me, and we're on Lake Baringo in Kenia. Carol is an ardent bird-watcher. Roger says he sees a unique one. Carol asks him to describe it. Beyond the fact that it has wings, Roger isn't much help. OK, says Carol, what o'clock is it at? Roger says nine o'clock. She looks to her left. No bird. Roger says three o'clock. She looks to her right. Still nothing. Point to him, says Carol. Roger points straight ahead, and says it was there but it flew away. Roger, that's twelve o'clock, she says, showing real restraint in not hitting him. I've got a digital watch, is Roger's Trufannish explanation.

The Public Roger was made Fan Guest of Honor at the 1988 Nolacon (it took the city of New Orleans 37 years to forgive him for Room 770 and allow him to come back), where he acquitted himself with



Roger Sims, Pat Sims, Fred Prophet - Photograph by Ben Jason - from the Collection of John L. Coker



grace, charm, and as much dignity as he could muster on the spur of the moment.

The Private Roger is a sports enthusiast, whose interest extends even beyond rooting for all of Detroit's losing teams. We're flying home from England, and the airplane is running the movie *The Black Stallion*, and just before the climactic race Roger turns to me and offers to bet five dollars on the gray horse. I take the bet, and of course the Black Stallion wins. As I pocket his money, I ask him why the hell he bet on the gray horse, since we saw the same damned film two weeks ago on the way to England. Roger's sage answer: I thought he looked ready this time.

I've known Roger for half a century (and when he's pontificating it feels even longer), and he can boast one achievement that almost no one else in fandom can equal: after 65 years in fandom, he does not have a single enemy. Get to meet him during Detcon1 and you'll know why.

OK, Committee, I did it and got through it without making any short jokes, as promised.

They'd probably have gone right over his head anyway.

Scheduled Panels

Check pocket program, online schedule, and newsletter for times, places, and additions.

Opening Ceremonies

The Making of 'FAANS'

Fanzines and Professional Writing

The Good and Bad in Science Fiction

Never Throw Anything Away!

Roger Sims Remembers

Annals of Michifandom

The Fabulous Fandom of the Fifties

Closing Ceremonies

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Guest of Honor: John Picacio

by Justin Landon

I don't want to compare one of the greatest artists of a generation to my last game of Pictionary, but it's in the service of a good cause. So, you'll forgive me.

You remember pogs? Those little cardboard discs that we won from our friends on the mutual agreement that if your slammer was more awesomer than theirs you could fleece them. That was my Pictionary clue. It didn't go well. What's frustrating is that I spent a *lot* of time with pogs. Instead of embarrassing myself with girls or participating in sports or practicing drawing, which as it turns out would have been really helpful about 21 years later, I was obsessing over cardboard. In other words, I should *really* know what a pog looks like. They aren't

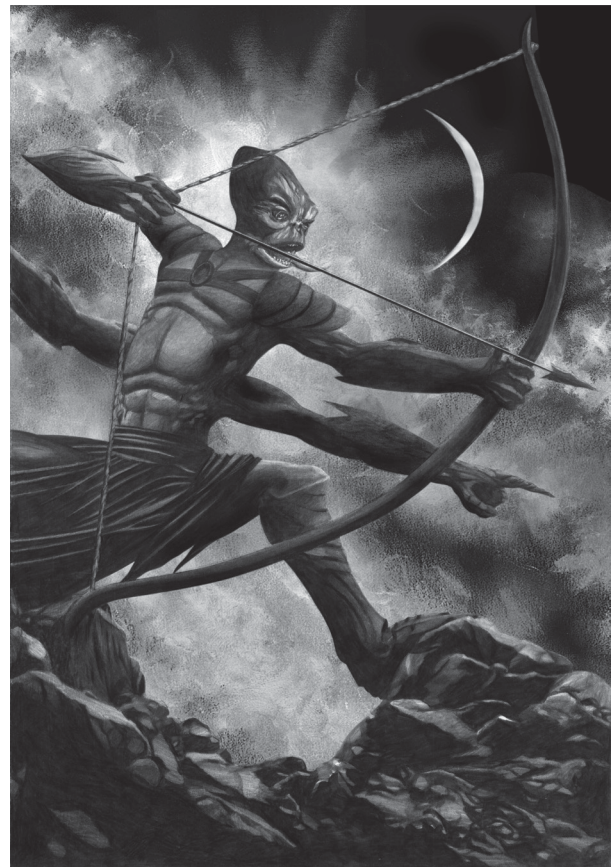
even hard to draw. I mean they're round, have simple pictures on them, and the only function they serve is to run into other things that look just like them. How could I fail to make others see what I see?

As my crack team rattled off a dozen different (wrong) answers, I realized that art is only kind of about pretty pictures. I'm not Frank Frazetta with the mini-pencil, but I'm not Randall Munroe either. I draw a mean pog. But, it doesn't mean anything if the people interpreting my art don't grok it. To them, my homage to the greatest game of the 1990s looked like Connect Four on Acid™.

What does that have to do with Detcon1 Artist Guest of Honor, John Picacio? Trust me when I say, everything.

Over the last decade Picacio has established himself as a grand master of fantastic and science fictional art. He's won a couple Hugo Awards (2012 and 2013 for Best Professional Artist), a World Fantasy Award, a Locus Award, two International Horror Guild Awards, seven Chesley Awards, and one Lando, an award I made out of paper clips and a ghost chili grown inside a South Texas bat cave (kind of a big deal). He illustrated the 2012 *A Song of Ice and Fire* calendar. He's done covers for Michael Moorcock, Harlan Ellison, James Tiptree Jr., Robert Silverberg, Sheri S. Tepper, and Lauren Beukes. He's worked on the Star Trek and X-Men franchises, and now he's recreating the classic Mexican bingo game, *Loteria*, under his own company, Lone Boy.

The fact is, he makes great art. But, like San Antonio Spur great Tim Duncan, don't think for a minute Picacio garnered this praise because of his physical talent. No, it's something much more. Inside every truly great artist, whether it's with a paintbrush or basketball, is an ability to connect. Tim Duncan didn't win four NBA championships because of his ability to shoot the basketball; he won them because of an ability to understand the flow of the game, to synergize with his teammates at a level



beyond his personal ability to make baskets.

My favorite John Picacio piece is almost six years old. It was commissioned by Pyr Books for the cover of *Fast Forward 2*, a science fiction anthology edited by Lou Anders. The illustration depicts an ape, in power armor, blasting off into space, a look of determination and earnest hope on its face as it sheds the bonds holding it to the Earth. In the foreground are silhouettes of hands holding guns and crucifixes and fists pumped in indignation and rebellion. What could have been just an ape in a power suit becomes a metaphor for why science fiction is important. It isn't an awe-inspiring piece of art because of how he formed the lines, but because of the lines he chose in the first place. (See page 29.)

I mentioned his newest project—*Loteria* for a new generation. He's chosen *those* lines for a reason too. We all know one of the biggest conversations echoing through fandom is diversity. While we're starting human performance in all forms: emotional, professional, and physical. In addition to being an author and to move beyond a monoculture centered on the western normative, there has been very little integration with Latin heritage. Picacio, a Mexican American and South



Texas native, wants to see *that* change. And rather than blogging about it, he's creating it himself. He's making art with a purpose.

See, John Picacio wasn't invited to be the Artist Guest of Honor at Detcon1 because he paints well. He's here because his art says something. It speaks to us. He understands what a painting needs to say, not just how it needs to look. He can reach into *your* head and tickle the social and cultural constructs that exist within your mind. Any knucklehead with an art degree can pull images from his own head, but pulling them from yours too? Creating something that resonates as much in your soul as it does in his? That's a much rarer talent. *That's* why John Picacio is your Guest of Honor. And we're so lucky to have him.

Do me a favor. If you see John this weekend, ask him to draw a pog for me.

Scheduled Panels

Check pocket program, online schedule, and newsletter for times, places, and additions.

Richard Powers, SF's Master Surrealist

Opening Ceremonies

Art of A Song of Ice and Fire

Future of Art and Artists in SF/F

Loteria! with John Picacio

Who is That Artist?

The Art of John Picacio

Good, Bad, Ugly: SF/F Cover Art & Design

Artique Roadshow

Closing Ceremonies

Art retrospective, pages 29–31









HELSINKI IN 2017

The European bid for Worldcon
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Guests of Honor: Bernadette Bosky, Arthur D. Hlavaty, and Kevin J. Maroney

They Have Not Always Lived in the Castle by Moshe Feder

On the shores of a broad and beautiful river, just a few miles from where it meets the sea, in a medium-sized city built on what was once the expansive estate of “the young gentleman,” in a house on a street named for, or at least, bearing the name of, the patron saint of love,

live Eduardo, Trixie, Will, Cecilia, Beatrice, and Philip.

There, in the tree-shaded home called Valentine’s Castle, they live pampered lives, their every need anticipated by three affectionate attendants who, from the particular perspective of the cosseted six, could fairly be described as giants, albeit gentle ones.

Before you suspect that I am trying to convince you that actual giants can be encountered in Yonkers, just a few miles north of Manhattan, allow me to explain that Eduardo, Trixie, Will, Cecilia, Beatrice, and Philip have a viewpoint askew from yours, since they are rats, and the three gentle “giants” are their owners, Bernadette Bosky, Arthur Hlavaty, and Kevin Maroney, the married triad whom Detcon has wisely selected as their Fan Guests of Honor. Over more than 40 years in fandom, I have gotten to meet many extraordinary and delightful folks, but none who better exemplify the wit, wisdom, wonder, and warmth that is fandom at its best.

A family unit for 25 years, the castle dwellers offer Detcon a three-headed honoree with roots in three different decades. Arthur was born in New York City in 1942. Bernadette was born in Chicago in 1957. Kevin was born in Holyoke, MA, in 1965. So it’s fair to say they did not grow up watching the same TV shows or reading the same comic books. Yet they have managed to blend into a comfortable unit, an effective team who enjoy what they do have in common, and appreciate the differences. There are many conventional couples who don’t manage that as well as this trio.

So how did this paragon of propinquity come about? Well, it was a multi-episode romantic saga that will someday be perfect for the R-rated fannish cable channel that is probably just around the corner. It’s the sort of story that could only happen in fandom, and it begins with Bernadette and Arthur. Like any of us, they each had to find their way to fandom by their own unique path.

Arthur had the good fortune of being born to the right father, a Slovakian immigrant from the Austro-Hungarian Empire who spoke six languages, not including English, when he arrived here. But he read SF, an interest he passed on to Arthur.

Like many before him who immersed themselves in F&SF in isolation, Arthur not only wanted to keep reading good SF and Fantasy, he wanted to read as much as possible about them. He was a natural-born sercon fan. In the period of the 50s-70s, there just wasn’t all that much nonfiction about the field, and it wasn’t long before Arthur had acquired and read it all. So when Algis Budrys recommended something called *The Double Bill Symposium* in his *Galaxy* book-review column, Arthur naturally sent off for it. It was a very impressive sercon fanzine by Bill Bowers and Bill Mallardi. That soon led to his writing letters of comment, subscribing to other fanzines, and becoming aware of fandom’s existence. (In the meantime, he was graduating from Swarthmore. Years later he would add an MA in Library Science from the University of North Carolina).

Scheduled Panels

Check pocket program, online schedule, and newsletter for times, places, and additions.

Bernadette

Is There Still Life in the Undead?
Opening Ceremonies
Zombie Culture
The GoHly Trinity Interviews
The Classics: Written SF/F/H
The Darker Side of SF & Fantasy
Sexuality and SFF
'The Island of Dr. Gernsback'
Fat, Feminism, and Fandom Revisited
Fat, Fandom, and Physiology
Closing Ceremonies

Arthur

Romance is Not Porn: Relationships in SFF
Apae Retrospective
Fanwriting in the Age of the Blog
Opening Ceremonies
The GoHly Trinity Interviews
'The Island of Dr. Gernsback'
Fat, Feminism, and Fandom Revisited
Closing Ceremonies

Kevin

A Collector? Who? Me?
Opening Ceremonies
The GoHly Trinity Interviews
Never Throw Anything Away!
Don't Fear Copyediting
Closing Ceremonies

It was also around this time that he took a course at the New School, where the instructor, the author and journalist Charles Platt (once himself quite active in British fandom), warned him about “the terrible people in fandom,” who were simultaneously socially inept, cliquish, and elitist. But it was to no avail, because he also admitted they were nice to each other, and Arthur recognized himself in the full description.

It wasn't long before fanac became Arthur's main leisure activity. He published a fanzine and, after the late Ben Indick told him about apas, he joined apas—many apas, so many that he would eventually be recognized as one of the most prodigious multi-apans of all time, at one point simultaneously active in twenty.

He didn't initially attend conventions, feeling that he didn't have the in-person social skills and that it would be best to first establish a fannish reputation through his 'zine. Then, with his new-found fannish girlfriend, Adrienne Fein, who was already a con-goer, he attended Philcon in 1977. Having plunged in and found the social waters fine, Arthur quickly became a regular on the east coast convention circuit.

Meanwhile, Bernadette, without the benefit of parentally-mediated exposure to the genre, was discovering fantasy and SF on her own, starting in 8th grade with Tolkien paperbacks belonging to one of her sisters, and quickly moving on to the works of other masters such as Bradbury, Dick, and especially H.P. Lovecraft.

In fact, HPL made such a strong impression on her, that when the opportunity to visit Providence came

up during her college search, she stayed on for a week in student housing at Brown to soak up the atmosphere and learn more about him.

In the Lovecraft collection at the Brown library, she stumbled across their archive of the *Esoteric Order of Dagon*, the apa of Lovecraft fandom. Not quite as good as finding a dusty copy of the *Necronomicon* on an obscure shelf, perhaps, but nearly. Bernadette may well be the only one ever to discover fandom in such a scholarly fashion, and it set the tone for her fannish career, in which there has been no firm line between her fanac and her distinguished scholarship. (She ended up not attending Brown, but DePauw and then Duke for grad school, where she got her MA in English Literature and was ABD on her doctorate. This hasn't kept her employer from referring to her as Dr. Bosky, which Kevin calls her "field promotion.")

It was through *EOoD* that she met such distinguished fans as its founder Roger Bryant, Stuart David Schiff, Meade Frierson, S.T. Joshi, David Drake, and Joe Moudry (and, coincidentally, Ben Indick, Arthur's apa cicerone—fandom was a much smaller place back then!). It was Joe who was responsible for her introduction to cons, starting with the World Fantasy Convention, a relatively sedate and serious venue which she later realized gave her, shall we say, a less than complete idea of what wider fandom was actually like.

It wasn't long before Bernadette was in other apas as well, including *FAPA*, producing legendarily massive apazines, often writing mailing comments significantly longer than the 'zines they were about. Arthur took note, and when a train trip Bernadette took in June '81 brought her through New York, Arthur arranged for her to stay with friends. It was during that week that the two fell in love. Jack Speer, creator of *Fancylopedia* and fandom's first historian, said that Arthur and Bernadette were the first married couple who met in *FAPA*. You can't get more fannish than that!

By January '82, Arthur had moved in with her in Durham. The relationship was "open" from the start, but they mostly concentrated on each other. Little did they know that quite nearby another dimension for their relationship was lurking.

Kevin's dad didn't just read SF, but knew about fandom and even attended a few cons, a circumstance much rarer in the 60s than it is now, when everyone in America has heard of such things. Kevin's fannish fate may have been sealed from the start, since his father read the *Analog*-serialized version of *Dune* sitting with Kevin's mom while he was in utero.

During his last year of high school, Kevin went from familial awareness of fandom to his fanac, via Usenet. Since that was 1981, it would be fair to call him one of online fandom's early adopters. His intense involvement in the gaming world provided a parallel channel to fannish connections.

Kevin first met Bernadette when he was an undergrad at Duke (initially for pre-med but eventually American Lit) and she was a grad student giving an SF course which he was inter-



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ested in auditing. In the end, he didn't, which Bernadette thinks is just as well. At the time, they each "thought the other was utterly weird." (Bernadette notes that he wasn't the typical clean-cut Duke type.)

About a year later, in 1984, Kevin was in a comics apa with a roommate who knew Arthur and Bernadette. (They, oddly enough, already knew Kevin's father, whom they'd met through Mensa.) Now he met them as a couple, they all became friends, and Kevin started coming over from Chapel Hill to spend hours hanging out at their place, known as the Nuts' Lab (after its phone number). Kevin was attracted to Bernadette, but figured she wasn't available. But then, when the couple put on GoldenCon, an invitational relaxacon for the members of *Golden-Apa*, they invited Kevin even though he wasn't a member. At the con, Bernadette made it clear to Kevin that his interest was reciprocated and she was available.

A few weeks after GoldenCon, in June of '87, he and Bernadette had their first date. They were together from then on, and within six months all concerned had realized that they were not two couples with one woman, but a trio with two men. But it took five years before Kevin was able to move in with them, when they all moved to New York together. Regarding the domestic arrangements that ensued, we will, at this point, allow them some privacy, but if you wish to invade that slightly, ask them about the foam deer antlers Elise Matthesen once gave them. ☺

However they manage it, they have become exemplary models of a progressive lifestyle that once would have been deemed "futuristic" or even science-fictional. Certainly Heinlein's Valentine Michael Smith would have approved. It's not for everyone, but Bernadette, Arthur, and Kevin have demonstrated that for the right trio, three can be at least as happy as two. That, in itself, is an accomplishment that should be recognized and celebrated.

With three such well-read, energetic fans living together, it's not surprising that their fannish enthusiasm was mutually reinforcing and synergistic. David Drake says that "I doubt you'll find a menage which combines either more raw intellect or more quirky erudition that Arthur, Bernadette, and Kevin. Certainly I never have." Fandom has taken note.

Arthur's prolific output as a fan publisher and writer has earned him 12 Hugo nominations for Best Fanwriter. He notes that he "is so old that he's lost the fanwriter Hugo to people other than Dave Langford." (That would be to Richard E. Geis and Mike Glycer.)

As the Managing Editor of *The New York Review of Science Fiction*, Kevin has shared in 14 Hugo nominations for Best Semi-Prozine, and he has now taken over as publisher.

Traincon! 2

We had fun on the Texas Eagle to San Antonio

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their way to the con. And on our way, visit Glacier National Park. Historic hotel, historic bus tours. Some of the most beautiful scenery anywhere. Not to be missed!

*For further details contact Bill Thomasson
bill.thomasson@att.net*

Bernadette hasn't garnered a Hugo nomination—yet!—but rightfully takes equal pride in fannish achievements like her production (with Arthur) of “The Island of Dr. Gernsback” at Corflu, and her regular scholarly presentations on fantasy and horror at the annual International Conference on the Fantastic in the Arts. Her specialties are Charles Williams, Stephen King, and Peter Straub.

Now about those famous rats. That came about because the trio wanted pets but Arthur is deathly allergic to both dogs and cats. They tried rabbits, a gerbil, and, for several years, hamsters, their “gateway rodent.” On one fateful trip to the pet store, they were out of hamsters, so the teenage clerk suggested that instead she try a rat. The result was their first, whom she named Bilbo. (As it turned out, Arthur thought rats were cuter than hamsters anyway.)

Bernadette soon began enlarging their rodent family to the point where Arthur and Kevin made her promise she wouldn't buy any more for a while. When an unplanned visit to a pet shop led to her bringing home two more anyway, Kevin suggested these two surprise rodents be named “Oathbreaker” and “Lies to Husbands.” After that, she was prohibited from frequenting pet stores alone. This is not a great hardship, since these days they no longer rely on pet stores, but work with “rescue rats”—no, not a team of tiny EMTs (although Bernadette tells me that Gambian Pouch Rats are trained for mine-field clearing; being so light, they don't set off the mines as dogs would)—but orphan pets that need a home.

Anyway, by now I hope you will agree that the Valentine's Castle crew are eminently suitable fan guests of honor for the NASFiC, but in my opinion, the best reason hasn't yet been mentioned.

Usually, when you see that someone has been selected as the fan GoH of a con it's because they're popular and they've done great fanac, like that described above, that can be readily summarized and enumerated. That's certainly true in this case. But there are also fan guests who are chosen because they embody a spirit of true fannishness, a special gentility, generosity, and kindness that I associate with the great Irish fan, Walt Willis.

In a funny sort of way, it may be most obvious in Arthur's case, because of the contrast offered by his in-print persona. So often acerbic, satirical, and intellectually cutting, it's been aptly described “sour, snooty, snideness.” Yet in person, he's one of the sweetest, gentlest, kindest people in fandom.

Indeed, kindness, kindness is the first word I think of when I picture this lucky triad. Their generosity to me, and to unnumbered other friends and acquaintances, is matched only by the ever-charming pleasure of their company.

I envy those of you there at Detcon1 who are about to discover that they are, individually and collectively, wonderful people, the best fandom has to offer. Make the most of this chance to hang out with them. I promise it will be time well spent.

So maybe giants—fannish giants that is—DO live in Yonkers!





Fred Prophet with Jack Williamson - George Young, from the collection of Mike Resnick

ConChair Emeritus: Fred Prophet

by Jeff Beeler (with a note from Chad Childers)

Just a city boy, born and raised in southwest Detroit, Fred Prophet first discovered science fiction through the work of Jules Verne and the Tom Swift series of books. In the early 1940s this led to science fiction magazines: *Astounding*, *Amazing Stories*, *Planet*, *Thrilling Wonder Stories*, and *Fantastic*, featuring the work of E. E. 'Doc' Smith, Isaac Asimov, and Edmond

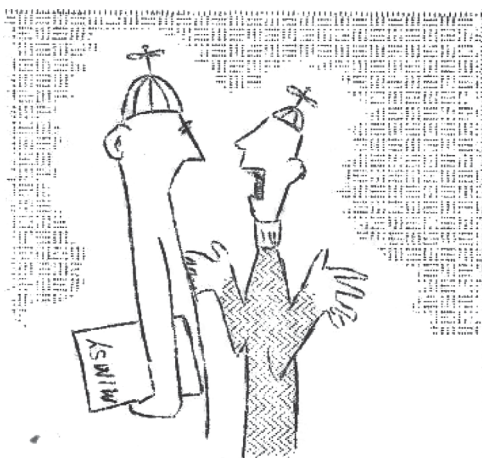
Hamilton. Some are still in his collection today. His nephew Randy says "I believe that when Fred moved from Detroit to Port Huron, it took more trips to move books than furniture."

His first science fiction convention, in Philadelphia in 1953, changed his life. There, he made life-long friends with fellow Detroit area fans: Roger Sims, Howard Devore, George Young, the brothers Jim and Elliot Broderick, and New York City fans Dave Kyle, Mary Southworth, and Revia Smily. Fred also met Harlan Ellison and Robert Silverberg before they were published writers. He says, "A lot of writers were accessible then; you could see Isaac Asimov and L. Sprague De Camp having a fake sword fight in the lobby of the hotel."

After that, Fred got involved in science fiction fandom, meeting more people and starting lots of traveling. He became a member of the Detroit science fiction club "the Misfits" (Michigan Science Fantasy Society). He remained a member of this group for the rest of its life, even in 1980 as a bowling team. At the 1954 Midwestcon in Ohio, Fred had breakfast in a small diner with writers Robert 'Bob' Bloch and Isaac Asimov; Fred says now that these were "writers that you couldn't get close to in today's society."



At Midwestcons he also met a young Harlan Ellison (before Ellison moved to California), author and beloved fan Wilson F. Tucker, and authors like Poul Anderson, Arthur C. Clarke, Philip Jose Farmer, and Randall Garrett. Fred has attended many Midwestcons since. His friendships with New York City fans like David Kyle led to his going to a New Year's party there in 1955.



WODDYA WANTA GO TO DETROIT FOR? NO CITY LIGHTS, NO SHOWS, NO V.D., NO BIG PLACES, MAN— NOTHING TO DO BUT GO TO A CONVENTION, MEET FANS, TALK, LIKE-

A memorable trip was with a newly-wed Dave Kyle, who booked a charter flight to the London Worldcon in 1957. This was Fred's first trip to the United Kingdom, and he has not missed a UK Worldcon since. His last trip to the U.K. in 2005 was with his life-long friend George Young.

In 1959 Fred co-chaired Detention, the Detroit Worldcon, with Roger Sims. Here he was busy dealing with the hotel and running the programming. He met Dick Ellington, who became a friend while helping tend bar at the con handing out free beer from 8 p.m.-2 a.m. Sunday night, during the longest Worldcon panel ever.

He traveled to the London Worldcon in 1965 with fellow Detroit fan Danny Placta; they often shared rooms at other

cons, including the Heicon '70 Worldcon in Heidelberg, Germany. Working hard at Tri-Con, the 1966 Worldcon in Ohio, Fred met Gene Rodenberry, who was showing the premiere episode of *Star Trek*. In all, Fred has attended 51 Worldcons, including 32 in a row from 1953 to 1984. Sadly, in 1985 a stroke broke his string of consecutive Worldcons.

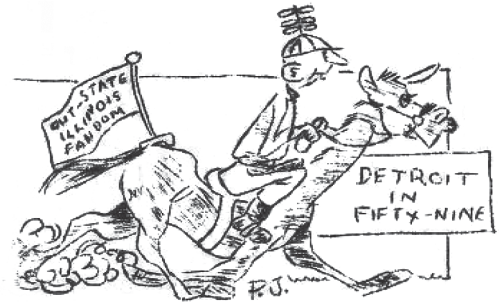
As well being a passionate science fiction fan Fred is also a great fan of Michigan sports, following the Tigers, Lions, Red Wings, and Pistons, as well as Michigan and Michigan State.

Fellow Michigan science fiction fan Chad Childers has this to say about Fred:

“Want to go to a Misfits meeting?”

I first met Fred Prophet at a bowling alley south of Detroit, which wasn't what I expected from a science fiction club, but everyone was having a good time. Since then, any time I have run into him, he was always having a good time...playing cards at Midwestcon or in the Cincinnati Fantasy Group suite, bringing something back for George and Howard from a Worldcon overseas; Fred is all about seeing friends and enjoying their company. Perhaps we can credit his attitude of “I don't care what Howard says, as long as he pays his club dues” and “let George do it” for the relaxed attitude and desire to throw a good party that has characterized Detroit fandom ever since. At Detention, Fred hosted what Dave Kyle called the best drinking party ever, playing bridge and enjoying the company of his friends while the whole convention wandered back and forth between the party and Roger and Howard's fanzine panel, carrying pitchers of beer, for about seven hours.

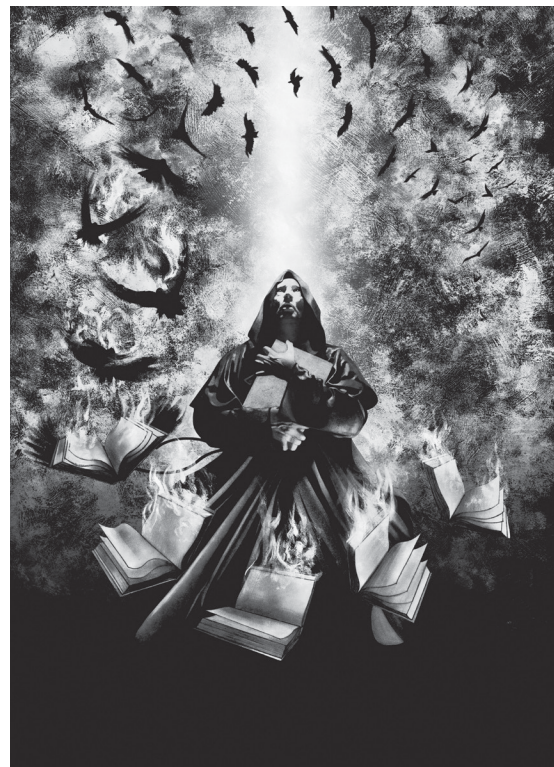
If you have the opportunity to meet Fred, do yourself a favor and say hello, I think you'll walk away with a smile on your face.



Scheduled Panels

Check pocket program, online schedule, and newsletter for times, places, and additions.

Opening Ceremonies
A Fannish Notional Bheer with
Fred Prophet
Annals of Michifandom
The Fabulous Fandom of the
Fifties
Closing Ceremonies





Special Guest: Nnedi Okorafor by Gary K Wolfe

Nnedi Okorafor may well be the ideal guest for Detcon1's focus on young adult science fiction and fantasy, and she brings with her an additional focus on how YA literature crosses both continents and cultures. She knows what it's like to grow up as a suburban teenager in the United States—but she also knows about the challenges of growing up in Nigeria, where her parents came from, and to which she returned several times during her childhood. She knows what it's like to be a promising young tennis star in an affluent suburb—but she also knows what it's like to confront racism first hand on the streets. She is a writer who can be passionate and angry about issues related to feminism and racism—but she also knows and loves science fiction and fantasy, and knows how to have fun with their conventions and how to turn their clichés on their head. She is still a young writer—but she writes with a wisdom and a deep wit that belies her still-growing career.

Since her first novel *Zahrah the Windseeker* appeared in 2005, Nnedi has developed one of the most amazing careers in recent science fiction and fantasy. She has gained not only broad recognition within the field, but substantial international literary recognition as well. That first novel went on to receive the highly prestigious Wole Soyinka Prize for Literature—sometimes called Africa's Nobel Prize—as well as nominations for several other awards. This string of awards, nominations, and appearances on “year's best” lists continued with her second novel, *The Shadow Speaker*, while her first illustrated book for younger readers, *Long Juju Man*, received the Macmillan Writer's Prize for Africa.

Her first novel for adults, *Who Fears Death*, received the World Fantasy Award in 2011, and was nominated for the Locus and Nebula awards. It's set in a far-future version of Sudan called the Seven Rivers Kingdom—a world in which sorcery and shapeshifting co-exist with long-forgotten computers, satellite communications, and “capture stations” to draw needed water from the air. But the world of Onyesonwu—whose name, translated, gives the novel its title—also carries unsettling echoes of Darfur, and the novel includes powerful and unsettling depictions of such real-world issues as female circumcision and weaponized rape. The novel has been optioned for development as a movie by the Kenyan director Wanuri Kahiu.

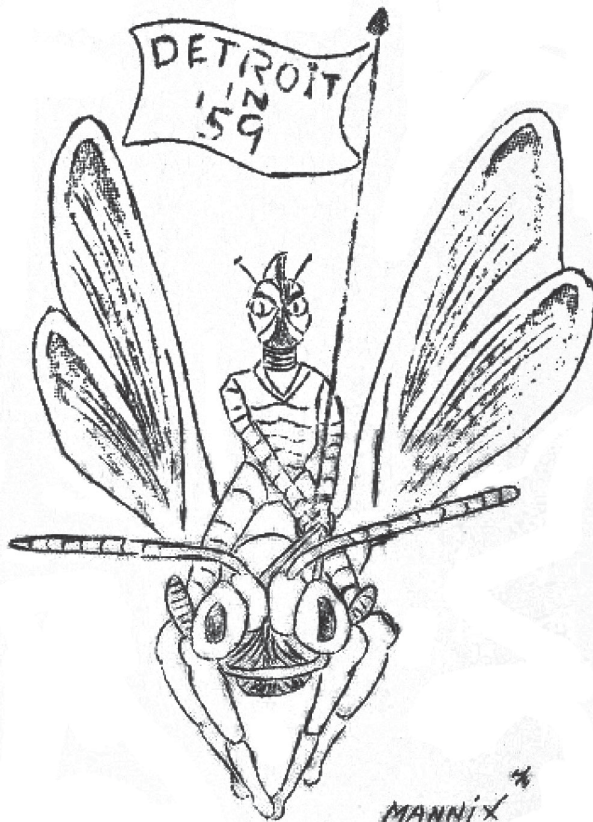
A third novel for middle-grade readers, *Akata Witch*, concerns an Igbo raised in New York who returns to Nigeria, and explores the question of dual cultural identity—something Nnedi herself has grappled with—more directly than any of her earlier work. It also includes a pretty terrifying supernatural serial-killer villain, who must be confronted by a group of young people. Nnedi's multicultural approach to feminism and gender issues in this and earlier novels led to her being invited as a guest of honor at Wiscon, the leading feminist science fiction convention.

Nnedi's first collection of stories, *Kabu Kabu*, appeared in 2013, and showed an even wider range of fiction than her novels had suggested, including horror stories, fantasy, and straightline SF. It includes her classic takedown of epic fantasy tropes, "The Magical Negro," as well as the title story, co-authored with Alan Dean Foster, about a bizarre magical cab ride that starts in Chicago and somehow ends up in Nigeria, and "Spider the Artist," an SF story involving semi-intelligent robots and a famous Nigerian oil pipeline.

Some of those stories also offered a preview of Nnedi's most recent novel, *Lagoon*, an alien invasion novel set in Lagos, Nigeria (the name Lagos is Portuguese for lagoon, since the Portuguese were the first Europeans to give the town a name). Begun partly as a response to the appalling portrayal of Nigerians in the movie *District 9*, the novel doesn't really let Nigerian politicians off the hook at all, but is probably the most purely fun of Nnedi's novels, playing with all sorts of elements of SF movies and literature, and asking the important question of what might happen if the aliens arrived not in Washington, D.C. or London, but in Africa?

Her main characters in *Lagoon* are a marine biologist, a soldier, and a rap star from Ghana, but she also has a lot of fun playing with other viewpoints, from that of a secretary who moonlights as a prostitute to a mute boy, an American singer, a corrupt clergyman, and even a swordfish, a bat, a wounded tarantula, and a spider! While there are some laugh-out-loud passages in the novel, there are also some very real descriptions of the problems facing modern Nigeria, from the role of multinational corporations to vast economic inequality to political corruption to the status of women.

Nnedi is also a playwright, a blogger, and a scholar who has published critical essays on science fiction and fantasy. She holds a Ph.D. in Literature and Writing from the University of Illinois at Chicago, where some members of her doctoral committee were pretty clearly puzzled by the nature of her fiction (although the university later presented her with a Distinguished Alumni award), and as of this fall she is a professor of creative writing at the State University of New York at Buffalo.



Scheduled Panels

Check pocket program, online schedule, and newsletter for times, places, and additions.

Opening Ceremonies

Special Guest Reading: Nnedi

Okorafor

Reading Octavia Butler

Afrofuturism & Literature

Special Guest Q&A: Nnedi

Okorafor

Literary Awards Ceremony

Closing Ceremonies



Special Guest: Jon Davis by Stephanie Schleicher

Jon started his gaming life before many of us even knew you could play games on electronic devices. He first started gaming in the 4th grade (yes, this was a long time ago), when he was chosen as the student responsible for entering the password and logging into his school's math tutoring system. It dialed into a mainframe where he found a guest account and discovered games on the system. Simple text-based games such as *Lunar Lander* became the catalyst for Jon's lifelong love of computer gaming.

Since that moment it was all he ever wanted to do, and he's taken many of us along for the ride.

He was self-taught across many systems during his early years as a gamer and programmer. Starting with BASIC and Assembly on the TI 99/4a, Apple II, and II+, Jon went on to write demos in Assembly for fun on the C64, then in C and Assembly on the Amiga 500. He then moved on to an Amiga 4000 and wrote programs on his own for PC even though he did not own one until much later. At his college in the early to mid 90s, he helped found and run an early online game, the *Darker Realms MUD* (multi-user dungeon). This game was responsible for anti-gaming rules and signs in all of the computer centers on campus.



After college, Jon got his first professional coding job doing programming related to both ends of the paper process: printer drivers and operating systems, then scanning and OCR software. In his spare time he continued to write game code, such as a simple 3D engine that happened to be able to read and render *DOOM* maps on the PC. It was that engine which helped land him his first job in the game industry.

Jon's game studio experience started at Paradigm (1996) working on *PilotWings 64*, one of the first two games available for the Nintendo 64 console. From there he moved on to Verant/Sony Online Entertainment

(1999) as a lead programmer for *EverQuest II* (2004). He stayed at Sony as the lead programmer on *EQ2: Desert of Flames* (2005), then as the lead programmer for *EQ2: Kingdom of Sky* (2006). After Sony Online, Jon reconnected with former coworkers at a smaller studio called Infinity Ward. There, he worked as a senior programmer on two of the best selling shooter games ever released, *Call of Duty 4: Modern Warfare* (2007) and *Call of Duty: Modern Warfare 2* (2009). At this point the founders of Infinity Ward started a new



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- ⇒ *Art Show & Artist' Alley*
- ⇒ *Hosted & Open Gaming*
- ⇒ *Performances, Filk & Music*
- ⇒ *Programming & Panels*
- ⇒ *Costuming & Masquerade*
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 Devo Spice (Dementia/Nerdcore musician, multiple award winner)
 James Ernest (CheapAss Games)
 The great Luke Ski (Dementia musician, multiple awards for #1 songs)
 Paul & Storm (Musical Comedy Duo)
 Len Paralta (Artist; Geek A Week)
 Travis Richey (Inspector SpaceTime)
 Runaway Five (synth video game band)
 Tim Seeley (Hack/Slash)
 Rob Thurman (Author, Cal Leandros series)
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UNION STATION



studio known as Respawn Entertainment. Jon left Infinity Ward for Respawn where he again worked as a senior programmer to help bring us the innovative shooter *Titanfall* (2014).

Outside of work hours, Jon has kept his love of gaming alive not just by playing the games he's worked on, but also by enjoying those made by so many of the other talented people in the industry. He owns every game console on the market, and is an avid PC gamer as well. From being a great teammate in first-person shooter games, to a reliable and entertaining guild mate and officer in many of the massive multiplayer games on the market, Jon has always been a kid at heart when it comes to gaming. He even finds fun in the math used to create the virtual landscapes he entertains us all with.

I first met Jon 5 years ago playing *World of Warcraft*. I had just had a friend quit playing and give me his character. I logged in, looked at a lot of buttons I knew nothing about, got incredibly confused, and then annoyed as a message from some random person came in asking if I wanted to join the

guild they were in, since I was an un-guided, well-gear'd shaman. I protested. Repeatedly. Jon was persistent, and offered to teach me. That was the beginning of a long mutual gaming passion involving me flinging my characters off of cliffs and demanding he come and resurrect me, purely for my entertainment. He taught me the basics of healing, encouraged me in tanking, and became the first person to help me start a guild in *World of Warcraft*. He has supported the guild and team for 5 years and hopefully will for many more. We've spent time in nearly every major online game, delved into independent console titles, and generally run amok in the wide world of gaming. I've learned more about map lighting math and the 'joys' of working with new console development kits than I ever wanted to hear about. It has also given me a much deeper appreciation of the time and effort that each and every member of a game development team gives to the project they are working on.

Now if he could just stop standing in the virtual fire...

Scheduled Panels

Check pocket program, online schedule, and newsletter for times, places, and additions.

Game Development on a Shoe-string
Opening Ceremonies
The Nuts & Bolts of Making Video Games
The Other Worldbuilding Panel: Gaming
Q&A with Game Developer Jon Davis
Closing Ceremonies

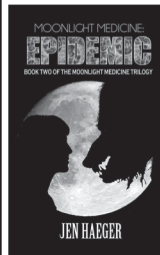
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Roger Sims Remembers Detention

Forward: One of the reasons we were especially interested in bidding Detroit for the NASFiC was because 2014 would mark the 55th anniversary of the last WSFS event held in Detroit—Detention, the 17th Worldcon. We are proud to play our part in continuing the rich history of Michigan Fandom, and thrilled to have the opportunity to remember Detention and to honor Roger and Fred as our ConChairs Emeritus. In the article below, Roger reminisces about the con. Whenever I look back on writings about the early days of fandom, I'm struck both by all the things that have changed, and all the things that remain the same. As I type this in MS Word, I'm reminded of how lucky I am that we have modern software to lay out the program book now! – Tammy Coxen, Detcon1 ConChair

(Originally published in *Mimosa* 16, extracted from <http://www.jophan.org/mimosa/m16/sims.htm> and reprinted with permission from Roger Sims.)

BUT, AGAIN, THAT'S ANOTHER STORY

BY ROGER SIMS

CARTOONS BY
KURT ERICHSEN



At SolaCon in 1958, just a short ten years after entering the bidding wars, Detroit finally won its bid to host a worldcon. We decided to name our 1959 Worldcon the 'Detention'.

Shortly after returning to New York from SolaCon, I called Fred Prophet and said, "I'm ready to come home. Get Jim and come get me." Several days passed. Finally, late one Saturday evening, we loaded the car, and embarked on the journey back to Detroit and my future first wife. On the way, a friendly state trooper invited me to follow him to the home of his very good friend. An hour later and some \$20 poorer (not me, I had no money—Jim Broderick ponied up a tenspot, as did Fred), we were again on our way home, with the advice that we ease up on the gas pedal.

(Many years later, finding myself driving on the Pennsylvania Turnpike, I became almost ill when I realized the speed with which we took some of the tight curves on that trip.)

The next afternoon, I called Mae and began courting. Soon we were engaged. At this point, some of you will remember that I was now involved in putting on a Worldcon. This means many, many loooong meetings, and lots of work.

[In case the reader is interested in a list of the Committee, they were: Chairmen: Fred Prophet and Roger Sims; Secretary: Mary Young; Treasurer: Jim Broderick; Public Relations: George Young; Publicity: Howard DeVore, Elliott Broderick, and Dean McLaughlin. Howard arranged for fan panelists and Dean coordinated the involvement of the pros. (That was it! The whole committee for a Worldcon!)]



"I am not now and never have been a member of the Michigan Science Fantasy Society." – Howard DeVore.

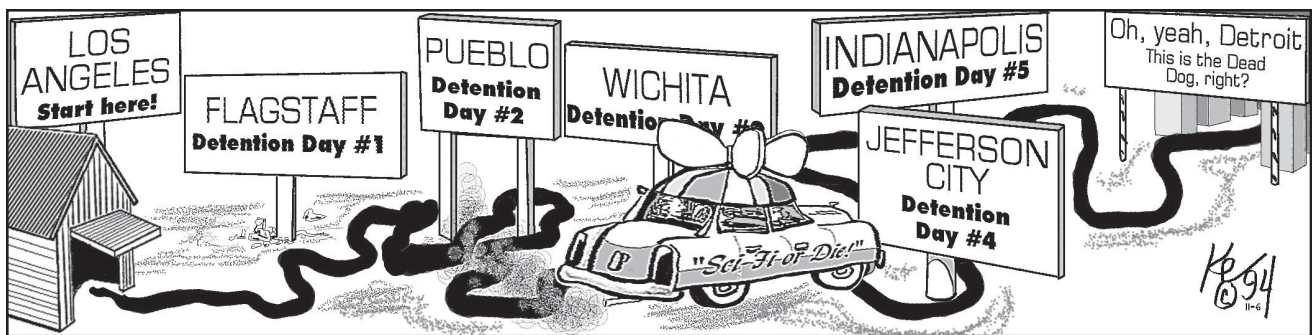
"I don't care what Howard says, as long as he pays his club dues." – Fred Prophet

Worldcons of the fifties were somewhat looser than Worldcons of today. Back then, the Masque was a Masquerade Ball with live music, and without judges or awards for best whatever. However, just because the contests were not codified does not mean that there were no contests. At the Detention, the one for Most Beautiful was madly contested by Olga Ley, a Hollywood designer (and wife of Willy Ley), and Karen Anderson, the wife of our Guest of Honor. Both, especially Karen, were highly miffed when all attendees only talked about Bill Donaho's beautiful red monk costume.

The banquet was the 'biggie', because it contained the Fan and Pro Guests of Honor speeches, as well as the announcement and presentation of the Hugos. The festivities were ably handled by our Toastmaster, Isaac Asimov. His response to the request to be our TM was an awful look, which changed to a wide smile upon being told that it was his show. Robert Bloch handed out the Hugos with the exception of the one for short story. When this category came up, Isaac took the envelope from Bob and with a flourish, as only he can flourish, and gave the Hugo to Bob for his story "That Hell-Bound Train." For possibly the only time in anyone's memory, Bob was speechless for what seemed like several minutes.

Bjo Wells came to the Detention with a crew and material for what I believe was the first Art Show. They had traveled caravan-style across the country from Los Angeles to Detroit, and Thursday night was spent in our treasurer's back yard. This voyage was organized because, the year before, several fans from several cities had caravanned starting in New York City all the way out to South Gate, California, for SolaCon. I was one of those fans, But That's Another Story.

The biggest job of putting on the Con was assembling the material about the Con, and making the ads readable for the program book. A committee member found a store which had an IBM typewriter with a paper carbon ribbon, which they allowed us to use. It is believed that they had the misguided concept that we might buy it! (They were wrong.)



TRAVELCON to the DETENTION—a different city every day. TravelCon plans are starting to shape up. Latest report from Bjo is that about 20 L.A. fans are already making plans to attend the Detention. Fans in the Berkeley area are organizing a group to join up with the Travel Con in L.A. For information and details, contact Betty Jo Wells, 2548 West 12th, Los Angeles 6, California.

Since I was at the time living on unemployment compensation, I was elected to type all copy on this wonderful machine. While it did produce proper copy for repro, it can only be described as the devil's own machine. After each fourth line the ribbon would break and one's fingers then would become ink-infested re-running the ribbon back onto the take-up reel.

About three weeks before the Con was to begin, Mae went up north to spend a weekend with her parents. That same weekend, the crew began assembling the convention's Program Booklet, starting the minute I returned from taking Mae to the bus station on Friday evening. We finished sometime around 10 p.m. Sunday, *long* after Mae had returned back to that bus station. Needless to say, she was upset! The next evening, I spent more time than I want to remember, talking her back into our engagement. (I never *did* find out how she got home.)

DETENTION NO. 5



With the program book finished and off to the printers, all was in readiness for the proceedings, except one small detail. About a week before the Con, a box arrived from the artist, Morris Scott Dollens. Unpacking it, we found that it contained forty of his very finest 16" by 20" astronomical paintings. We decided that this would make a most interesting focal point somewhere on the stage for the Con's program. (In those by-gone years, programming was a single track.)

"George," we all said in unison, "Do something with these paintings!" Under the theory that nothing should be done before its time, George Young started building the scaffold for the paintings some time after he got up Saturday morning. By 1:00 pm, the scheduled time for the formal beginning of Detention, only half the job was completed. At 1:30 pm, I looked at the angry fans at the door, went into the hall and said to George, "I'm opening the doors

in three minutes. Prepare yourself for your part in the opening."

George stammered, "But, we're not ready!" But I did not hear him because I was already opening the doors to the thundering herd.

Because the Con started late, the panel of fan editors, entitled "Staples, Ink, and Mimeo Paper, the Lives & Times of Fan Publishers" (with Bjo Wells as Moderator, and panelists Ron Ellik, Ted White, and John Berry), which had been scheduled for Saturday afternoon, was moved to late Sunday evening, after a slideshow of astronomical scenes by Morris Scott Dollens. Shortly after that panel finally began, the bheer party opened for business. While there is no known truth to the claim that the flow of bheer caused the words to flow long after the scheduled hour had lapsed, it is known that the panel lasted long after the bheer was exhausted. The story of just how this happened deserves to be told again, But That's Another Story.

###

Afterword: Although the Convention was a success, my marriage to Mae was not. But all worked out for the best; for as a result of the divorce, I was able to marry Pat Oswalt on August 16, 1964 (8-16-64)—a date that has some interesting base two properties.



Detcon1 Programming

Our main programming goal for Detcon1 is to present our members with a true Michigan fannish experience, embracing diverse fandoms and traditions, and looking both to our future and our past(s) while delivering a vital and enjoyable now. With that in mind, we have worked to build a broad and integrated program encompassing literature, music, art, media, science, gaming, costuming, fanac, and Maker topics, comprised of panels, concerts, readings, events, special presentations, demos, workshops, and games. Our kids & teen track draws on the extensive Michigan experience and expertise in children's and youth programming. As part of our reflection on our history, we are offering a retrospective selection of panels drawn or inspired by the program of Detention, Detroit's 1959 Worldcon. Our key themes are Innovation, Technology, and Revitalization, reflecting the unique situation of Detroit as a lab for urban renewal in the 21st century. We hope you enjoy our program, our convention, and our city.

Guest Features:

Steven Barnes

Reading

Going from Book to Movie: Adaptation

Danger Word Screening and Q&A

Lifewriting and Other Personal Development Tools

Tai Chi

John Picaio

The Art of John Picaio

Richard Powers, SF's Master Surrealist

Loteria!

Art of *A Song of Ice and Fire*

Future of Art and Artists in SF/F

Who is That Artist?

Good, Bad, Ugly: SF/F Cover Art & Design

Artique Roadshow

Helen Greiner

Where's My Job?

Women in Science and STEM

Science Guest of Honor Spotlight

Technological Dependence

Bill and Brenda Sutton

Concert

Lyric Workshop

SpaceTime Theater Improv

How to Run Sound Gear

Songs (and Stories) of the Dorsai Irregulars

Themed Music Circle: Irish (Marty Burke Tribute)

Welcome to Night Vale: You Should Know About It

Bernadette Bosky, Arthur Hlavaty, Kevn J. Maroney

The GoHly Trinity Interviews

Is There Still Life in the Undead?

Zombie Culture

The Classics: Written SF/F/H

The Darker Side of SF & Fantasy

Sexuality and SFF

Bernadette Bosky, Arthur Hlavaty, Kevn J. Maroney - continued

'The Island of Dr. Gernsback': A Staged Reading

Fat, Feminism and Fandom Revisited

Fat, Fandom, and Physiology

Romance is Not Porn: Relationships in SFF

Apae Retrospective

Fanwriting in the Age of the Blog

A Collector? Who? Me?

Never Throw Anything Away!

Don't Fear Copyediting

Nnedi Okorafor

Special Guest Reading

Special Guest Q&A

Reading Octavia Butler

Afrofuturism & Literature

Literary Awards Ceremony

Jon Davis

Game Development on a Shoestring

The Nuts & Bolts of Making Video Games

The Other Worldbuilding Panel: Gaming

Q&A with Game Developer Jon Davis

Roger Sims

The Making of 'FAANS'

Fanzines and Professional Writing

The Good and Bad in Science Fiction

Never Throw Anything Away!

Roger Sims Remembers

Annals of Michifandom

The Fabulous Fandom of the Fifties

Fred Prophet

A Fannish Notional Bheer with Fred Prophet

Annals of Michifandom

The Fabulous Fandom of the Fifties

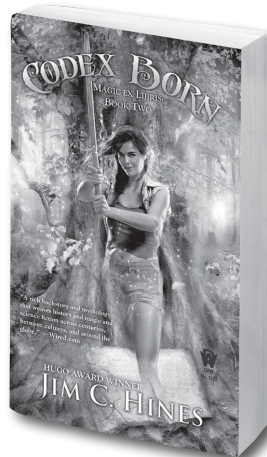


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Master of Ceremonies **JIM C. HINES**



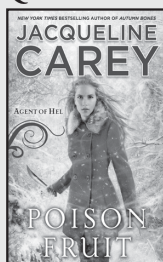
Photo credit: Denise Leigh



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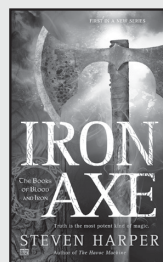
And a welcome to attending authors

JACQUELINE CAREY



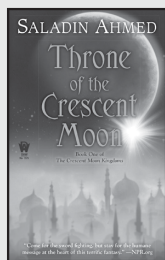
AVAILABLE OCTOBER 7, 2014

STEVEN HARPER

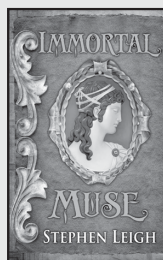


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SALADIN AHMED



STEPHEN LEIGH



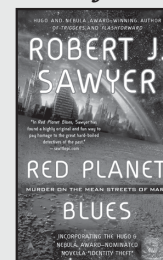
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ROBERT J. SAWYER



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General Programming Hours & Selected Policy Notes

Detcon1 programming will, in general, open and close on the following schedule:

- Thursday, 3 p.m. to Midnight
- Friday, 10 a.m. to Midnight
- Saturday, 10 a.m. to Midnight
- Sunday, 10 a.m. to 4 p.m.

Please check the pocket program, online schedule, and posted notices for exceptions and changes. Some items starting before or at Midnight may run past 1 a.m.



Literary Programming

Our literary program is composed of panel discussions, presentations, and author readings. Authors, editors, scholars, and knowledgeable fans share their thoughts and opinions with each other, and with you, on our panels and in their presentations, and our reading lineup is a mix of solo, paired, and themed group readings, showcasing our literary guests and attending writers, and offering attendees a chance to hear their favorite authors and discover new ones.

Art Program

Book covers, illustrations, concept art, and more... Science fiction and fantasy art covers a lot of ground, and our artists are willing to explore that ground with you, with John Picacio out front and on point. Panels, slide shows, and Kaffeeklatsches, and Randy Asplund's presentation on the Medieval Book. Detcon1's art program offers an opportunity to glimpse the thoughts and processes behind works of art like those on the covers of our favorite books or hanging in our Art Show (hint, hint). And if all goes well, come check out Detcon1's experimental Artique Roadshow: See the art that Detcon1 members have brought for identification and/or admiration and hear our experts' reactions.

Science Program

Fill up on science at Detcon1! Scientists, teachers, writers, fans, and more will participate in a number of panels and Q&A sessions. Topics will range from fossils to flying cars, from astrochemistry to fun with liquid nitrogen, from women in STEM fields to discussions about science and society. Brother Guy Consolmagno gives us a remote tour of the Vatican meteorite lab, the B612 Foundation discusses their Sentinel mission to save the world from asteroids, and local entrepreneur Erik Kauppi shares an update on the Current Motor Co. and the future of the electric scooter!

Music Program

Our music programming features an exciting range of solo and group concerts, including Tom Smith and Heather Dale, and (of course!) our Music Guests Bill and Brenda Sutton, as well as a singalong of classic fannish songs hosted by the legendary Filthy Pierre. These performances are bracketed with panel discussions and with music circles, both themed and open.

Fan Program

While all the programming at Detcon1 is for fans, "fan programming" particularly focuses on fans, fandom, and fan activities of all sorts. While we come together because we are interested in science fiction, it's important to celebrate the community of friends that our hobby has created during its ninety years of existence. Fan traditions range from the silly and obscure to trendsetting pre-Internet memes that have spread from us into the mundane (non-fan) world.

In our fan program you will hear fanhistory, scandals, trivia, sociology, and fascinating stories about fans and their activities. We'll talk about fan terminology and morés and all that make fandom a unique and wonderful place. We'll discuss fanzines, the paper version of blogging that fans created in the early years, and the electronic media that is trying to replace them. Join us!

Michifan History

Fandom in Michigan dates back to the 1930s with the Detroit Science Fictioneers. With the original Slan Shack in the 1940s, the invention of the propeller beanie in the 50s and early Star Trek fandom in the 60s, Michigan has contributed influentially to fannish culture.

A special series of Detcon1 events will concentrate on Michigan's fanhistory from Detroit to the U.P. Come and discover Michifandom's fascinating past.

Detention Retrospective

The panels of the Detention track are based on those of the 1959 World Science Fiction convention in Detroit. They cover literary, writing, fan writing and science topics that reflected the attendees and the overall nature of the world of science fiction in 1959. There were panels on Mars, dowsing, psionics, collecting, and pioneering authors like Edgar Rice Burroughs and Robert E. Howard. Some highlights of the Detention program were Poul Anderson and Damon Knight talking about how the writing of science fiction could be improved, and a panel on fan writing that became an hours-long, beer-fueled discussion of the relevance of fan-published magazines to the professional writer's career. Fan-published magazines were the electronic magazines of their day: a wide market for writers to get their first stories out where people could notice them.

Gear Up for Costuming at Detcon1!

We'll be presenting panels and workshops on a wide array of costuming subjects, from research to design to construction; from history, literature, visual media, and the imagination. Advanced costumers will be teaching skills you can use to improve your work. Costume historians will regale you with tales of history's lesser-known sartorial choices. Costumers and writers will come together to design costumes for a fictional world. We'll also be hosting hands-on events, including the Iron Costumer—Doll Edition and a workshop on building custom dress forms out of old tee shirts and tape.

Media and More

Media, gaming, strange hobbies, and guilty pleasures... Our program participants are ready and willing to engage with each other and with you on a broad range of topics including education, *The Big Bang Theory*, *Welcome to Night Vale*, and the history of ray gun production in the state of Michigan.

Writing Programming

Nuts and bolts programming about the craft and business of writing and publishing, from authors, editors, and industry observers. From the obligatory worldbuilding panel to the challenge of cursing in speculative fiction, this is where to find the know-how on how-to.

Youth Programming

Detcon1 Youth Programming helps drive the future of fandom by offering "something for everyone" in its programming track for children and teens. There are panels that explore science, art, costuming, gaming, literature, music, and theatre. For children, we have costuming and art panels where we make props, masks or other creative projects, and guest readers joining us at our Kookieklatches. For teens, there are crafting, art, and costuming panels that encourage creativity, as well as Sodaklatches with Young Adult authors. For both age groups, we offer a variety of gaming opportunities and scientific demonstrations and discussions.

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Active Programming

Workshops, demos, make & takes, and round tables...Detcon1 offers active programming across multiple topics, from art to costuming, Makers to music, science to writing. Look at the stars with the Warren Astronomical Society or create poetry from randomly selected words, or maybe make the cutest little hat in Motown... The choice is yours!

TCIF³/Detcon1 Film Festival

Countdown to blast off... Journey to fantasy worlds... Facing your darkest fears! The Tri-Cities International Fantastic Film Festival presents the Detcon1 International Film Festival, showcasing the best independent film shorts, and features from around the world, specializing in the science fiction, fantasy, horror, and comic genres. The festival will run in two-hour themed blocks with time at the end to meet with any attending filmmakers.



Gaming

Our gaming room is run by the good folks at UCon, featuring an extensive game library, scheduled and open gaming, and long hours. Be sure to look for the gaming room on Floor 1, conveniently close to the food court.

Mass Autographing

On Friday evening many of the authors, artists, musicians, and other creators will gather in the Ambassador ballroom, presenting a one-stop opportunity for attendees seeking autographs (3-book signing limits will apply). The signing will be accompanied by a reception, sponsored by the Science Fiction and Fantasy Writers of America (SFWA), and a cash bar.

Masquerade

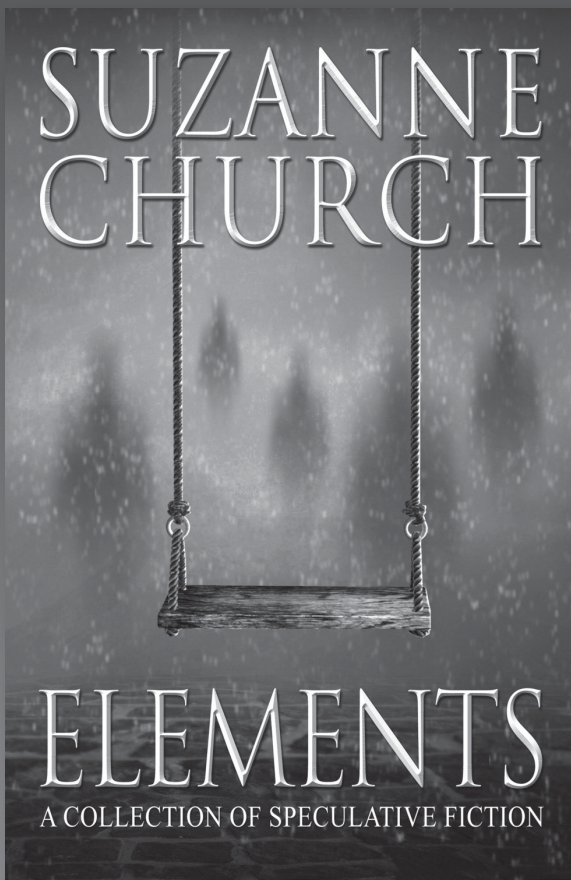
Detcon1 would not be complete without the Masquerade! Costumes from novice to master, recreation to original, fantasy to science fiction, and everything in between, will take their turn on our stage at 8p.m. Saturday night for the inspection of our judges and the pleasure of our audience. If you are not one to sit quietly in the audience, why not register to participate or volunteer to help backstage? No experience is necessary to participate in the masquerade, but enthusiasm and a costume IS required. Stop by the masquerade table to pick up forms, ask questions, or register.

Literary Awards: Detcon1 Award for Young Adult and Middle Grade Speculative Fiction & The Golden Ducks

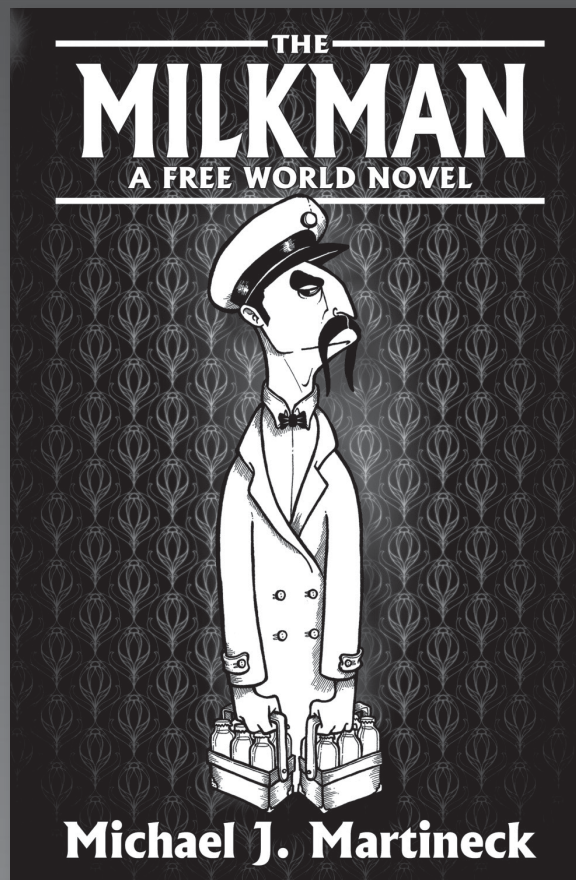
The winners of the Detcon1 Award for Young Adult and Middle Grade Speculative Fiction will be announced at a ceremony during our Saturday night extravaganza, following the competition component of the masquerade. Detcon1 is honored to also host the presentation of this year's Golden Duck Awards as part of our literary awards ceremony. The awards will be hosted by Mistress of Ceremonies Sarah Zettel and our YA Author Guest, Nnedi Okorafor. Join us for the celebration!

Dances

Dance the night away with Detcon1 on Friday at our Detroit Dance AND on Saturday at our '80s Dance featuring DJ Scalzi. If you can't drive the future, at least drive 'em crazy!



“...every last tale in this book is a powerful glimpse of a reality that’s very different from our own. Some are dark, others are wry - all are unforgettable...” - Ed Greenwood, New York Times bestselling creator of The Forgotten Realms®



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“... an impressive demonstration of the author's skills.” *Publishers Weekly*

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Selected Policies

Valid badges are required to attend programming. Please wear your badge and display it if asked.

Some items require advance sign-up. Please see Convention Operations for sign-up sheets.

Some items are age limited. Please check to see if an age limit is in place.

We have reserved seating for accessibility; please do not use seating marked for accessibility if another member needs it more than you do.

Please turn off cell phones and other noisy devices while attending programming.

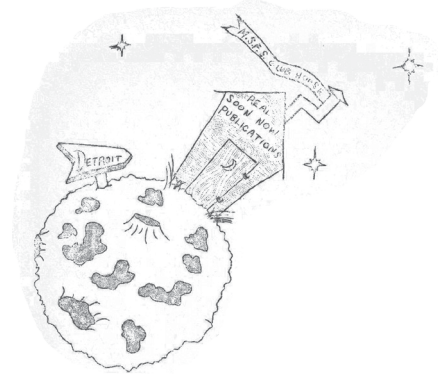
No recording panels from the audience.

Volunteers

As with most SF conventions, Detcon1 is planned and run entirely by volunteers. Whether they helped out leading up to the convention, during the weekend, in the days to come, or some combination thereof, every last one was essential to creating Detcon1. If you find yourself with some free time this weekend, or would like a way to meet people, consider coming to Operations and signing up for a volunteer shift. Or a couple. The convention requires the effort and passion of our gophers, assistants, proof-readers, and other volunteers to succeed. Please remember that many hands make light work, and thank the volunteers who made your convention special.

On behalf of Detcon1, we would like to thank all of our volunteers for their time and dedication. Thank you so much! This event couldn't have happened without you.

- Anna O'Connell & Christine Humphrey, Detcon1 Volunteer Coordinators



Art Show

The following artists will be exhibiting in the Art Show on the 3rd floor in the Ontario Exhibit Hall. Please stop by, admire their work, and consider taking some home. The Art Show Crew will be delighted to explain how. The Art Auction is Saturday night; sales are Sunday. (Please note this list is as of press time and is not inclusive.)

John Picacio
Durlyn Alexander
Randy Asplund
Keri Bas
Alan Beck
Megan Bouchard
Peri Charlifu
Sarah Clemens
Christina Collins
Daniel Cortopassi
Laurie Toby Edison
Cindy Emmons

Marjorie Farrell
Sara Felix
Mary Fitzpatrick
Gail Goodhand
Christy Grandjean
Diana Harlan-Stein
Lisa Hertel
Todd Johnson
Brain Klaus
Chris Kramer
Michael Kucharski
Sunshine Levi

Carl Lundgren
Richard Man
Theresa Mather
Diane Mathieson
Adrian Matthews
Patricia McCracken
Betsy Mott
David Lee Pancake
Ralph J. Ryan
Sandra SanTara
Spring Schoenhuth
Ashley Smith

Jeff Sturgeon
Jude Sullivan
Jeff Tolliver
Charles Urbach
Donna Waltz
Tomi Welch
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Chris Willrich
Mary J. Winters-Meyer

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Mythic Delirium, Bastion, Interzone, Black Static,
Luna Station, The Dark, Shimmer, & many more*



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Vendors Room, Ontario Exhibit Hall, 3rd floor

Vendor	Merchandise
Alex Heberling Productions	Independent comic artist
Amber Fox	Jewelry
Art by David Lee Pancake	Original artwork, sculptures, jewelry
Basement Books	Used books and paperbacks
BerHal Books	Used books
Black Cat Pottery	Functional and art pottery
Black Science Fiction Society	Books, posters, etc.
Brad, the Pen Guy	Turned wood and other materials items
Diana Harlan Stein	Original art
Dodeka Records Ltd.	Filk CDs and books
Dragon Press	Used books and paperbacks
Elemental Jewels	Jewelry
Fantastic Books	New books, publisher
The Fine Books Company	Books and magazines, first editions
Guild House Classic	Games
Hell on Wheels Traveling Hobby Shop	Jewelry and games
Instant Attitudes	T-shirts, bumper stickers
Juana Moore Designs	Felted (stuffed) animals, scarves, toys, jewelry
K3 Creations	Stained glass artwork
Larry Smith Bookseller	New books
Michael Publishing, LLC	Publisher
Mudcat Studio	Pottery and jewelry
Mystik Waboose	T-shirts, fur ears and tails
Locus Publications	Locus magazine
Obsidian Sky	African American speculative fiction
Offworld Designs	T-shirts, bumper stickers
Phantasia Press	SF 1st editions & collectible paperbacks
Rivertown Entertainment	Movie memorabilia, posters, action figures
S&SF Books	Books
Sabin's Gadgeteering Lab	LARP props, costuming, jewelry, LED-effect
Sandy Schrieber	Art
Seventeen17Jewels	Jewelry and accessories, Steampunk-themed
SFWA	Books, T-shirts, memberships
Shoptroll	Clothing, leather
Sign of the Unicorn	Original jewelry designs
Strange Hours Atelier	Felt hats, socks, paper goods
Ties That Bynde Designs	Corsets & costumes
TriTac Games	RPG games, dice
Undiscovered Treasures	Jewelry, fossils
War Pony Candy Forge	Candy & chocolate
Watson's Emporium of the Arcane	Fine leather accessories and Steampunk
Whitebeard Books & Essence of Cats	Rare books & toys, yarn cat stuff
Ziggy's West	Bladed weapons

In Memoriam

Bill Adler, Editor
Aaron Allston, Author
Stuart Andrews (a.k.a. Viking Stu), Fan
Patricia Anthony, Author
Gary Arlington, Bookstore Owner
Jeffrey Babbit, Fan
Neal Barrett, Jr., Author
Stewart H. Benedict, Author
Jon Bing, Author
Pamela Boal, Fan
Bob Booth, Fan
Fred Brammer, Fan
Gary Brandner, Author
Anthony J. Bryant, Editor
Michael Burgess (a.k.a. Robert Reginald), Author, Publisher
Jeff Canfield, Fan
Leslie Carmichael, Author
Malcolm Scott Carpenter, Astronaut
Stepan Chapman, Author
John Claggett, Author
Tom Clancy, Author
Kathleen Conat, Fan
Cal Cotton (a.k.a. "The Moor Tarik" The Black King), Fan
A. C. Crispin, Author
Ellen Denissen, Fan
Cynthia Susan Dickinson, Fan
Frank Dietz, Fan, Editor
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Andrea Dubnick, Fan, Editor
Bobbie Dufault, Fan
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Judy Harrow, Fan
Mike Jelenski, Fan
Erica Johnson, Fan
Carol Kabakjian, Fan
David Wayne Keller, Fan
Nancy Kemp, Fan
David L. Kuzminski, Editor
Joel Lane, Author
Joseph J. Lazzaro, Author
Doris Lessing, Author, 1987 Worldcon GoH
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Dan McCarthy, Fan
Hugh Nissenson, Author
Philip Nutman, Author
Don O'Shea, Fan
MyrnaSue Parmentier (a.k.a. The Dragon Lady), Fan
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Al Plastino, Artist
William Pogue, Author, Astronaut
Frederik Pohl, Author, Hugo Winner, 1972 Worldcon GoH
John Rankine (a.k.a. Douglas R. Mason), Author
Mary-Lynn Reed, Author
Andy Robertson, Editor
Frank M. Robinson, Author
Nick Robinson, Publisher
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Mark E. Rogers, Author, Artist
Jun Sadogawa (a.k.a. Mutsumi Kawahito), Author
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Hilbert Schenck, Author
Michael Shea, Fan
Lucius Shepard, Author, Hugo Winner
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Ruth Speer, Fan
Bhob Stewart, Fan
Graham Stone, Fan
Herbert Thierry, Fan
William Tienken, Fan
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Larry Tucker, Fan
Ned Vizzini, Author
George C. Willick, Author
Colin Wilson, Author
Rosemary Wolfe, Fan
delphyne woods (a.k.a. Joan Hanke-Woods), Fan, Hugo Winner

